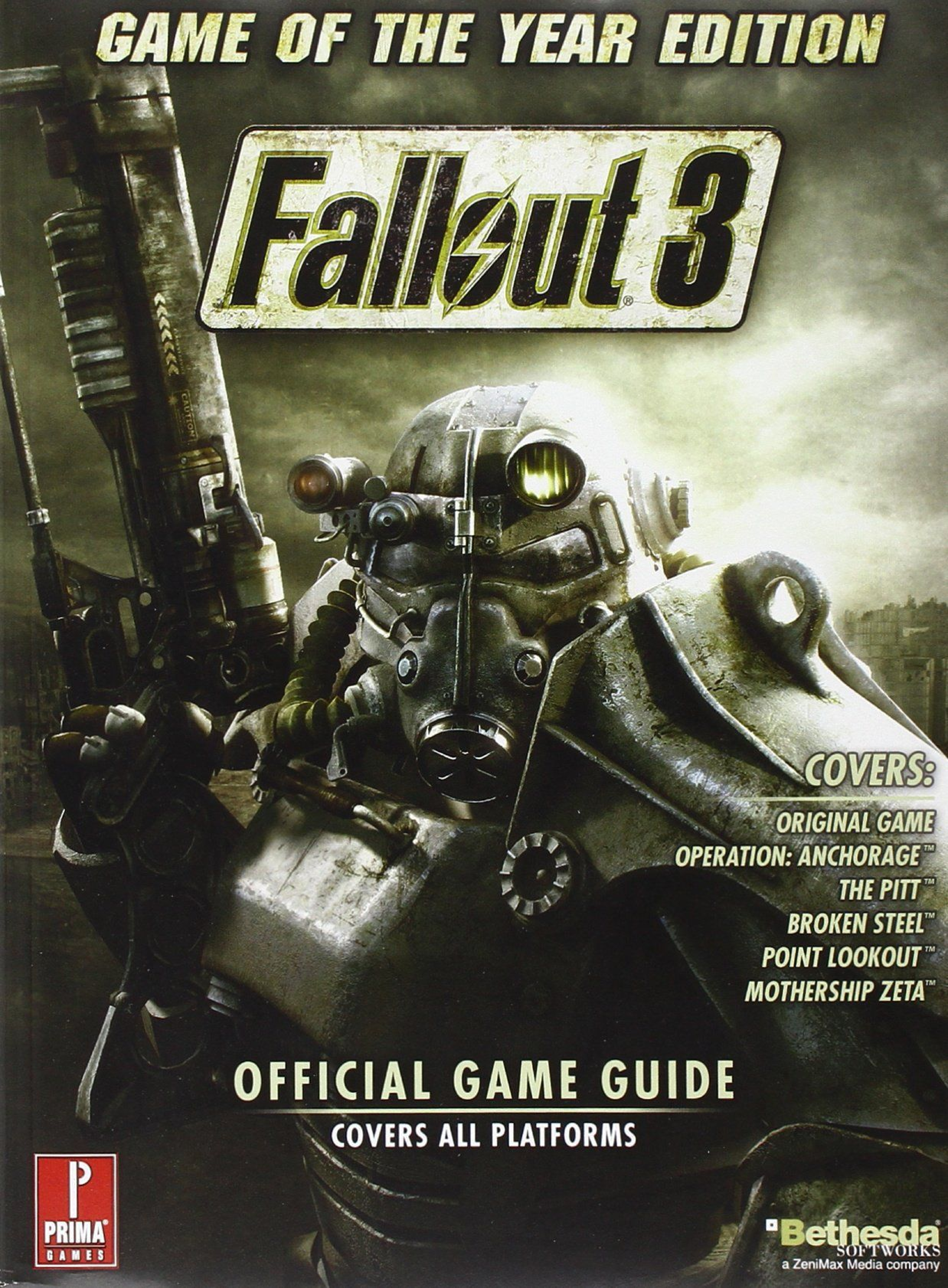


GAME OF THE YEAR EDITION

Fallout 3®

COVERS:
ORIGINAL GAME
OPERATION: ANCHORAGE™
THE PITT™
BROKEN STEEL™
POINT LOOKOUT™
MOTHERSHIP ZETA™

OFFICIAL GAME GUIDE

COVERS ALL PLATFORMS

PRIMA® GAMES

Bethesda SOFTWORKS
a ZeniMax Media company

Fallout 3

GAME OF THE YEAR EDITION

PRIMA Official Game Guide
Written by David S.J. Hodgson

Prima Games
An Imprint of Random House, Inc.

3000 Lava Ridge Court, St. 100
Roseville, CA 95661
www.primagames.com

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2009 Bethesda Softworks LLC, a ZeniMax Media company. Bethesda Game Studios, Bethesda Softworks, ZeniMax and related logos are registered trademarks or trademarks of ZeniMax Media Inc. in the U.S. and/or other countries. Fallout, Prepare for the Future and related logos are registered trademarks or trademarks of Bethesda Softworks LLC in the U.S. and/or other countries. All Rights Reserved. No part of or image appearing in this publication may be reproduced, stored in retrieval systems, placed on the Internet or worldwide web, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording or otherwise) without the prior written permission of Bethesda Softworks LLC.

Senior Product Manager: Mario De Govia
Associate Product Manager: Shaida Boroumand
Design & Layout: Jamie A.Knight
Additional Layout: Melissa Smith, Anne De Govia
Maps: 99 Lives Design, David Bueno
Manufacturing: Stephanie Sanchez, Suzanne Goodwin

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Originally hailing from the English city of Manchester, David began his career in 1995, writing for numerous classic British gaming magazines from a rusting, condemned, dry-docked bohemian German fishing trawler floating on the River Thames. Fleeing the United Kingdom, he joined the crew at the part-fraternity, part-sanitarium known as *GameFan* magazine. David helped launch GameFan Books and form Gamers' Republic, was partly responsible for the wildly unsuccessful *incite* Video Gaming and Gamers.com. He began authoring guides for Prima in 2000. He has written over 70 strategy guides, including *The Legend of Zelda: Twilight Princess, Assassin's Creed, Half-Life: Orange Box, Mario Kart Wii*, and *Halo 3: ODST*. He lives in the Pacific Northwest with his wife Melanie and an eight-foot statue of Great Cthulhu.

Author Thanks and Acknowledgements

To my loving wife Melanie; Mum, Dad, and Ian; Bryn, Rachel, Samuel and Ben; The Moon Wiring Club, Boards of Canada, Laibach, Kraftwerk, Rammstein, and The Knife; Ron & Fez; and I for Innsmouth, a hell of a town, Where the people wear gold, and are quite hard to drown.

Extra special thanks to Shaida Boroumand and Jamie Knight at Prima for their dedication, help, and support on this project. Thanks too, to the cartographical prowess of 99 Lives, and all at Prima.

One thousand and one thanks to everyone at Bethesda Softworks; the most helpful, generous, and knowledgeable developer I've ever worked with.

We want to hear from you! E-mail comments and feedback to dhodgson@primagames.com.

Bethesda Softworks Credits

Written By:
David S.J. Hodgson

Additional Writing:
Jeff Browne
Joel Burgess
Erik Caponi
Brian Chapin
Jon Paul Duvall
Kurt Kuhlmann
Alan Nanes
Bruce Nesmith
Emil Pagliarulo
Nathan Purkeypile
Fred Zeleny

Concept Artist:
Adam Adamowicz

Editors-in-Chief:
Jeff Gardiner
Pete Hines

Fallout 3 created by:
Bethesda Game Studios

Fallout 3 Executive Producer:
Todd Howard

Special Thanks to:
Istvan Pely, Noah Barry, Kevin Kaufmann, Chris Krietz, Natalia Smirnova, Daryl Brigner, Phil Nelson, Ryan Redetzky, Jesse Tucker, Craig Lafferty, Gavin Carter, Tim Lamb, Ashley Cheng, Nathan McDyer, and, of course, everyone at Bethesda Softworks, Bethesda Game Studio, and ZeniMax Media, Inc.

ISBN: 978-0-307-46703-4

UNLEASHED

Contents

Chapter 1: Training 4
- Welcome to the Capital Wasteland 4
- Primary Statistics 5
- Derived Statistics 7
- Skills Overview 10
- Perks Overview 13
- Quest-Related Perks 22
- Plans for Successful Character Development 25
- General Training and Advice 28
- Mapping the Capital Wasteland 30
- Other Pip-Boy Functionality 31
- The Battle for Wasteland Supremacy 32
- Going on Maneuvers 34
- Aiding and Abetting the Vault Dweller 35

Chapter 2: Factions and Bestiary 41
- Part 1: Factions 41
- Part 2: The Bestiary 45
  - Human Foes with Higher Functions 45
  - Creatures and Wild Abominations 54

Chapter 3: The Wasteland Census 59
- An Enhanced Encyclopedia 59

Chapter 4: Wasteland Gear 104
- Wasteland Weaponry 104
  - Big Guns 104
  - Energy Weapons 107
  - Grenades & Mines 111
  - Melee Weapons 112
  - Small Guns 119
  - Unarmed Weapons 125
- Wasteland Apparel 127
  - Vault Outfits 127
  - Combat Armor 128
  - Powered Armor 129
  - Wasteland Armor 131
  - Sealed Body Suits 133
  - General Wasteland Outfits 134
  - Enclosed Headgear: Powered Helmets 141
  - Enclosed Headgear: Masks & Helmets 142
  - Other Headgear: Masks & Helmets 144
  - Other Headgear: Glasses & Facial Coverings 147

Chapter 5: Main Quest 149
- Birth 150
- Baby Steps 151
- Growing Up Fast 151
- Future Imperfect 152
- Escape! 153
- Following in His Footsteps 156
- Galaxy News Radio 163
- Scientific Pursuits 168
- Tranquility Lane 173
- The Waters of Life 177
- Picking up the Trail 182
- Rescue from Paradise 187
- Finding the Garden of Eden 192
- The American Dream 192
- Take it Back! 201
- Project Complete: Aftermath 203

Chapter 6: Miscellaneous Quests 205
- Big Trouble in Big Town 205
- The Superhuman Gambit 209
- The Wasteland Survival Guide 215
- Those! 229
- The Nuka-Cola Challenge 236
- Head of State 240
- The Replicated Man 245
- Blood Ties 250
- Oasis 257
- The Power of the Atom 260
- Tenpenny Tower 264
- Strictly Business 271
- You Gotta Shoot 'Em in the Head 275
- Stealing Independence 279
- Trouble on the Homefront 285
- Agatha's Song 289
- Reilly's Rangers 296

Chapter 7: Tour of the Capital Wasteland 303
- Welcome to the Capital Wasteland 303
- General Encounters 304
  - Capital Wasteland Traders 306
- Around the Wasteland in 80 Mini-Encounters 305
  - Type I: Unique Encounters 305
  - Type II: Repeating Encounters 306
- Zone 1: Northwest Territories 309
- Zone 2: Northern Mountains 318
- Zone 3: Northeast Territories 326
- Zone 4: Irradiated Western Plains 335
- Zone 5: Central Plains and Potomac 344
- Zone 6: Eastern Hills and D.C. Outskirts 359
- Zone 7: Southwest Territories 373
- Zone 8: Southern Plains and D.C. Outskirts 385
- Zone 9: Exterior D.C. Metropolitan Ruins 400
- Zones10–21: Interior D.C. Metropolitan Ruins 416
- Zone 10: Chevy Chase Overview 416
- Zone 11: Dupont Circle 417
- Zone 12: Vernon Square 420
- Zone 13: Takoma Park 425
- Zone 14: Georgetown 427
- Zone 15: Pennsylvania Avenue 430
- Zone 16: Arlington National Cemetery 433
- Zone 17: The Mall 436
- Zone 18: Seward Square 444
- Zone 19: Falls Church 447
- Zone 20: Mason District 450
- Zone 21: L'Enfant Plaza 452
- Zone U: Linking Underground Locations (D.C. Ruins) 455
- Underground Locations 455

Chapter 8: Operation: Anchorage 465
- Aiding the Outcasts 465
- The Guns of Anchorage 468
- Paving the Way 474
- Operation: Anchorage! 480
- Tour of Operation: Anchorage 484
- Operation: Anchorage: D.C. Locations 484
- Operation: Anchorage: Alaskan Locations 487

Chapter 9: The Pitt 495
- Unsafe Working Conditions 498
- Free Labor 510
- Tour of The Pitt 522
- The Pitt: D.C. Locations 522
- The Pitt: Pitt Locations 523

Chapter 10: Broken Steel 535
- Death from Above 535
- Shock Value 539
- Who Dares Wins 547
- Miscellaneous Quests Preamble: Locating Scribe Bigsley 568
- Miscellaneous Quest: Protecting the Water Way 569
- Miscellaneous Quest: Holy Water 573
- Miscellaneous Quest: The Amazing Aqua Cura! 576
- Freeform Quest: The Sorrowful Suitor 579
- Freeform Quest: Getting Ready for Prime Time 579
- Freeform Quest: Blood Brotherhood 580
- Freeform Quest: Forcing Evolution Virally 580
- Tour of Broken Steel 581
- Water Caravan Routes 581
- Zone 2: Northern Mountains 581
- Zone 3: Northeast Territories 582
- Zone 4: Irradiated Western Plains 587
- Zone 5: Central Plains and Potomac 588
- Zone 7: Southwest Territories 589
- Zone 8: Southern Plains & D.C. Outskirts 591
- Zone 9: Exterior D.C. Metropolitan Ruins 593
- Zone 10: Chevy Chase 598
- Zone 14: Georgetown 598
- Zone 15: Pennsylvania Avenue 599
- Zone 17: The Mall 606
- Zone 18: Seward Square 608

Chapter 11: Point Lookout 609
- The Local Flavor 609
- Walking With Spirits 616
- Hearing Voices 620
- Thought Control 624
- The Meeting of the Minds 626
- Miscellaneous Quest: An Antique Land 632
- Miscellaneous Quest: The Dark Heart of Blackhall 635
- Miscellaneous Quest: A Spoonful of Whiskey 642
- Miscellaneous Quest: The Velvet Curtain 645
- Miscellaneous Quest: Plik's Safari 652
- Freeform Quest: Latchkey Kenny 654
- Freeform Quest: The Seafarer's Friend 655
- Freeform Quest: Tailing the Tomboy 656
- Tour of Point Lookout 658
- Point Lookout: D.C. Locations 658
- Zone 7: Southwest Territories 658
- Zone 9: Exterior D.C. Metropolitan Ruins 659
- Point Lookout Locations 659
  - Zone 1: Northwestern Swamps 659
  - Zone 2: Northern Mountains 666
  - Zone 3: The Shrouded Promontory 672
  - Zone 4: Western Sand Dunes 677
  - Zone 5: Point Lookout Township 679
  - Zone 6: The Blasted Heath 686

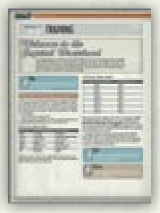
Chapter 12: Mothership Zeta 690
- Not of This World 690
- Among the Stars 695
- This Galaxy Ain't Big Enough... 711
- Tour of Mothership Zeta 718
  - Capital Wasteland Zone 2: Northern Mountains 718
- Mothership Zeta: Interior Locations 719

Chapter 13: Appendices 731
  - Appendix 1: Achievements and Trophies 731
  - Appendix 2: Bobbleheads 733
  - Appendix 3: Fat Men 733
  - Appendix 4: Fat Man: Mini-Nukes 733
  - Appendix 5: Unique Weapons and Outfits 735
  - Appendix 6: Nuka Cola Quantums 737
  - Appendix 7: Schematics: Custom Weapons 738
  - Appendix 8: Scribe Pre-war Books 739
  - Appendix 9: Skill Books 740
  - Appendix 10: Keller and Replicated Man Holotapes 745
  - Appendix 11: Alien Captive Recorded Logs 745

Index 746

How To Use This Guide

Welcome to the Capital Wasteland, Lone Wanderer! Prevent bewilderment by swiftly understanding the key information in each chapter of this weighty tome.



Chapter 1: Training

Turn your Vault Dweller into a skilled Wasteland survivor: Your S.P.E.C.I.A.L. statistics, Skills, and all Perks are examined, and character development is detailed, along with general tactics, thoroughly preparing you for adventuring beyond Vault 101.

Chapter 2: Factions & Bestiary

Know your enemy! Information on the various tribes, survivors, abominations, and lunatics that prowl the Capital Wasteland is revealed, along with a statistics-heavy list of all enemies you'll face, from the Wasteland all the way to Point Lookout and beyond.

Chapter 3: The Wasteland Census

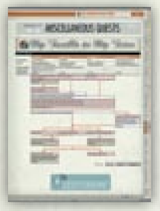
Meeting people and learning their ulterior motives is vital to your continued well-being. Fortunately, every single person you're ever likely to meet is shown, with a portrait, faction and location information, and their biography. Learn whom you can trust here!

Chapter 4: Wasteland Gear

Whether you're brandishing Big or Small Guns, you need to know the location and statistical prowess of all offensive (and unique) weapons, as well as every type of outfit, including armor, clothing, and even a complete collection of hats to wear at rakish angles.

Chapter 5: Main Quest

A comprehensive walkthrough of every part of your Main Quest is showcased here, complete with flow-charts, Karmic choices, and every method of solving a puzzle or interacting with an entity. The epic expedition to locate your lost father begins here!

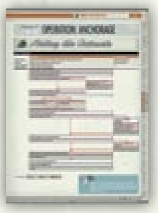


Chapter 6: Miscellaneous Quests

Whether you're helping an old lady secure a priceless violin, rounding up Slaves for a trip to Paradise, or detonating a massive bomb for nefarious associates, all of the completely optional Miscellaneous Quests available to you are detailed in this section.

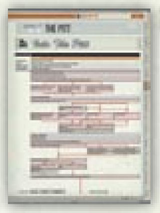
Chapter 7: Tour of the Capital Wasteland

Going off on your own, or with your trusty Follower? Then you'll need complete cartographical evidence on what to expect and find throughout the entire Capital Wasteland. Every settlement, landmark, and Vault has been mapped and explored for you.



Chapter 8: Operation: Anchorage

Engage in an epic struggle across the Alaskan tundra as you help battle the Red Chinese from their attempts at overrunning Anchorage. All the Main Quest, Miscellaneous Quests, and Freeform Quests, along with a complete Tour, are shown here.

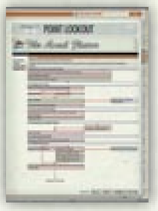


Chapter 9: The Pitt

Take the train tracks northwards to The Pitt, and uncover an epic struggle for power in a large and sprawling settlement. This chapter contains the entire Main Quest, every Miscellaneous and Freeform Quest, and a thorough Tour for this specific expedition.

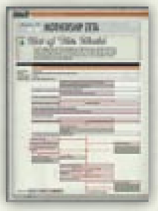
Chapter 10: Broken Steel

Beginning two weeks after you complete the Main Quest (Chapter 5), help the Brotherhood of Steel push back the remnants of the Enclave. The Main, Miscellaneous and Freeform Quests, and new locations throughout the Capital Wasteland are revealed.



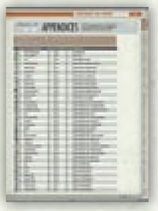
Chapter 11: Point Lookout

Take the Duchess Gambit (and your life in your hands) when you visit the faded and mist-soaked coastal town called Point Lookout: You'll Never Leave! The Main, Miscellaneous, and Freeform Quests are revealed, along with a map-heavy Tour of the entire area.



Chapter 12: Mothership Zeta

The Aliens are back, and they aren't happy; travel beyond the confines of earth and explore the vast Mothership Zeta. It's all here; the Main and Freeform Quests, along with a tour of the alien battleship behemoth floating in earth's high atmosphere.



Chapter 13: Appendices

Require copious statistical wisdom? This is your chapter; every Achievement and Trophy, Bobblehead, Fat Man, Mini-Nuke. Unique Weapon and Outfit, Nuka-Cola Quantum, Schematic blueprint, Pre-War Book, Skill Book and more are listed for your perusing pleasure.

Chapter 1 TRAINING

Welcome to the Capital Wasteland

You've escaped Vault 101. Welcome to the Capital Wasteland, survivor! You've chanced upon this strategy guide, and it should provide you with everything you require to thrive in this inhospitable environment. This section offers a variety of plans for spending your Statistic, Skill, and Perk points. Continue reading for some example characters, some general and advanced training, and showcases of all of the important weapons, armor, and aid you should look for during your excursion.

Tip

Please read through the Instruction Manual that came with your copy of the game, so you're somewhat familiar with the tenets of this adventure. Now proceed....

YOU'RE EXTRA S.P.E.C.I.A.L.!

S.P.E.C.I.A.L. is an acronymn that stands for your seven Primary Statistics: Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. These Primary Statistics (or "Attributes") serve as the foundation of all characters, from your own adventurer to people inhabiting the Wasteland and even creatures. They are measured from 1 (pitiful) to 10 (incredible).

What do the Primary Statistics Do?

Generally speaking, the higher your Primary Statistic, the higher your associated ability and skill bonuses are, as this table shows:

S.P.E.C.I.A.L. Effects Table I

S.P.E.C.I.A.L.	ASSOCIATED ATTRIBUTE	SKILLS MODIFIED
Strength	Carry Weight	Melee Weapons
Perception	Compass Markers	Energy Weapons, Explosives, Lockpick
Endurance	Health, Resistances	Big Guns, Unarmed
Charisma	Disposition	Barter, Speech
Intelligence	Skill Points per Level	Medicine, Repair, Science
Agility	Action Points	Small Guns, Sneak
Luck	Critical Chance	All Skills

Furthermore, when a S.P.E.C.I.A.L. statistic affects a skill, it does so by the amount shown in the following table. Luck is the exception, because it affects all skills, but at a much lower rate.

S.P.E.C.I.A.L. Effects Table II

S.P.E.C.I.A.L.	SKILL MODIFIER (%)	LUCK MODIFIER (%)
1	Skill +2	Skill +1
2	Skill +4	Skill +1
3	Skill +6	Skill +2
4	Skill +8	Skill +2
5	Skill +10	Skill +3
6	Skill +12	Skill +3
7	Skill +14	Skill +4
8	Skill +16	Skill +4
9	Skill +18	Skill +5
10	Skill +20	Skill +5

During your character's creation, your S.P.E.C.I.A.L. points are allotted automatically based on the decisions you make during the first three **Main Quests: Baby Steps**, **Future Imperfect**, and just before you leave Vault 101 for the first time in **Escape!** During the latter two quests, you can redistribute points manually to lay the foundation for exactly the type of adventurer you want to be.

You have 40 points to spend across the seven Primary Statistics. Seven of these points are automatically allocated (you must have a minimum of 1 point in every statistic), but the rest are freely distributed as you like. The following information reveals which associated skills and perks are affected by each statistic.

Tip

Go and read up on some skills and perks that particularly interest you, then check which statistic affects them and bump up the points in that statistic accordingly.

Note

Each of the statistics has a collectible Bobblehead associated with it. Find the Bobblehead, and you automatically (and permanently) receive +1 to that statistic.

Primary Statistics

STRENGTH

Strength is a measure of your raw physical strength. It determines how much you can carry, and the extra damage done with in unarmed combat.

STRENGTH	CARRY WEIGHT (LBS) †	UNARMED DAMAGE (HP) ‡	SKILL MODIFIERS ††
1	160	0.5	Melee Weapons +2
2	170	1	Melee Weapons +4
3	180	1.5	Melee Weapons +6
4	190	2	Melee Weapons +8
5	200	2.5	Melee Weapons +10
6	210	3	Melee Weapons +12
7	220	3.5	Melee Weapons +14
8	230	4	Melee Weapons +16
9	240	4.5	Melee Weapons +18
10	250	5	Melee Weapons +20

† Carry Weight: Every item you scavenge in the Wasteland has a weight associated with it. The stronger you are, the more you can carry without becoming over-encumbered (which means you cannot run).

‡ Unarmed Damage: If you're going to primarily use your fists or a hand weapon such as a Power Fist, expect to add this amount of damage to every strike.

†† Skill Modifiers: You instantly (and permanently) add this percentage to your Melee Weapons skill.

ASSOCIATED SKILLS AND DERIVED STATISTICS

Melee Weapons

Carry Weight

ASSOCIATED PERKS

PERK	MIN. STRENGTH NEEDED	LEVEL AVAILABLE
Little Leaguer	4	2
Iron Fist	4	4
Strong Back	5	8

PERCEPTION

Perception determines how well you use your five senses, and also pertains to an almost superhuman "sixth sense." The higher your Perception, the sooner the red markings appear on your compass to indicate a threat.

PERCEPTION	SKILL MODIFIERS (%) †
1	Energy Weapons +2, Explosives +2, Lockpick +2
2	Energy Weapons +4, Explosives +4, Lockpick +4
3	Energy Weapons +6, Explosives +6, Lockpick +6
4	Energy Weapons +8, Explosives +8, Lockpick +8
5	Energy Weapons +10, Explosives +10, Lockpick +10
6	Energy Weapons +12, Explosives +12, Lockpick +12
7	Energy Weapons +14, Explosives +14, Lockpick +14
8	Energy Weapons +16, Explosives +16, Lockpick +16
9	Energy Weapons +18, Explosives +18, Lockpick +18
10	Energy Weapons +20, Explosives +20, Lockpick +20

(continued)

† Skill Modifiers: You instantly (and permanently) add this percentage to these skills.

ASSOCIATED SKILLS AND DERIVED STATISTICS

Energy Weapons

Explosives

Lockpick

- **Easier to detect enemies on compass**

ASSOCIATED PERKS

PERK	MIN. PERCEPTION NEEDED	LEVEL AVAILABLE
Thief	4	2
Sniper	6	12
Light Step	6	14
Better Criticals	6	16
Infiltrator	7	18

ENDURANCE

Endurance is your Health and overall physical fitness. The higher your Endurance, the better your Health and Poison and Radiation Resistances are.

ENDURANCE	INITIAL HEALTH †	SKILL MODIFIERS (%)
1	120	Big Guns +2, Unarmed +2
2	140	Big Guns +4, Unarmed +4
3	160	Big Guns +6, Unarmed +6
4	180	Big Guns +8, Unarmed +8
5	200	Big Guns +10, Unarmed +10
6	220	Big Guns +12, Unarmed +12
7	240	Big Guns +14, Unarmed +14
8	260	Big Guns +16, Unarmed +16
9	280	Big Guns +18, Unarmed +18
10	300	Big Guns +20, Unarmed +20

† Initial Health: Because this is the amount of damage you can take before dying, it is worth figuring out what type of combat you're planning. For example, you need more Health if you're planning to fight hand-to-hand instead of long-range sniping.

ASSOCIATED SKILLS AND DERIVED STATISTICS

Big Guns

Unarmed

Poison resistance

Radiation resistance

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

ASSOCIATED PERKS

PERK	MIN. ENDURANCE NEEDED	LEVEL AVAILABLE
Toughness	5	6
Lead Belly	5	6
Strong Back	5	8
Rad Resistance	5	8
Size Matters	5	8
Life Giver	6	12
Solar Powered	7	20

CHARISMA

Charisma defines your overall attractiveness and likeability. Having a high Charisma will improve people's disposition toward you, although it can't overcome a particularly high or low Karma. Prefer talking and shooting to just shooting? Read on....

CHARISMA	SKILL MODIFIERS (%)
1	Barter +2, Speech +2
2	Barter +4, Speech +4
3	Barter +6, Speech +6
4	Barter +8, Speech +8
5	Barter +10, Speech +10
6	Barter +12, Speech +12
7	Barter +14, Speech +14
8	Barter +16, Speech +16
9	Barter +18, Speech +18
10	Barter +20, Speech +20

ASSOCIATED SKILLS (AND OTHER INFORMATION)

Barter **Speech**

- **Affects disposition of others toward you**

ASSOCIATED PERKS

PERK	MIN. CHARISMA NEEDED	LEVEL AVAILABLE
Scoundrel	4	4
Child at Heart	4	4
Impartial Mediation	5	8
Animal Friend	6	10
Master Trader	6	14

INTELLIGENCE

This measures your basic intellect, curiosity in the world, and adeptness at critical thinking. The higher your Intelligence, the more skill points you can distribute when you level up.

(continued)

INTELLIGENCE	SKILL POINTS	SKILL MODIFIERS (%)
1	11	Medicine +2, Repair +2, Science +2
2	12	Medicine +4, Repair +4, Science +4
3	13	Medicine +6, Repair +6, Science +6
4	14	Medicine +8, Repair +8, Science +8
5	15	Medicine +10, Repair +10, Science +10
6	16	Medicine +12, Repair +12, Science +12
7	17	Medicine +14, Repair +14, Science +14
8	18	Medicine +16, Repair +16, Science +16
9	19	Medicine +18, Repair +18, Science +18
10	20	Medicine +20, Repair +20, Science +20

ASSOCIATED SKILLS (AND OTHER INFORMATION)

Medicine **Repair**

Science

- **Affects skill points per level up**

ASSOCIATED PERKS

PERK	MIN. INTELLIGENCE NEEDED	LEVEL AVAILABLE
Swift Learner	4	2
Gun Nut	4	2
Daddy's Boy/Daddy's Girl	4	2
Educated	4	4
Entomologist	4	4
Comprehension	4	6
Nerd Rage!	5	10
Computer Whiz	7	18

AGILITY

Agility is a measure of your quickness and dexterity. Agility affects your total number of Action Points, which are used to perform specialized combat actions in V.A.T.S. mode.

AGILITY	ACTION POINTS (AP)	SKILL MODIFIERS (%)
1	67	Small Guns +2, Sneak +2
2	69	Small Guns +4, Sneak +4
3	71	Small Guns +6, Sneak +6
4	73	Small Guns +8, Sneak +8
5	75	Small Guns +10, Sneak +10
6	77	Small Guns +12, Sneak +12
7	79	Small Guns +14, Sneak +14
8	81	Small Guns +16, Sneak +16
9	83	Small Guns +18, Sneak +18
10	85	Small Guns +20, Sneak +20

ASSOCIATED SKILLS AND DERIVED STATISTICS

Small Guns **Sneak**

- **Action Points**

ASSOCIATED PERKS

PERK	MINIMUM AGILITY NEEDED	LEVEL AVAILABLE
Gun Nut	4	2
Thief	4	2
Silent Running	6	12
Sniper	6	12
Light Step	6	14
Action Boy/Action Girl	7	16

LUCK

Luck is a slightly different statistic, because it affects every other skill. Raising your Luck raises all of your skill values by a small amount. Having a high Luck will also improve your chance of a critical hit.

LUCK	SKILL MODIFIERS (%)
1	Critical 1%, All Skills +1
2	Critical 2%, All Skills +1
3	Critical 3%, All Skills +2
4	Critical 4%, All Skills +2

(continued)

LUCK	SKILL MODIFIERS (%)
5	Critical 5%, All Skills +3
6	Critical 6%, All Skills +3
7	Critical 7%, All Skills +4
8	Critical 8%, All Skills +4
9	Critical 9%, All Skills +5
10	Critical 10%, All Skills +5

ASSOCIATED DERIVED STATISTIC

Critical Chance

ASSOCIATED PERKS

PERK	MINIMUM LUCK NEEDED	LEVEL AVAILABLE
Fortune Finder	5	6
Scrounger	5	8
Finesse	6	10
Mysterious Stranger	6	10
Better Criticals	6	16

Derived Statistics

Derived Statistics are a second, related set of values determined automatically, based on the Primary Statistics (S.P.E.C.I.A.L.) and skills that you can allocate points to, or certain perks. There are different ways to increase (and decrease) these Derived Statistics; they aren't just affected by your Primary Statistics.

For example, imagine you want to modify your Carry Weight. This is affected by the following:

» You could increase or decrease your Strength,

» Or, you could take the Strong Back perk.

Here are all the Derived Statistics and what they do:

ACTION POINTS

As the name might suggest, the higher the number, the more actions you can accomplish before another entity (whether friend or foe) reacts back. Your total number of Action Points (AP) is visible only on your Pip-Boy's Stats screen. Otherwise, AP are represented by a bar on your H.U.D. Your AP bar is constantly in motion, retracting as you shoot weapons or access your inventory, and filling back up when not engaged in these types of moves. Don't worry about running out of AP unless you are engaged in V.A.T.S. mode combat.

So, why not act in "real time" and ignore V.A.T.S. mode? Because V.A.T.S. allows easier takedowns, focused combat, and more pronounced effects. That Raider in the distance may be difficult to manually decapitate, expend some Action Points in V.A.T.S., and you're playing at your full potential; you're as proficient as your points allocations allow. Most of all, V.A.T.S. gives you an additional +15% chance of a critical hit. That's a four times improvement for a character with a Luck of 5.

AGILITY	ACTION POINTS
1	67
2	69
3	71
4	73
5	75
6	77
7	79
8	81
9	83
10	85

PERKS THAT MODIFY ACTION POINTS (PERMANENTLY)

Action Boy/Girl: AP +25

TEMPORARY MODIFIERS TO ACTION POINTS: CHEMS

Jet: AP +30

UltraJet: AP +40

Fire Ant Nectar: Agility +4, AP +8

Nuka-Cola Quantum: AP +20

NukaLurk Meat: AP +20

TEMPORARY MODIFIERS TO ACTION POINTS: ADDICTIONS

Alcohol Addiction: Agility -1, AP -2

Jet Addiction: Agility -1, AP -2

Med-X Addiction: Agility -1, AP -2

TEMPORARY MODIFIERS TO ACTION POINTS: RADIATION POISONING

400 Rads: Agility -1, AP -2

600 Rads: Agility -2, AP -4

800 Rads: Agility -2, AP -4

ACTION POINT COSTS

You can perform a number of actions in both regular "run and gun" and V.A.T.S. modes. These actions consume Action Points. Attack with any kind of weapon except a Rifle or Big Gun and it takes 10 AP. Crouching or standing takes 10 AP. Firing a Rifle takes 25 AP. Firing a Big Gun with a projectile takes 75 AP.

CARRY WEIGHT

Your Carry Weight, shown on your Pip-Boy's Inventory menu, determines how much you can carry before you become over-encumbered, slow down, and eventually stop. It is determined by your Strength:

STRENGTH	CARRY WEIGHT
1	160
2	170
3	180
4	190
5	200
6	210
7	220
8	230
9	240
10	250

PERKS THAT MODIFY CARRY WEIGHT (PERMANENTLY)

Strong Back: Carry Weight +50

Solar Powered: ST +2 in sunlight, Carry Weight +40

TEMPORARY MODIFIERS TO CARRY WEIGHT: CHEMS

Any alcoholic beverage: ST +1, Carry Weight +20

Buffout: ST +1, Carry Weight +20

Mississippi Quantum Pie: ST +1, Carry Weight +20

TEMPORARY MODIFIERS TO CARRY WEIGHT: ADDICTIONS

Nectar Withdrawal: ST -2, Carry Weight -40

Buffout Withdrawal: ST -1, Carry Weight -20

TEMPORARY MODIFIERS TO CARRY WEIGHT: RADIATION POISONING

600 Rads: ST -1, Carry Weight -20

800 Rads: ST -2, Carry Weight -40

CRITICAL CHANCE

Every time you strike an opponent (or receive a hit yourself) there's a chance that hit will inflict Critical Damage. The exact amount of Critical Damage varies depending on the weapon, whether or not it's a sneak attack, and whether or not you are in V.A.T.S. In most cases Critical Damage is double normal damage and the chance of a critical hit is simply your Luck as a percentage.

LUCK	BASE CHANCE OF CRITICAL DAMAGE
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

Note

With certain weapons, such as the Laser Rifle, additional effects occur when a critical is successful, such as the enemy being immolated into a pile of dust!

PERKS THAT MODIFY CRITICAL CHANCE (PERMANENTLY)

Finesse: Critical Chance +5%

Ninja: Critical Chance +15% (only with Unarmed and Melee Weapons)

DAMAGE RESISTANCE

If you are struck while in combat, you receive damage. The amount of damage you are spared, with bonuses from employing armor or perks, is your Damage Resistance. This can be between 0 and 85%. You might see a number greater than 100 in the HUD, but a max of 85 is actually used. If you have a Damage Resistance of 30, you take 30% less damage when you're struck. The most common way to increase your DR is to wear armor. Helmets also add to your overall DR. Wear both for maximum protection.

PERKS THAT MODIFY DAMAGE RESISTANCE (PERMANENTLY)

Toughness: Damage Resistance +10

Cyborg: Damage Resistance +10

Nerd Rage: Damage Resistance +50 (only when Health is low)

TEMPORARY MODIFIERS TO DAMAGE RESISTANCE: CHEMS

Med-X: Damage Resistance +25

HEALTH

ENDURANCE	STARTING HEALTH
1	120
2	140
3	160
4	180
5	200
6	220
7	240
8	260
9	280
10	300

Your Health, is shown both in your Pip-Boy and on-screen. When you reach 0 Health, you are dead. Your Endurance statistic determines your starting Health, and you gain 10 more each time you level up. Naturally, the more Health you have, the better your chances at survival are.

Your enemies also have a finite amount of Health, and the same rules apply. In addition, your Health represents the total health of your entire body: each body part accounts for a percentage of total Health. This means (for example), that shooting a 100 Health Raider in the torso requires you to damage him for 46 points before the body part is crippled. Remember that the Raider's armor also stops some of the incoming damage. The following table shows the player's and an NPC's body part Health as a percentage of the NPC's total Health. Creatures all have unique body part Health distributions. Notice that the player has very high body part Health. You are the hero. You're a pretty tough guy.

BODY PART	NPC HEALTH	PLAYER HEALTH
Head	20%	75%
Torso	60%	255%
Left Arm	25%	100%
Right Arm	25%	100%
Left Leg	25%	150%
Right Leg	25%	150%

This is one reason why limb shots are favored by professional Wasteland killers. As long as your aim is good, you only need pare down a percentage of a foe's total Health to cripple that limb.

> **Tip**
>
> In most cases you inflict double damage if you aim at the head too; make cranial destruction an essential part of your combat repertoire!

Also note that if you fall a great distance, or you're shot or wounded in a specific area, you may lose the use of that body part. For example, a fall from the balcony over the Atom Bomb in Megaton cripples a leg. Seek a doctor, or inject yourself with a Stimpak to heal yourself.

PERKS THAT MODIFY HEALTH (PERMANENTLY)

Life Giver: Health +30

TEMPORARY MODIFIERS TO HEALTH: CHEMS

Buffout: EN +3, Health +60

MELEE AND UNARMED DAMAGE

STRENGTH	UNARMED DAMAGE
1	+0.5
2	+1.0
3	+1.5
4	+2.0
5	+2.5
6	+3.0
7	+3.5
8	+4.0
9	+4.5
10	+5.0

These two types of "close quarter" damage are sometimes difficult to distinguish, so follow this rule: If you're inflicting Melee Damage, you are using a weapon in one or both hands that is designed to directly strike a foe, such as a Lead Pipe. Unarmed Damage is punishment inflicted by just your fists, and by specialized Unarmed weapons such as Brass Knuckles. Unarmed Damage is determined by your Unarmed skill. Your Unarmed Damage is 25% of your Unarmed skill. So if you have a skill of 60, you do 15 points of damage. Any Unarmed Weapon Damage is added to this. You can do additional Unarmed Damage if you increase your strength.

PERKS THAT MODIFY MELEE OR UNARMED DAMAGE (PERMANENTLY)

Iron Fist: Unarmed Damage +5

Nerd Rage!: ST set to 10, Melee Damage +5 (only with low Health)

TEMPORARY MODIFIERS TO MELEE DAMAGE: CHEMS

Any alcoholic beverage: ST +1, Melee Damage +0.5

Buffout: ST +1 (Melee Damage +0.5)

Mississippi Quantum Pie, ST +1 (Melee Damage +0.5)

TEMPORARY MODIFIERS TO MELEE DAMAGE: ADDICTIONS

Nectar Withdrawal: ST -2, Melee Damage -1

Buffout Withdrawal: ST -1: Melee Damage -0.5

TEMPORARY MODIFIERS TO MELEE DAMAGE: RADIATION POISONING

600 Rads: ST -1, Melee Damage -0.5

800 Rads: ST -2 , Melee Damage -0.5

POISON AND RADIATION RESISTANCE

Certain foes and weapons inflict a poisonous attack on you, and Poison Resistance reduces how much the poison hurts you. If you have a Poison Resistance of 20%, you take that much less damage. Because poison ignores your armor and Damage Resistance, this is the only defense you have against poison.

Certain areas of the Wasteland are irradiated; this includes all water sources, muddy pools, and areas where bombs were dropped long ago. Your Radiation Resistance indicates how adept your body is at ignoring exposure. You cannot become completely immune to radiation; there are highly irradiated areas in the Wasteland that kill you in seconds, even if you take every precaution.

Such precautions include wearing specialized armor, a Radiation Suit, consuming Rad-X, or choosing the Rad Resistance perk.

Your Endurance helps you tough out poison or radiation. Although you can't see it in your Pip-Boy, you can calculate it.

ENDURANCE	POISON RESISTANCE	RADIATION RESISTANCE
1	0	0
2	5%	2%
3	10%	4%
4	15%	6%
5	20%	8%
6	25%	10%
7	30%	12%
8	35%	14%
9	40%	16%
10	45%	18%

Exposure to radiation is calculated in "Rads" on your Pip-Boy, and the exposure you receive (without visiting a doctor or taking the Chem RadAway) results in appalling poisoning that is detrimental to your well being. Specifically, the following effects occur:

APPROX. RADS EXPOSURE	EFFECTS
0	No effect
200	-1 Endurance
400	-2 Endurance, -1 Agility
600	-3 Endurance, -2 Agility, -1 Strength
800	-3 Endurance, -2 Agility, -2 Strength
1,000	Instant death

PERKS THAT MODIFY POISON OR RADIATION RESISTANCE (PERMANENTLY)

Rad Resistance: Radiation Resistance +25%

Cyborg: Poison Resistance +10%, Radiation Resistance +10%

MOVEMENT SPEED

How quickly you move around the Wasteland is governed by a three factors:

1. How much you are carrying: If your inventory weighs more than your Carry Weight, you become over-encumbered. Discard items so you can move more quickly, or live with it.
2. The armor you are wearing: Heavy Power Armor slows you down, but provides excellent protection. Dirty Pre-War Business Suits provide quick mobility, and no protection whatsoever. Switch your outfits according to your situation. There's no penalty for carrying both types of outfits (or more) as long as your Carry Weight allows it.
3. Remain unarmed. Flick between carrying a Combat Shotgun, and stowing it, and you'll see a difference in your speed.

Skills Overview

Skills are the backbone of any character. They determine whether you're a dumb-as-nails brute or a well-educated computer genius, an accomplished sharpshooter or a martial arts master. Many skills also serve as prerequisites for certain perks. They are rated between 0 and 100.

TAG SKILLS

When you complete your G.O.A.T. for the first time, you get to choose three Tag skills. These start with a +15 higher score than other skills.

SKILLS: LEARNING THE BASICS

Each Skill is affected by only one S.P.E.C.I.A.L. statistic. The higher the statistic, the higher your starting bonus in the related skill. Each point in the statistic gives you two points in the skill. This chart shows the starting values of all the different skills, based on a minimum statistic rank of 1, and an average of 5.

SKILL	LOWEST STARTING VALUE	STARTING VALUE W/ ATTR. OF 5	RELATED S.P.E.C.I.A.L.
Barter	7	15	Charisma
Big Guns	7	15	Endurance
Energy Weapons	7	15	Perception
Explosives	7	15	Perception
Lockpick	7	15	Perception
Medicine	7	15	Intelligence
Melee Weapons	7	15	Strength
Repair	7	15	Intelligence
Science	7	15	Intelligence
Small Guns	7	15	Agility
Sneak	7	15	Agility
Speech	7	15	Charisma
Unarmed	7	15	Endurance

Tip

Choose the skills you're most interested in and be sure to bump up the associated attribute when you're adjusting your Primary Statistics. If you really want to specialize, select the skill as one of your three tag skills. You can also permanently receive +10 to any skill if you collect its associated Bobblehead.

SKILL POINTS AWARDED

When you receive enough Experience Points (XP) to level up, you earn Skill points that can be "spent" to increase the exact skills you wish to advance, one point at a time. The number of Skill points the player gets each level is governed by Intelligence as depicted in this table:

INTELLIGENCE	SKILL POINTS PER LEVEL
1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

AVAILABLE SKILLS

BARTER

S.P.E.C.I.A.L. Statistic: Charisma

The Barter skill affects the prices you get for buying and selling items. In general, the higher your Barter skill, the lower your prices on purchased items. Use this whenever you trade with a scavenger or merchant.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
60	Master Trader	14

BIG GUNS

S.P.E.C.I.A.L. Statistic: Endurance

The Big Guns skill determines your combat effectiveness with all oversized weapons, specifically the Flamer, Gatling Laser, Minigun, Fat Man, Missile Launcher, Rock-it Launcher, and any unique variants of these weapons. As this skill increases, so does your accuracy and damage with all of these weapons, both in and out of V.A.T.S. mode.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
60	Concentrated Fire	18

ENERGY WEAPONS

S.P.E.C.I.A.L. Statistic: Perception

The Energy Weapons skill determines your combat effectiveness with all energy-based weapons, specifically the Alien Blaster, Laser Pistol, Mesmetron, Plasma Pistol, Laser Rifle, Plasma Rifle, and any unique variants of these weapons. As this skill increases, so does your accuracy and damage with all of these weapons, both in and out of V.A.T.S. mode.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
60	Concentrated Fire	18

EXPLOSIVES

S.P.E.C.I.A.L. Statistic: Perception

The Explosives skill is used to successfully set or disarm Mines. When setting a Mine (Frag, Pulse, Plasma, or Bottlecap varieties), the higher your skill, the more you automatically "overload" the explosive and increase its damage output. For disarming purposes, whenever you approach an armed Mine, a "countdown beep" increases in speed until the Mine explodes. The higher your Explosives skill, the more time you have to disarm it before detonation.

In addition, Explosives governs the care and accuracy you take when throwing a weapon such as a Frag Grenade, Plasma Grenade, Pulse Grenade, or Nuka-Grenade, as well as the damage they do. With a high Explosives skill, a well-aimed Grenade will land right at an opponent's feet, won't roll away, and will explode immediately.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
60	Demolition Expert	6
60	Pyromaniac	12

LOCKPICK

S.P.E.C.I.A.L. Statistic: Perception

The Lockpick skill is used to open locked doors and containers. If you don't have a high enough skill, you won't even be allowed to try. The higher your Lockpick skill, the easier it will be to pick the lock, because the "sweet spot" where the tumblers fall into place is larger. Or, if you choose the lockpicking minigame's "auto attempt" function, your Lockpick skill largely determines your automatic chance of success.

LOCK DIFFICULTY	REQUIRED LOCKPICK SKILL
Very Easy	0
Easy	25
Average	50
Hard	75
Very Hard	100

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
80	Infiltrator	18

Tip

Attempt a Lockpick carefully, and with gentle touches. Line your Bobby Pin up anywhere in the 180 degree arc. Try the lock. If there's give, move it slightly in one direction. If there's more give, you're moving the Bobby Pin the correct way. If there's less give, move it in the opposite direction. Let the lock reset after each try. On the third turn, the lock should open. If it doesn't, the Bobby Pin snaps. Try again, remembering where there was most give, and place the Bobby Pin there to start with. Continue with this until the lock opens. Patience is a virtue!

MEDICINE

S.P.E.C.I.A.L. Statistic: Intelligence

The higher your Medicine skill, the more Health you replenish when using a Stimpak or any other medicinal item such as Rad-X, RadAway, etc. If you maximize your Medicine skill at 100, your Stimpak effectiveness is doubled.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
60	Cyborg	14
60	Chem Resistant	16

MELEE WEAPONS

S.P.E.C.I.A.L. Statistic: Strength

The Melee Weapons skill determines your combat effectiveness with all melee weapons, specifically the Police Baton, Chinese Officer's Sword, Combat Knife, Lead Pipe, Ripper, Rolling Pin, Knife, Switchblade, Tire Iron, Repellent Stick, Baseball Bat, Nail Board, Pool Cue, Sledgehammer, Super Sledge, Shishkebab, and any unique variants of these weapons. As this skill increases, so does your damage inflicted with all of these weapons, both in and out of V.A.T.S. mode. The Melee Weapons skill also allows you to use a melee weapon to block an attack; the higher the skill, the more damage is absorbed.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
80	Ninja	20

REPAIR

S.P.E.C.I.A.L. Statistic: Intelligence

The Repair skill allows you to maintain any weapons and apparel, which degrade during combat. This makes it one of the most useful skills in the game. Anyone can repair a weapon to about 50% condition. The higher your Repair skill, the higher condition you can get it to. With a Repair of 100, you can fully repair any item. Before attempting a repair, look at how much you will get from it. If the percentage is low, don't bother. You are probably wasting the repair because you are already close to the max you can fix it up. Wait for the item to wear out a little more and then repair it.

When you repair an item, you essentially destroy one just like it. As a rule, always repair your highest condition item using the lowest condition one in your inventory. Those really low condition items aren't much use to you, and can't be sold for very many Caps, so they are most useful as spare parts. That said, scavenging a higher condition item will effect a larger repair.

SCIENCE

S.P.E.C.I.A.L. Statistic: Intelligence

The Science skill represents your combined scientific knowledge. Science is primarily used during the hacking minigame, to determine your chance of accessing restricted computers, also known as terminals. The Science skill is a requirement for more perks than any other skill.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
40	Entomologist	4
50	Nerd Rage!	10
50	Robotics Expert	12
60	Cyborg	14
80	Computer Whiz	20

Tip

Hacking is delightfully simple, as long as you perform this neat trick: Assuming your Science allows you to hack, bring up the garbled code, locate the "real words," select a word with your cursor, and try it. Continue this until you have one try left. Then back out of the terminal without finishing the hack, and start again. This way you can "infinitely" hack the terminal until you choose the correct word. Each hacking attempt will reset the password and all the words you can guess. Use this technique, and you'll never lock a terminal again!

SMALL GUNS

S.P.E.C.I.A.L. Statistic: Agility

The Small Guns skill determines your combat effectiveness with all conventional projectile weapons, specifically the 10mm Pistol, Silenced 10mm Pistol, 1mm Submachine Gun, .32 Pistol, Scoped .44 Magnum, Chinese Pistol, Sawed-Off Shotgun, Chinese Assault Rifle, Assault Rifle, BB Gun, Combat Shotgun, Hunting Rifle, Lincoln's Repeater, Sniper Rifle, Dart Gun, Railway Rifle, and any unique variants of these weapons. As this skill increases, so does your accuracy and damage with all of these weapons, both in and out of V.A.T.S. mode.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
60	Concentrated Fire	18

SNEAK

S.P.E.C.I.A.L. Statistic: Agility

The higher your Sneak skill, the more likely you are to remain undetected while crouched. When you're crouched, and stationary or moving slowly, you're even harder to spot. Sneak is also used to successfully steal an item or pick someone's pocket, and the skill is incredibly useful in a combat situation. Any attack made while you are hidden is a Sneak attack critical, which can do more than twice as much damage as a regular critical.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
60	Mister Sandman	10
50	Silent Running	12
80	Ninja	20

SPEECH

S.P.E.C.I.A.L. Statistic: Charisma

The Speech skill governs how much you can influence someone through dialog, and gain access to information they might otherwise not want to share. Generally, the higher your Speech, the more likely you are to succeed at Speech challenges, or extract information from someone who has a low disposition toward you.

UNARMED

S.P.E.C.I.A.L. Statistic: Endurance

The Unarmed skill is used for fighting without a weapon, or with the few weapons specifically designed for hand-to-hand combat, such as the Brass Knuckles, Power Fist, Spiked Knuckles, Deathclaw Gauntlet, and any unique variants of these weapons. As a general rule, if you're close enough to an opponent, you'll always hit them; your Unarmed skill and unarmed weapon combined determines how much Unarmed Damage you inflict. Unarmed also allows you to use your bare hands to block an attack. The higher the skill, the more damage is absorbed.

REQUIRED SKILL LVL	AVAILABLE PERK	REQUIRED CHARACTER LVL
70	Paralyzing Palm	18

Perks Overview

Perks are benefits that are more specific to your character development, and allow much more focused specialization in a chosen field. Perks vary greatly in their benefit, and between four and seven perks are added to the available list every two levels, as well as a "substitute" perk called Intense Training (see below). In many cases, you also have to have certain minimum attributes or skills to be able to pick a perk. Remember that when you level up, you can always choose a perk you could have picked at an earlier time. You can also choose to enhance some perks an additional "rank" instead of picking a new one.

Tip

Look down the following list of perks before you begin adventuring, and look at the perks that require the same prerequisites. For example, Child at Heart and Scoundrel both require Charisma of 4+, so you should seriously look at both of them. To know the requirements for a higher-level perk is to be forward-thinking, allowing you to obtain associated perks at the earliest possible time.

INTENSE TRAINING

Level Available: 2
Ranks Available: 10
Requirements: None (Always available)

With the Intense Training perk, the player can sacrifice a standard, ability-enhancing perk and instead choose to put a single point into any of his/her S.P.E.C.I.A.L. statistics. This is usually done to qualify for a perk, although it can be done for any reason.

Tip

A possible plan is to figure out the two or three Primary Statistics you want to focus on, keep them at around 7 so you can balance out the rest of your stats, and then locate the Bobblehead for your preferred stats, as well as employing this Intense Training perk. A few levels in, you could have bumped your stats up to 9+, and be seeing the benefits. Naturally, these are at the cost of taking the available perks.

Raising a S.P.E.C.I.A.L. point can sometimes be very useful, and sometimes not. You must figure out what the "knock-on" effects are. Remember that raising a S.P.E.C.I.A.L. point also increases corresponding Skill points, so consider that a bonus.

Recommended examples of using Intense Training is to raise Luck (increased criticals and sometimes increased Skill points), Intelligence (extra Skill point every time you level up) and Strength (additional Carry Weight).

Some experts believe that Intense Training isn't worth bothering about because the benefits of raising a statistic aren't as profound as other perks. The notable exception is raising a statistic to make a particular perk available to you. Some of the perks have requirements. For example, if you really want Mysterious Stranger, that requires a Luck of six or higher. If you have a Luck of five, use Intense Training to raise that Luck score so that next time, Mysterious Stranger is an option.

Level 2 Perks

BLACK WIDOW/ LADY KILLER

Ranks Available: 1
Requirements: None

With the Black Widow perk, a female player inflicts an extra 10% damage to all male NPCs encountered and gains access to special dialog options with them.

With the Lady Killer perk, a male player inflicts an extra 10% damage to all female entities encountered and gains access to special dialog options with them.

There are more male NPC enemies than female ones, so Black Widow is generally more useful than Lady Killer.

DADDY'S BOY/DADDY'S GIRL

Ranks Available: 3
Requirements: Intelligence 4+

Just like dear old dad, you've devoted your time to intellectual pursuits. You gain an additional 5% to both the Science and Medicine skills.

- Rank 1: +5 Science skill increase, +5 Medicine skill increase
- Rank 2: +10 Science skill increase, +10 Medicine skill increase
- Rank 3: +15 Science skill increase, +15 Medicine skill increase

GUN NUT

Ranks Available: 3
Requirements: Agility 4+

You're obsessed with using and maintaining a wide variety of conventional firearms. With each rank of the Gun Nut perk, you gain an additional 5% to the Small Guns skill and Repair skill.

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

- Rank 1: +5 Small Guns increase, +5 Repair increase
- Rank 2: +10 Small Guns increase, +10 Repair increase
- Rank 3: +15 Small Guns increase, +15 Repair increase

Because Small Guns and Repair are two of the most popular skills, this perk is a favorite of most new players.

LITTLE LEAGUER

Ranks Available: 3

Requirements: Strength 4+

Years of playing little league baseball in the Vault have honed a couple of related abilities. You gain an additional 5% to both the Melee and Explosives skills.

- Rank 1: +5 Melee skill increase, +5 Explosives skill increase
- Rank 2: +10 Melee skill increase, +10 Explosives skill increase
- Rank 3: +15 Melee skill increase, +15 Explosives skill increase

SWIFT LEARNER

Ranks Available: 3

Requirements: Intelligence 4+

With the Swift Learner perk, you gain an additional 10% to Experience Points (XP) whenever they are earned. Obviously, this perk is best taken at an early level. Although this seems like a great idea, there are downsides. You need to employ this early, to become a little more powerful a little quicker. The other issue is that you have a variety of more exciting perks to choose from, with a variety of superb abilities.

- Rank 1: Modify experience +10%
- Rank 2: Modify experience +20%
- Rank 3: Modify experience +30%

THIEF

Ranks Available: 3

Requirements: Agility 4+, Perception 4+

With each rank of the Thief perk, you gain a one-time bonus of 5% to the Sneak and Lockpick skills.

- Rank 1: Modify Sneak skill +5, Modify Lockpick skill +5
- Rank 2: Modify Sneak skill +10, Modify Lockpick skill +10
- Rank 3: Modify Sneak skill +15, Modify Lockpick skill +15

Level 4 Perks

CHILD AT HEART

Ranks Available: 1

Requirements: Charisma 4+

With this perk, you are much more likely to receive a friendly greeting when dealing with children. This opens special dialogue options when dealing with them. "Children" are characters under the age of 16, and are found in Little Lamplight, Graydicth, Tranquility Lane, Rivet City, Canterbury Commons, the Republic of Dave, and other scattered locales.

Are you planning on using your Speech challenges a lot, and doing as little fighting as possible? Then take this perk. It's only useful in a few places, such as Little Lamplight.

COMPREHENSION

Ranks Available: 1

Requirements: Intelligence 4+

With this perk, you gain one additional Skill point bonus when reading Skill Books. This is thoroughly recommended if you plan on searching every nook and cranny for Skill Books. Because there are 13 different types of Skill Books, you could theoretically raise your skills by +50 points instead of +25 if you find all 324; an incredible amount!

Take this as early as you can. Because you receive +2 when you read each Skill Book instead of +1, save your Skills Books until after you learn this perk.

Are you finding Skill Books, but haven't chosen Comprehension yet? Stop! Wait until you level up and choose more perks, and pick it!

EDUCATED

Ranks Available: 1

Requirements: Intelligence 4+

With the Educated perk, you gain +3 more Skill points every time you advance in level. You can spend these points on anything; perhaps placing them in skills you normally wouldn't choose. Choose this only at Level 4, because there are diminishing returns the longer you leave it. Seriously consider taking this now.

Although +3 Skill points may not seem like a lot at first, these add up quickly. By Level 20, you'd have 48 additional points.

ENTOMOLOGIST

Ranks Available: 1

Requirements: Intelligence 4+, Science 40+

With the Entomologist perk, you inflict an additional 50% damage every time you attack an insect: normal, giant, mutated, or otherwise. Affected creatures are Giant Ant, Giant Ant Queen, Radroach, Radscorpion (all genuses).

When you first encounter Giant Radscorpions, you'll soon learn to fear them. If you plan on wandering the Capital Wasteland and finding everything out this, these perk can come as a major relief.

IRON FIST

Ranks Available: 3

Requirements: Strength 4+

With this perk, you inflict an additional 5 points of Unarmed damage per rank.

- Rank 1: Modify Unarmed damage +5
- Rank 2: Modify Unarmed damage +10
- Rank 3: Modify Unarmed damage +15

The damage you inflict makes this a must-have for Unarmed specialists only.

SCOUNDREL

Ranks Available: 3

Requirements: Charisma 4+

You use your wily charms to influence people. Each rank in Scoundrel perk raises your Speech and Barter skills by 5%.

- Rank 1: Speech skill +5, Barter skill +5
- Rank 2: Speech skill +10, Barter skill +10
- Rank 3: Speech skill +15, Barter skill +15

Level 6 Perks

BLOODY MESS

Ranks Available: 1

Requirements: None

With the Bloody Mess perk, you inflict an extra 5% damage with any weapon to any opponent, and explode them spectacularly upon death.

The benefits of this perk are more visually appealing (or unappealing) than useful, but the spectacular gore-ballets are a sight to see!

DEMOLITION EXPERT

Ranks Available: 3

Requirements: Explosives 50+

With each rank of this perk, your Mines, Grenades, and Missile Launcher inflicts +20% damage.

As expected, if you're concentrating on Explosives as a Secondary skill, or you use the Big Gun Missile Launcher, take this perk. A true expert can place a series of Bottlecap Mines in the path of a Behemoth and bring it down single-handedly, without resorting to a Fat Man!

FORTUNE FINDER

Ranks Available: 1

Requirements: Luck 5+

With the Fortune Finder perk, you gain a keen sense of locating Nuka-Cola Caps. These are located in safes, desks, cabinets, and the usual places to look.

Although this is tempting (as it's great to find approximately twice the normal number of Caps in containers), it might be worth waiting a couple of levels until you can take Scrounger, and begin to collect a large amount of ammo. Ammo nets you a lot more Caps when you sell it, and you can also use it in combat.

GUNSLINGER

Ranks Available: 1

Requirements: None

With the Gunslinger perk, you gain a 25% better chance to hit in V.A.T.S. with any one-handed ranged weapon. These include the Alien Blaster, Laser Pistol, Mesmetron, Plasma Pistol, 10mm Pistol, Silenced 10mm Pistol, 10mm Submachine Gun, .32 Pistol, Scoped .44 Magnum, Chinese Pistol, Sawed-Off Shotgun, Dart Gun, and any unique variants of these weapons.

Consult the Weapons section (page 104), and view the stats for some of the more powerful one-handed weapons, like Sydney's 10mm Submachine Gun or the .44 Scoped Magnum.

Your V.A.T.S. hit percentage rises considerably (for example, a 40% chance becomes a 50% chance), and you can drop foes at a distance with easily, reliably, and without wasting ammunition.

LEAD BELLY

Ranks Available: 1

Requirements: Endurance 5+

With the Lead Belly perk, you take 50% less radiation poisoning when drinking from an irradiated water source. These include sinks, toilets, faucets under water towers, and any lakes and rivers such as the Potomac.

If you're ignoring the Medicine skill in favor of others, you'll end up drinking a lot of irradiated water to survive (using sinks to drink from, for example). Take this perk to lessen the rad poisoning you receive as a result. This is also good if you don't stock up on Stimpaks, and you're wandering the Wasteland. There's always a nearby faucet, toilet, or pool to sip from.

TOUGHNESS

Ranks Available: 1

Requirements: Endurance 5+

With the Toughness perk, you gain +10 to overall Damage Resistance. However, this cannot exceed the normal maximum of 85.

+10 to Damage Resistance of any kind? This is like having free armor! Is there any reason not to immediately take this perk? No!

Level 8 Perks

COMMANDO

Ranks Available: 1

Requirements: None

With the Commando perk, you gain a 25% better chance to hit in V.A.T.S. with any rifle. For example, a 40% chance becomes a 50% chance. These include the Plasma Rifle, Laser Rifle, Chinese Assault Rifle, Assault Rifle, Hunting Rifle, Sniper Rifle, Railway Rifle, and any unique variants of these weapons.

This is arguably advantageous over Gunslinger (so you may wish to wait and choose this) if you're using rifles and other two-handed weaponry. Later in the adventure, two-handed weapons tend to be much more powerful, and this perk becomes even more advantageous. For now, are you using V.A.T.S. and guns? Then take this perk!

IMPARTIAL MEDIATION

Ranks Available: 1

Requirements: Charisma 5+

If you have the Impartial Mediation perk, you gain an extra 30% to Speech, so long as you can maintain a neutral Karma.

The bonus to your Speech is massive, but maintaining neutral Karma is more difficult than you might think. You must be careful to weigh up your actions, and check the guide for advice during a quest.

Certain clothing items also increase proficiency in Speech challenges (such as Button's Wig and Grimy Pre-War Businesswear), so by changing your clothes, combined with this perk, you could boost your Speech when you need to.

RAD RESISTANCE

Ranks Available: 1

Requirements: Endurance 5+

The Rad Resistance perk allows you to—what else?—resist radiation. You receive 25% to Radiation Resistance.

If you're ignoring Rad-X before you go wading into water, simply take this perk once instead, and sell the Rad-X you find.

SCROUNGER

Ranks Available: 1

Requirements: Luck 5+

Just as the Fortune Finder perk increased the Caps you find, the Scrounger perk grants access to more ammunition from safes, desks, cabinets, etc.

This is generally thought to be a better option than Fotune Finder, because you have the flexibility of finding more ammunition, which can be sold or expended in battle, instead of simply finding Caps. You will find much more ammunition though, and the exact number varies depending on the type.

SIZE MATTERS

Ranks Available: 3

Requirements: Endurance 5+

With the Size Matters perk, you gain +15 to Big Guns skill for every rank.

- Rank 1: Big Guns +15
- Rank 2: Big Guns +30
- Rank 3: Big Guns +45

This is the biggest permanent Skill point bonus of any perk, and you can take it three times! Employ it if you're focusing on Big Guns, or if you want to use them later in your adventure, and want to quickly add up to +45 points.

Remember! You can add fewer points to Big Guns with the knowledge that when this perk becomes available, you can quickly increase it. Use this perk to raise your Big Guns skill, and assign Skill points to other abilities.

STRONG BACK

Ranks Available: 1

Requirements: Strength 5+, Endurance 5+

With the Strong Back perk, you can carry 50 more pounds of equipment.

Do you enjoy Big Guns, Bartering, or stealing everything you come across? Or perhaps you like wearing heavy armor? Then employ this so you can hold more, fire more, and make more Caps, and can take the punishment while you're at it!

Level 10 Perks

ANIMAL FRIEND

Ranks Available: 2

Requirements: Charisma 6+

With the Animal Friend perk, you never have to worry about being attacked by an animal (normal, mutated, or otherwise) again; unless of course, you attack first! The animals in question are Brahmin, Dogs, Mole Rats, and Yao Guai. If you're adventuring in the Wasteland, don't want the problem of being overrun by animals, and are willing to forfeit the XP for killing animals, then take this. The second rank is worth taking just to coax a band of Raiders into following you to a Yao Guai den!

This is very useful when you're playing the game on Very Hard, and need all the help you can get; especially in areas with Deathclaws and Yao Guai. Great for mid-level and higher characters. It's like having your own pet Yao Guai in the wasteland to help fight the Enclave!

- Rank 1: Animals won't attack unless provoked.
- Rank 2: Animals attack your adversary with you (but not against another animal).

FINESSE

Ranks Available: 1

Requirements: None

With the Finesse perk, you have a higher chance to score a critical hit on an opponent in combat; by 5% (or five Luck points). Or, to put it another way, this increases your critical hit chance as if your Luck were five points higher. Usually this doubles the base chance of a critical.

Do you enjoy inflicting critical hits during combat? Then always take this, and combine it with Better Criticals and a high Luck statistic.

HERE AND NOW

Ranks Available: 1

Requirements: None

The Here and Now perk immediately grants you an additional experience level, complete with all the advantages that brings.

This is useful if you're only two levels away from a perk you really must have, or you're simply impatient. The downside is that by the time this is available, there are many incredible perks to choose from instead. Note you have to be lower than Level 20 to take this perk.

MISTER SANDMAN

Ranks Available: 1

Requirements: Sneak 60+

With the Mister Sandman perk, you can instantly kill any adult human you encounter while they're sleeping. This includes Ghouls, and it is advantageous to be Sneaking. You receive the associated XP for each throat-slit.

Can't seem to fathom why anyone would take this perk? Then you haven't heard the legends of a stealthy man who killed an entire city of sleeping inhabitants in a single night. That man had a Mister Sandman perk. Unfortunately, there are only a limited number of places where you might find this useful.

MYSTERIOUS STRANGER

Ranks Available: 1

Requirements: Luck 6+

When you possess this perk, a Mysterious Stranger occasionally appears during V.A.T.S. combat. The Mysterious Stranger remains long enough kill that opponent, and then departs as mysteriously as he arrived. You only see the Mysterious Stranger in V.A.T.S. mode.

If at the end of a V.A.T.S. attack, your opponent has less than 150 points of health, there is a 10% chance the Mysterious Stranger will show up and finish him off. This perk is most useful if your game is set to a higher difficulty.

This is also a perk to take for sheer entertainment value, but it's useful in battle nevertheless; you save on ammo and APs, and he takes the head-shot for you.

NERD RAGE!

Ranks Available: 1

Requirements: Intelligence 5+, Science 50+

You've been pushed around for long enough! When your Health drops to 20% or less overall, your Strength is raised to 10, and you gain +50 to Damage Resistance. This is an impressive amount, so don't just think of this perk being for those skilled in non-combative abilities. It can get you out of an otherwise tight jam.

If you have a high Endurance, you naturally have a fair amount of Health, so this perk lasts a lot longer. This is good if you're playing this adventure on a higher difficulty.

Life Giver is another perk that works well with this, giving you more Health and thus making the effects of Nerd Rage! last longer.

NIGHT PERSON

Ranks Available: 1

Requirements: None

With the Night Person perk, you gain +2 to Intelligence and +2 to Perception (up to a maximum of 10) when the sun is down, technically between 6 PM and 6 AM. This benefit continues into areas that aren't outside. Check your Pip-Boy's Clock for the correct time.

This perk does not affect Skill points earned when you level up.

Level 12 Perks

CANNIBAL

Ranks Available: 1

Attribute Requirements: None

With the Cannibal perk, you can feed on corpses to regain health. You must be Sneaking to attempt this, and every time you feed, you lose Karma. If this disgusting act is witnessed, expect to be attacked.

For each Corpse Eaten: Health [+25], Karma [-1]

The delicious flavor of human flesh is perfect if you're planning on creating a character with a large negative Karma. This is a great way to gain Health without having to increase your radiation poisoning. Make sure you're not being watched, as you might be attacked for being...well, a disgusting freak.

FAST METABOLISM

Ranks Available: 1

Requirements: None

With the Fast Metabolism perk, you receive 20% more healing when using a Stimpak.

When used with the Medicine skill, you can increase your Health by a spectacular amount. If you're focusing on Unarmed or Melee skills, this perk is especially useful.

LIFE GIVER

Ranks Available: 1

Requirements: Endurance 6+

With the Life Giver perk, you gain an additional 30 Health immediately.

PYROMANIAC

Ranks Available: 1

Requirements: Explosives 60+

With the Pyromaniac perk, you inflict 50% more damage with fire-based weapons. These weapons are the Flamer, "Firelance" Alien Blaster, Zhu-Rong v418 Chinese Pistol, Nuka-Grenade, and Shishkebab.

You must take this perk if you have a character focused on any of these weapons.

This basically turns the Flamer into an even-more-deadly weapon, Nuka-Grenades into one-hit-kill projectiles, and makes the Shishkebab the finest Melee weapon in the Wasteland.

ROBOTICS EXPERT

Ranks Available: 1

Requirements: Science 50+

With the Robotics perk, you gain 25% damage against any robot. But, even better, if you can manage to Sneak up on a hostile robot undetected, activating that robot will permanently shut it down.

Employ this if you have a very high Sneak skill, so you can easily disrupt any mechanoids. Remember to destroy it afterward for the XP and loot! You gain a few conversation options when speaking with more friendly robots, too.

SILENT RUNNING

Ranks Available: 1

Requirements: Agility 6+, Sneak 50+

With the Silent Running perk, speed no longer factors into a successful Sneak attempt, and you gain an additional +10 percent to Sneak. Before this perk, moving quickly while crouching made more noise than moving slowly while crouching. After this perk, you can crouch and move in for the kill without any noise problems whatsoever. Remember you still have to Sneak for this to be effective.

If you're focused on Unarmed, Sneak, or Melee, this is a must-have choice.

SNIPER

Ranks Available: 1

Requirements: Perception 6+, Agility 6+

With the Sniper perk, your chance to hit the opponent's head is 25% higher in V.A.T.S.

If you're always attempting headshots, make sure to combine this with Commando or Gunslinger to create a lethal long-range killing machine.

Level 14 Perks

ADAMANTIUM SKELETON

Ranks Available: 1
Requirements: None

With the Adamantium Skeleton perk, your limbs receive only 50% of the damage they normally would. Your overall Health isn't affected. It allows you to heal with Stimpaks longer before you have to find a bed.

This isn't as useful as it first appears, because most adventurers aren't constantly crippling themselves. However, if you're falling from rocks and hurting your limbs, take this perk.

CHEMIST

Ranks Available: 1
Requirements: Medicine 60%+

With the Chemist perk, any Chems you take last twice as long. The Chems in question are: Ant Queen Pheromones, Buffout, Jet, Mentats (all flavors), Med-X, Psycho, RadAway, Rad-X, Stealth Boy, and Ultrajet.

If you're focusing on the use and abuse of Chems, you must take this perk.

Try combining Jet, Psycho, and Med-X with this perk and you can take on the toughest of foes, until the Chems wear off.

CONTRACT KILLER

Ranks Available: 1
Requirements: None

Once you have the Contract Killer perk, you can loot an ear from the corpse of any good character (human or Ghoul). You can then sell this ear to an "evil" vendor for Caps.

The vendor in question is Littlehorn and Associates. They have a field office—actually, more of a shack—in the Scrapyard [Location 6.03]. A very low proportion of the following enemies are classified as "good": Wastelander, Brotherhood of Steel member, inhabitant of a settlement, slave or abolitionist, scavenger, trader, doctor, repairer, non-feral Ghoul.

There aren't that many good characters around here, unfortunately.

Ear

5-10 Caps per finger
(depending on Karma)

CYBORG

Ranks Available: 1
Requirements: Science 60%+, Medicine 60%+

You have used your amazing scientific and medical knowledge to make permanent enhancements to your body. The Cyborg perk instantly adds +10% to Damage Resistance, Poison Resistance, and Radiation Resistance, plus Energy Weapons skill. This is arguably one of the most generally useful perks around; it's like having free armor, too!

Even if you're concentrating on a violent fighter, it is almost worth raising your Medicine and Science skills enough to obtain this perk. Definitely take this if you're using Energy Weapons.

LAWBRINGER

Ranks Available: 1
Requirements: None

Once you have the Lawbringer perk, you can loot a finger from the corpse of any defeated evil human or Ghoul character. You can then sell this finger to a "good" vendor for Caps. Speak to Sheriff Lucas Simms in Megaton [Location 8.03] about this.

The vendor in question resides in the Regulator Headquarters [Location 6.A]. The following enemies are classified as "evil": Enclave Officer, Enclave Scientist, Enclave Soldier, Raider, Slaver, and Talon Company Mercenary. There are lots of evil sorts.

Finger

5-10 Caps per finger
(depending on Karma)

LIGHT STEP

Ranks Available: 1
Requirements: Agility 6+, Perception 6+

When you have the Light Step perk, you never set off enemy Mines or Traps.

If the prospect of treading into one more Mine, Bear Trap, or Trip Wire infuriates you, take this perk. It is useful if you're Sneaking about, too.

Of course, you can simply take extra care, and read this guide to find out where the majority of Traps are. Forewarned is forearmed!

MASTER TRADER

Ranks Available: 1
Requirements: Charisma 6+, Barter 60+

With the Master Trader perk, prices of all bought items from vendors (including Scavengers, traveling Merchants, and Traders in settlements) are reduced by 25%.

If you are still having Caps problems by Level 14, take this perk. Otherwise make another choice.

Level 16 Perks

ACTION BOY/GIRL

Ranks Available: 1
Requirements: Agility 6+

With the Action Boy perk, you gain an additional 25 Action Points that can be used in V.A.T.S.

An extra 25 APs is a huge increase, and can often mean an extra attack in V.A.T.S. with your favorite weapon. Everyone that uses V.A.T.S. should consider taking this perk.

BETTER CRITICALS

Ranks Available: 1
Requirements: Perception 6+, Luck 6+

With the Better Criticals perk, critical hits do 50% more damage. Note that this does not mean you score critical hits more frequently.

If you're concentrating on delivering particularly adept killing blows, of if your character has a high Luck or has taken the Finesse perk, this is an essential addition.

CHEM RESISTANT

Ranks Available: 1

Requirements: Medicine 60+

With the Chem Resistant perk, you are 50% less likely to get addicted to Chems. The Chems in question are: Buffout, Jet, Mentats (all flavors), Med-X, Psycho, and Ultrajet.

This perk is an obvious choice for the Chem user and abuser. Pair this with Chemist and you can really enhance your attacks!

TAG!

Ranks Available: 1

Requirements: None

The Tag! perk allows you to select a fourth skill to be a Tag skill, which instantly raises it by 15 points.

If you've ignored a skill for too long that you really want to try, or want to raise a skill to a higher level (such as Lockpicking, so you can go from unlocking Average to Hard locks), take this.

Level 18 Perks

COMPUTER WHIZ

Ranks Available: 1

Requirements: Intelligence 7+, Science 70%+

With the Computer Whiz perk, you receive a special bonus whenever hacking a computer. If you are locked out of a computer, you can attempt to hack it one more time. This includes terminals you've locked yourself out of.

Because you can quit out of any terminal before you run out of chances and start again, this is of limited value.

CONCENTRATED FIRE

Ranks Available: 1

Requirements: Small Guns 60+, Energy Weapons 60+

With the Concentrated Fire perk, you gain an automatic +5% to hit a body part, when that body part is targeted again, your hit chances are further increased, until you run out of Action Points or stop aiming at that limb.

Take this if your character has a large number of Action Points, and the weapon you're using has a low AP rating.

If you've already taken Commando, Gunslinger, and/or the Sniper perks (which shorten your foes' life expectancy severely), the usefulness of this perk comes into question.

» Targeting 1st Time: normal %
» Targeting 2nd Time: +5%
» Targeting 3rd Time: +10%, et cetera.

INFILTRATOR

Ranks Available: 1

Requirements: Perception 7+, Lockpick 70+

With the Infiltrator perk, you gain a special bonus whenever you pick a lock. If a lock is broken, and can't normally be picked again, you can attempt to pick it one more time. This includes locks you've broken with a "Force Lock" attempt. You can't do this a third time, though!

You might simply wish to perfect the Lockpicking minigame instead of taking this perk. This is of limited value.

It also saves you precious Bobby Pins. Force the lock once, and if that doesn't work, try to pick it, rather than the other way round.

PARALYZING PALM

Ranks Available: 1

Requirements: Unarmed 70+

With the Paralyzing Palm perk, you can access a special unarmed V.A.T.S. palm strike. A hit with the palm strike paralyzes the opponent for 30 seconds. You must be completely unarmed to perform this strike, although you can have Brass Knuckles or even the Deathclaw equipped.

Essentially a death sentence for the enemy, freezing them for 30 seconds allows you to re-equip, and bring down a foe at your leisure. Excellent! This is a must-have perk for Unarmed-based characters.

Level 20 Perks

EXPLORER

Ranks Available: 1

Requirements: None

With the Explorer perk, every Primary Location on your World Map is revealed.

Although slightly less necessary because you have complete maps of the Wasteland in this guide, this perk allows you to quickly find every major location. It also makes a great reference if you plan on playing through again with a new character.

NINJA

Ranks Available: 1

Requirements: Sneak 80+, Melee Weapons 80+

The Ninja perk grants you the power of the fabled shadow warriors. When attacking with either Melee or Unarmed, you gain a +15% critical chance on every strike. Sneak attack criticals do 25% more damage than normal.

If you're planning a Melee / Unarmed and Sneak character, this is the zenith of your capabilities.

GRIM REAPER'S SPRINT

Ranks Available: 1

Attribute Requirements: None

Slay a target in V.A.T.S. and all your Action Points are restored when you exit.

If your character already has a high number of Action Points, you could easily clear a room of foes with this perk. Superb!

SOLAR POWERED

Ranks Available: 1

Requirements: Endurance 7+

With the Solar Powered perk, you gain an additional 2 points of Strength when in direct sunlight, and the ability to slowly regain Health.

Don't underestimate the sheer impressiveness of Health regeneration! If you're exploring the Wasteland at length, and can find a mattress to sleep on each night, this is a fine perk to take.

You regenerate 1 point every 10 seconds in sunlight. This does not heal limb damage. It is excellent in combination with Adamantium Skeleton.

> **Note**
>
> When Broken Steel is available, you can automatically choose a number of new perks when your character reaches Levels 22–30. These are showcased below:

Level 22 Perks

DEEP SLEEP

Ranks Available: 1

Requirements: None

- You gain the benefits of sleeping deeply no matter where you take a nap. The Well Rested benefit becomes accessible, no matter how harsh the mattress.
- +10% to XP awards for eight hours after waking up.

If reaching Level 30 in the shortest amount of time appeals to you, choose this perk. You should already have chosen the Swift Learner Perk at Level 2 to further ascend through your character levels (and because the Swift Learner Perk grants a permanent +10% to XP awards, it is a better perk to choose). Usually it is better to savor your adventures.

PUPPIES!

Ranks Available: 1

Requirements: None

- Your faithful companion Dogmeat (the only Follower you can have along with an additional, bipedal Follower) may have died during a particularly harrowing battle. Don't despair; take this perk and receive a battle-hardened pup at Dogmeat's place of death, or your place of birth.
- Toughened Dogmeat puppy appears at location of Dogmeat's death, or Vault 101 (if Dogmeat died a while back). Only one Dogmeat can be found at a time.

Visually, Dogmeat and Dogmeat's Puppy look identical, but the offspring is considerably tougher, with double the Hit Points of the father. If you want a faithful companion without the worry that he's going to tread on a mine or be cut down by enemy fire, take this perk. Or, take this perk to further your evil machinations, and slay Dogmeat time and time again for the XP and negative Karma.

QUANTUM CHEMIST

Ranks Available: 1

Requirements: Science 70+

- With a high enough Science skill, you can gather a whole lot more Nuka-Cola Quantums, massing the common Nuka-Colas into groups of 10 so they are automatically converted into a Nuka-Cola Quantum, to be used in quests or made into Nuka Grenades.
- Every 10 Nuka-Colas you gather are automatically changed into a single Nuka-Cola Quantum.

This helps you in the creation of Nuka Grenades, along with locating all three Schematics for this Custom Weapon type. It also helps you during the Miscellaneous Quest: The Nuka-Cola Challenge. Nuka-Colas are plentiful and almost always available from merchants and vending machines. The only downside is that you can't have more than nine Nuka-Colas in your inventory. If you need them for Hit Points, store some at your house, or (better yet) seek other means of keeping healthy.

Level 24 Perks

DEVIL'S HIGHWAY

Ranks Available: 1

Requirements: None

- This is a straightforward perk with an instantly understandable effect; if you wish to become evil, now is your chance!
- This instantly sets your Karma to Very Evil. Your character's title is changed accordingly.

This perk is useful for obtaining the "Devil" Achievement at Level 30 instantly, rather than through days of adventuring. However, this can have detrimental effects if you aren't ready to be feared, or to have previously friendly conversations take a turn for the fearful. Check to see what Followers do as well, or you could lose them. Of course, this enables you to choose Followers, such as Jericho, who only accompany an evil adventurer.

ESCALATOR TO HEAVEN

Ranks Available: 1

Requirements: None

- This is a straightforward perk with an easily understandable conclusion; if you wish to renounce your neutral or evil ways, this is the time!
- This instantly sets your Karma to Very Good. Your character's title is changed accordingly.

Useful for obtaining the "Messiah" Achievement at Level 30 immediately, rather than through hours of toil. You gain a more friendly attitude toward the people you interact with, but Followers who are only with you because of your brooding darkness will leave your fold. However, previously inaccessible Followers such as Fawkes or Star Paladin Cross become available.

KARMIC REBALANCE

Ranks Available: 1

Requirements: None

- This is a straightforward perk with a simple premise to understand; if you wish to lead a purely neutral existence, now you can.
- This instantly sets your Karma to Neutral. Your character's title is changed accordingly.

Take this if you wish to easily obtain the "True Mortal" Achievement, especially as maintaining a Neutral Karma is the most difficult. This also means you can pal around with Sergeant RL-3 or Butch without having to give to the Church of the Atom [+KARMA] or Steal from people [-KARMA].

NO WEAKNESSES

Ranks Available: 1
Requirements: None

- Your experience in the Wastelands and beyond is beginning to yield dividends, as you become a well-rounded adventurer with no major shortfalls in your characteristics.
- All S.P.E.C.I.A.L. statistics that are lower than 5 are instantly raised to 5.

This allows you to meet certain statistical requirements for other perks, such as Fortune Finder or Toughness, basically allowing you to access many previously unobtainable perks. This is only truly useful if you've created an adventurer who is highly swayed, statistically (for example, a battle-ready maniac with high STR, END, and PER, but low LCK and CHR). If you plan on obtaining Almost Perfect (Level 30), this can be a waste.

Level 26 Perks

NERVES OF STEEL

Ranks Available: 1
Requirements: AGL 7

- When you're caught in a battle, and in V.A.T.S. mode, you want to be able to continuously fire, hack, or throw your weapon as often as possible. This helps fulfill that possibility.
- This increases your Action Points regeneration.

Seriously consider this perk. If you have few Action Points due to ill-conceived earlier decisions, or as you progress into more difficult territory and face enemies that require more wounding to kill (such as the Feral Ghoul Reaver and Super Mutant Overlord), you need all the help you can get. This is that help. However, those with the Grim Reaper's Spirit (which restores all APs after you defeat a foe in V.A.T.S.) may find this of limited use, and that perk is arguably a better purchase.

RAD TOLERANCE

Ranks Available: 1
Requirements: END 7

- A few hundred wades through irradiated pools of slime and effluent may kill you, or make you stronger. You chose the latter with this perk.
- Zero effects from Minor Radiation Poisoning.

When you've been irradiated enough to receive Minor Radiation Poisoning (-1 END), this perk effectively negates the hit to your Endurance. However, there are more proficient ways to spend your perk points, such as Intense Training on your Endurance. Still, this does allow you to wander through slightly radioactive areas longer.

WARMONGER

Ranks Available: 1
Requirements: INT 7

- If you've ever thought to yourself "I wish I had more guns," but didn't have the time or patience to build any, now is most definitely your chance!
- All Custom Weapons are now available to build, even without the usually necessary Schematics.

If you don't wish to find all of the different Weapon Schematics dotted around the Capital Wasteland, or you've made some regrettable decisions in the past and haven't been able to acquire all of the Schematics, then this is a highly useful perk. It basically allows you to build any Custom Weapon at the highest Schematic Level (making the weapon with the best condition possible). Existing Schematics are worth Caps to trade, but little else.

Level 28 Perks

PARTY BOY / PARTY GIRL

Ranks Available: 1
Requirements: None

- If you've always wanted to drink Beer, Whiskey, Vodka, Scotch, Wine, or even Moonshine copiously, and ignore the crippling withdrawal symptoms when you finally become addicted, this is the perk for you.
- You do not acquire the dreaded withdrawal effects when suffering from Alcohol Addiction.

Simply put, this allows you all the benefits of being drunk, without the insufferable torment afterward. If you're a keen collector (and consumer) of alcohol throughout the Capital Wasteland, this is an advisable perk. However, if you've purchased the "My First Laboratory" theme for your home, you can remove your addictions using the apparatus contained within. This is time-consuming and less flexible than taking this perk, however.

RAD ABSORPTION

Ranks Available: 1
Requirements: END 7

- You lose one Rad point every 20 seconds, essentially allowing you to function without the need for Rads.
- Any Radiation you have accrued slowly ebbs away, providing you aren't in an irradiated area.

Some question the helpfulness of this perk, because the "My First Infirmary" theme for your house allows you to instantly cure any Rad poisoning you may have accrued. However when you're investigating the swamps of Point Lookout, the trek back to your home (even with Fast Travel) becomes laborious, making this perk useful.

Level 30 Perks

ALMOST PERFECT

Ranks Available: 1

Requirements: None

» Who needs Bobbleheads? This handy-dandy perk automatically awards you an impressive "9" for your seven major statistics. Don't worry if you're actually perfect; if a stat is at 10, it remains at this maximum.

» All of your S.P.E.C.I.A.L. statistics are automatically raised to nine.

Naturally, this is one of the most impressive perks to obtain, providing your statistics haven't been raised to this level already. In fact, it is worth attempting some cunning plans to augment this perk still further (from "Almost" to "Perfectly Perfect," if you will). If you have collected any Bobbleheads already, they don't add to your stat score. However, if you haven't collected a Bobblehead, choose this perk, and collect the Bobblehead afterward, the bonus is added. This enables stats of 10 if you leave your Bobblehead-collecting until you reach Level 30.

It is also worth waiting to complete quests where you are awarded statistical improvements until after you choose this perk, so you can maximize an ability:

First example: Miscellaneous Quest: The Superhuman Gambit, awards you with Ant Might (STR +1) or Ant Sight (PER +1); complete this quest after choosing this perk to increase the chosen stat to 10.

Second example: Timebomb's Lucky 8-Ball (LCK +1) found at Bigtown. If you have this, drop it, acquire the perk, and take it again (otherwise you won't get the "10").

NUCLEAR ANOMALY

Ranks Available: 1

Requirements: None

» If you're ready to give a final surprise to a number of foes or a battle-hardened enemy you're having particular difficulty with, become badly wounded, and then deliver a devastating payload!

» You explode when your Health is at 20 or less. You survive the explosion (unless you're struck by enemy fire as normal).

The explosions that erupt from you affect all others in your general vicinity, including enemies at short range, Followers, and anyone else unlucky enough to be in the blast. The explosions continue until your Health increases above 20, with Health Points awarded each time you explode. The only problem is the difficulty level and strength of an enemy's attack: A Deathclaw for example, usually inflicts more than 20 points of damage with a swipe, killing you without the explosion occurring. On higher difficulties, enemies inflict more damage, with similar results.

Quest-Related Perks

The following perks are available only once you've succeeded impressively—or failed spectacularly—in a specific quest.

POWER ARMOR TRAINING

Quest Available: MAIN QUEST—Picking up the Trail

Ranks Available: 1

Requirements: Learn the subtleties of Power Armor maneuvering from Paladin Gunny at the Citadel.

You are now skilled in Power Armor, and can wear the following Armor types: Outcast Power Armor, Brotherhood Recon Armor, Brotherhood Power Armor, Enclave Power Armor, Tesla Armor, and any unique variants of these items.

DREAM CRUSHER

Quest Available: MISC QUEST—The *Wasteland Survival Guide*

Ranks Available: 1

Requirements: Convince Moira Brown to stop writing her survival guide

No high-minded ideal or frivolous dream can stand before your cold, unfeeling logic. The road to Hell may be paved with good intentions, but the express lane is paved with ruthless efficiency.

» Enemy attackers' critical hit chances are reduced by 50%.

» You get a 30% discount on Moira's trade items.

RAD LIMB HEALING

Quest Available: MISC QUEST—The *Wasteland Survival Guide*

Ranks Available: 1

Requirements: Achieve critical rad poisoning during one of your research chapter field studies.

Something Moira did during the operation changed you. When suffering from advanced radiation poisoning (400+), crippled limbs automatically regenerate.

JUNIOR SURVIVOR

Quest Available: MISC QUEST—The *Wasteland Survival Guide*

Ranks Available: 1

Requirements: Complete fewer than 5 bonus objectives in this quest.

Answer Moira's questions in one of five different ways to obtain one of the five different variants to this perk.

» Standard: +2% Poison Resistance, +2% Radiation Resistance, +5 Health

» Smart: +2% Poison Resistance, +2% Radiation Resistance, +2 Medicine, +2 Science

» Tough: +2% Poison Resistance, +2% Radiation Resistance, +2 Damage Resistance

» Sly: +2% Poison Resistance, +2% Radiation Resistance, +2 Sneak, +2 Speech

- Snide: +2% Poison Resistance, +2% Radiation Resistance, +1% Critical Chance

SURVIVOR EXPERT

Quest Available: MISC QUEST—The *Wasteland Survival Guide*

Ranks Available: 1

Requirements: Complete between 5 and 8 bonus objectives in this quest.

Answer Moira's questions in one of five different ways to obtain one of the five different variants to this perk.

- Standard: +4% Poison Resistance, +4% Radiation Resistance, +10 Health
- Smart: +4% Poison Resistance, +4% Radiation Resistance, +4 Medicine, +4 Science
- Tough: +4% Poison Resistance, +4% Radiation Resistance, +4 Damage Resistance
- Sly: +4% Poison Resistance, +4% Radiation Resistance, +4 Sneak, +4 Speech
- Snide: +4% Poison Resistance, +4% Radiation Resistance, +2% Critical Chance

SURVIVOR GURU

Quest Available: MISC QUEST—The *Wasteland Survival Guide*

Ranks Available: 1

Requirements: Complete 9 or more bonus objectives in this quest.

Answer Moira's questions in one of five different ways to obtain one of the five different variants to this perk.

- Standard: +6% Poison Resistance, +6% Radiation Resistance, +15 Health
- Smart: +6% Poison Resistance, +6% Radiation Resistance, +6 Medicine, +6 Science
- Tough: +6% Poison Resistance, +6% Radiation Resistance, +6 Damage Resistance
- Sly: +6% Poison Resistance, +6% Radiation Resistance, +6 Sneak, +6 Speech
- Snide: +6% Poison Resistance, +6% Radiation Resistance, +3% Critical Chance

ANT MIGHT

Quest Available: MISC QUEST—Those!

Ranks Available: 1

Requirements: Choose this from Doctor Lesko upon successful completion of this quest.

Your body has been genetically enhanced with the strength and flame resistance of the Grayditch Fire Ants! Your Strength has increased by 1 and you are now 25% resistant to fire.

ANT SIGHT

Quest Available: MISC QUEST—Those!

Ranks Available: 1

Requirements: Choose this from Doctor Lesko upon successful completion of this quest.

Your body has been genetically enhanced with the perception and flame resistance of the Graydtich Fire Ants! Your Perception has increased by 1 and you are now 25% resistant to fire.

WIRED REFLEXES

Quest Available: MISC QUEST—The Replicated Man

Ranks Available: 1

Requirements: Rewarded by Doctor Zimmer for siding with him during this quest.

Advanced technology from the Commonwealth has increased your reaction speed, giving you a higher chance to hit in a V.A.T.S. Your chance to hit is now 10% higher.

HEMATOPHAGY

Quest Available: MISC QUEST—Blood Ties

Ranks Available: 1

Requirements: Learn the ways of the Family under the tutelage of Vance.

This perk allows you to regain 20 Health (instead of 1) by consuming Blood Packs.

BARKSKIN

Quest Available: MISC QUEST—Oasis

Ranks Available: 1

Requirements: Shoot an exposed heart in an underground cavern so it sprays on you.

You've been infected by Harold's strain of F.E.V. and your skin is now as hard as tree bark. Your Damage Resistance is now +5.

COVERT OPS

Quest Available: OPERATION: ANCHORAGE—Operation: Anchorage!

Ranks Available: 1

Requirements: Collect the 10 Intel Briefcases scattered throughout the simulated cliffs and buildings near Anchorage.

The Perk is immediately awarded when you locate the 10th Intel case. You can collect them in any order you like, but you cannot return to previous areas to search for missed cases. You receive a moderately impressive bonus to some well-used skills.

- +3 Small Guns, +3 Science, +3 Lockpick

Although searching for ten Intel Briefcases can be time-consuming, the statistical improvements are exceptionally impressive. Skip this Perk only if you don't use any of the skills you receive bonuses in. This also means you can place points in other abilities when you level up or can concentrate further in strengthening Small Guns, Science, or Lockpicking.

POWER ARMOR TRAINING

Quest Available: OPERATION: ANCHORAGE—Operation: Anchorage!

Ranks Available: 1

Requirements: Learn the subtleties of Power Armor maneuvering from simulated fighting alongside the U.S. Army's finest.

You are now skilled in Power Armor and can wear the following Armor types: Outcast Power Armor, Brotherhood Recon Armor, Brotherhood Power Armor, Enclave Power Armor, Tesla Armor, and any unique or prototype variants of these items.

Alternatively, you can continue **Main Quest: Picking up the Trail** and learn this Perk from Paladin Gunney at the Citadel.

Tip

Obtaining this Perk allows you to wear any Power Armor and Helmet without having to complete the Main Quest all the way to **Picking up the Trail.** You can now access the benefits of Power Armor as early as you like, assuming you complete Operation: Anchorage early in your Wasteland wanderer career.

AUTO AXPERT

Quest Available: THE PITT—Unsafe Working Conditions

Ranks Available: 1

Requirements: Enter The Pitt Steelyard and collect 10 Steel Ingots.

You are awarded the Auto Axe perk automatically; you need not return to Everett or Midea. This allows you to inflict impressive additional damage on foes, but only if you're armed with the Pitt Slaves' weapon of choice.

- +25% Damage when using the Auto Axe or unique variants thereof.

This naturally gives you an excellent advantage when wielding this powerful and violent close-quarter weapon. Seek out either the Man Opener or the other unique Auto Axe called the Mauler, and Repair your favored unique weapon. Then rampage through The Pitt and beyond!

BOOSTER SHOT

Quest Available: THE PITT—Free Labor

Ranks Available: 1

Requirements: Complete the subquest Free Labor and conclude your business in The Pitt.

Depending on who you side with, Ashur or Wernher grants you a vaccine based on the latest research of tests conducted on Marie. Your immune system is now toughened against the ravages of radiation.

- +10% Radiation Resistance.

Well worth the time and energy you expend completing The Pitt, this allows you greater flexibility when traversing irradiated areas, especially lakes and contaminated Wasteland zones.

PITT FIGHTER

Quest Available: THE PITT—Unsafe Working Conditions

Ranks Available: 1

Requirements: Defeat all three sets of opponents during your fights inside the Arena.

As Ashur takes great pleasure in dropping radioactive barrels to add a little spice to the combat, you are additionally bathed in radiation for each fight. Fortunately, if you survive your fight with Gruber, your body's natural immunity to Radiation Resistance grows, and your combat prowess demands increasing respect.

- +25% to Damage and Radiation Resistance.

Hardening your body to the elements and damage taken allows you to further explore irradiated areas, but it also enables you to withstand more damage during combat. Both are excellent bonuses and make the hard slog through the Arena more than worthwhile.

SUPERIOR DEFENDER

Quest Available: POINT LOOKOUT—The Local Flavor

Ranks Available: 1

Requirements: Complete the mansion defense plan with Desmond, fending off Tribals until no more are living. Then complete Main Quest: The Local Flavor, and the perk is automatically awarded.

- +5 to Damage, and +10 Bonus to Armor when standing still.
- You'll pick this perk up automatically, and it makes your attacks highly effective. In fact, the ROF (rate of fire) for any weapon you use after obtaining this perk is important, as each strike, hit, or bullet inflicts the +5 Damage, making rapid-fire weapons (like the Minigun) even more potent. For the Armor bonus, simply stay still, which is only a problem if you're not using V.A.T.S., or a foe is throwing an area-effect weapon (like a Grenade) at you.

PUNGA POWER!

Quest Available: POINT LOOKOUT—Walking With Spirits

Ranks Available: 1

Requirements: Finish Main Quest: Walking with Spirits, and the perk is automatically awarded.

- Radiation recovery from eating Punga Plants is boosted.

The health benefits from biting down on Punga remain unaffected. If you're intent on collecting Punga throughout Point Lookout, and you've neglected other methods for reducing Radiation (Chems, other perks, or simply avoiding hotspots), this offers a reasonable easy and free alternative.

PUNGA TYPE	RAD RECOVERY WITHOUT PERK	RAD RECOVERY WITH PERK
Wild Punga	-1	-5
Tribal (refined) Punga	-2	-15

GHOUL ECOLOGY

Quest Available: POINT LOOKOUT—Plik's Safari

Ranks Available: 1

Requirements: During Miscellaneous Quest: Plik's Safari, ideally before you agree to pay Plik and enter his terrifying game, rummage around in his room to discover and read Plik's Journal. The advice it imparts automatically awards you with this perk.

- +5 to Damage (against Ghouls only)
- This perk is not only excellent, but simple to obtain. You now decimate most weaker Ghouls, especially with the Superior Defender Perk, and as with Superior Defender, weapons such as Assault Rifles and Gatling Lasers prove to be incredible at cutting down these flailing foes, simply because the damage modifier is applied per shot.

If you're looking for Achievements or Collectibles (including Unique Weapons charts) related to Broken Steel and Point Lookout, consult the Appendix.

XENOTECH EXPERT

MOTHERSHIP ZETA: This Galaxy Ain't Big Enough...

Ranks Available: 1

Requirements: Find the Shooting Range Gallery inside MZ3.16 Weapons Lab.

Hit the switch to activate the two different shooting ranges (one featuring Brahmin, while the other teleports in Wastelanders, Deathclaws, Radscorpions, Raiders, Yao Guai, and other entities to fight each other). Fire on the foes or watch the combat until the perk is awarded.

- +20% to Damage output when using Alien technology

Tip

Continue to accrue Experience Points by teleporting in more enemies; defeat them from the relative safety of the balcony. This enables a better combat outcome when employing Alien ranged technology. The weapons for which you receive this bonus include the regular (and unique) variants of the following: Alien Atomizer, Alien Blaster Alien Disintegrator, Atomic Pulverizer, Captain's Sidearm, Destabilizer, Drone Cannon, Drone Cannon Ex-B, and MPLX Novasurge. The Shock Baton and Electro-Suppressor are not affected by this perk.

Plans for Successful Character Development

Tip

First, make the most important Game Save of all; complete the Main Quest: Escape! up to the point where you're just about to leave the Vault, but haven't exited the door at the end of the natural tunnel. Save your game now! Then, when you're ready to try a second character, simply begin at this point, without replaying your childhood. You can change all your stats and skills, and even your face, hair, and gender, before you leave.

In order to create the most proficient and well-rounded character you can, follow this in-depth tactical advice:

1. CROSS-REFERENCE YOUR STATISTICS WITH YOUR SKILLS

Your seven S.P.E.C.I.A.L. attributes obviously affect your Skill points and allocations, so make sure you're placing points in the correct Primary Statistic. Are you planning on using Small Guns? Then bump up your Agility to 7 or higher. Thinking about using Repair, Medicine, or Science? Increase your Intelligence to the same level.

Tip

Every point added to a S.P.E.C.I.A.L. attribute raises its associated skills by two points. However, the Luck attribute is different. It affects all skills, but only at half its value. Try to keep your Luck at an odd number to take advantage of this.

LOWERING STATISTICS

One way to get extra points for your statistics is to lower them. Confused? Don't be: By lowering statistics you don't care about, you gain extra points to add to the ones you do. However, make sure you are willing to live with the consequences!

For each statistic, look at the associated skills and the derived characteristics. If you don't care about them, consider lowering that statistic to a three or even a one.

The one statistic you should never lower is Strength. How much you can carry is critical to all types of characters. Even if you aren't planning on fighting much (good luck with that!), you'll need Strength to carry your ill-gotten gains back from the various lairs and hidey-holes.

Similarly, think twice before lowering Endurance or Intelligence. The first controls your Health, which means you die more easily with a lower Endurance. The second controls how many Skill points you get to distribute when you go up in level. Your character will advance slower with a low Intelligence.

RAISING STATISTICS

You'll get five extra points to add to statistics. While it may sound great to add all five to a single statistic such as Strength or Endurance, it's rarely a good idea. There are just too many benefits to the other statistics to ignore them.

Don't pick the statistics to raise based on their associated skills; pick them based on the Derived Characteristics or perks you may want. These are much more important. The fact that your Big Guns skill goes up by a few points when you raise Endurance pales in comparison to your Health going up by 20 points for each point of Endurance.

The "big three" Statistics for most character types are Strength, Endurance, and Intelligence. Not that the others aren't good too, but these are important for all characters. Consider raising each of them to at least a seven. If you have points left over, Agility or Luck are the next best choices for combat-oriented characters.

2. CHOOSE A PRIMARY COMBAT SKILL

"You must be proficient at something. That something should be Small Guns, if you're a newcomer to the Capital Wasteland."

- Choose one skill and make it your primary means of defeating foes.
- Make sure it is one of your three Tag skills.
- Raise it very quickly at early levels.
- Later in your adventure, this skill may not be your main combat choice, so always have a Secondary Combat skill you're adding to as well.
- If you are playing your first few characters, Small Guns is an excellent (and recommended) choice.
- With Small Guns, there are plentiful weapons you can use throughout your adventure.
- Unarmed or Melee Weapons skills are also viable. However, there are very few truly effective melee weapons at higher levels; so be prepared to bolster a Secondary Combat skill in the future.
- Unarmed and Melee Weapons are excellent skills because you can sell the ammo you pick up, but don't use, for a large number of Caps.

The following chart should help you decide a good Primary Combat skill to take:

COMBAT SKILL	PRACTICALITY	ADVANTAGES	DISADVANTAGES
Small Guns	Extremely	Guns and ammo are plentiful.	None, really.
Melee Weapons	Very	Weapons are plentiful, no ammo required.	You have to get close to use them.
Unarmed	Moderate	No weapon needed.	Until you get Brass Knuckles, you don't do a lot of damage.
Energy Weapons	Moderate	Highly accurate.	Guns and ammo are hard to find early in the game.
Big Guns	Poor	Weapons do lots of damage.	These suckers are heavy! Ammo can be hard to find.
Explosives	Poor	Lots of damage to multiple opponents.	Can't use them up close.

Tip

If you want to use Unarmed, Energy Weapons, Big Guns, or Explosives as a Tag skill, choose a Secondary Combat skill as well to support it.

3. PRIMARY AND SECONDARY COMBAT SKILL COMBINATIONS

"Focus and figure out your key statistics, and three Tag skills before you begin, or you face the prospect of wasted Skill points."

You should be adding points to a Secondary Combat skill as a back-up, in case you (for example) run out of ammunition, or you're facing a very tough opponent.

This should complement your Primary Combat skill, with the potential to "overtake" it (in terms of points allocated) later in your adventure. Most characters who specialize in Small Guns end up pouring points into Energy Weapons at higher levels. Laser Rifles and Plasma Rifles are wickedly powerful, but not readily available at low levels.

Some recommended Primary and Secondary Combat skill combinations are:

Small Guns and Explosives:

» If your Assault Rifle just isn't cutting it against those tougher Mutants, throw in a few Grenades.

Sneak / Melee / Unarmed and Explosives:

» A much more tactical battle plan involves Sneaking around (optionally utilizing a Stealth Boy), and attempting to land a devastating Melee, Unarmed, or Sneak attack.

» Laying plenty of Mines along your escape route allows you to flee if you're overwhelmed or outclassed.

» Remember to disarm and pick up unused Mines afterward.

» The Custom Weapon: Dart Gun is an extremely useful weapon for this combination.

Unarmed and Energy Weapons:

» Energy Weapons are expensive, but often have a faster rate of fire and lower Action Point cost than Small Guns.

» Punch weaker enemies and collect all the bullets so you can afford the Energy Weapon Ammo and quality armor for your unarmed skirmishes.

» High Agility with this combination is helpful, as you can land four punches and laser shots in while in V.A.T.S.

"Anything" and Big Guns:

» "Anything" includes any of the previously listed skills used in combinations.

» Be sure to pick the Strong Back perk for this build, because Big Guns are heavy.

» Big Guns tend to eat up ammo quickly, but inflict a lot of damage.

» Big guns are extremely satisfying to shoot, and the Flamer is excellent against armored enemies.

» Unless you start making the Custom Weapon: Rock-it Launchers very early, you won't find much use for this skill for a while, however.

4. THE THIRD TAG SKILL: REPAIR YOUR OWN ORDNANCE

Repair is the best skill available to you. You can construct better quality weapons and armor. This in turn, allows you to withstand and inflict more damage, thus spending fewer Caps on costly Stimpaks. You also tend to run into groups of enemies that carry the same gun; so managing your loot becomes much easier. Are you seeing scattered Assault Rifles everywhere, and don't know what to do with them? Then use them to Repair your own Assault Rifle, so you have at least two of your favorite weapons in great condition.

Now you've figured out a Primary Combat, Secondary Combat, and Repair as the recommended skills to add points to, make these your three Tag skills.

To sum up:

COMBAT SUPPORT SKILL	MOST USEFUL WITH	NOTES
Repair	Small Guns, Melee Weapons, Energy Weapons, Big Guns	Weapons in good repair do more damage. They also sell for more caps.
Sneak	All skills	Getting close to (or getting past) an opponent without begin detected is always an advantage.
Medicine	Melee Weapons, Unarmed	If you have to take a few hits to make the kill, being able to heal yourself better becomes very important.
Explosives	Melee Weapons, Unarmed	It's handy for all combat skills, but particularly for these. Gives you some ability to attack at a distance, or to plant devastating Mines.

5. ADVICE ON OTHER SKILLS

The flexibility and wide variety of skills means there are no "correct" skills to choose. Every skill has its own set of benefits. Below are skills that aren't so obvious, but are worth taking a serious look at.

MEDICINE

This increases the effectiveness of Stimpaks, Rad-X, and RadAway.

When you only have to use half the Stimpaks it would normally take to heal yourself, you have more Caps to purchase cooler items.

You also get to employ that Medical knowledge during quests, and unlock some excellent perks.

SNEAK

Sneak is another highly useful combat support skill. Attacks on unsuspecting targets do extra damage, not to mention the advantage of not being shot at yourself. Unless you like playing the guns-a-blazing kind of character, you should give serious consideration to Sneak as a Tag skill.

Unarmed or Melee attacks while using Sneak are difficult to complete successfully, but the Sneak critical hit bonus is massive.

It is easiest to Sneak up on an opponent that's unaware (rather than alert), then enter V.A.T.S. and "line up" Sneak attacks on multiple enemies.

Think Sneak isn't devastating enough? A headshot from a Combat Shotgun is likely to drop a Deathclaw if your skill is high enough, and you're close enough.

SPEECH

Are you adventuring with a more cerebral plan in mind? Then succeeding in Speech challenges when interacting with others can be very useful. It can also halt hostile posturing in those you're speaking with (and occasionally create them!).

A high Speech skill opens interesting doors (both verbal and literal) that allow you to complete quests in ways that would otherwise by difficult or impossible to accomplish.

Check the Main and Miscellaneous Quests in this guide for all the examples of Speech challenges. And if you want to witness the results, load up points on this skill. It is used often.

SCIENCE

You can occasionally find interesting outcomes to your problems by using Science to hack terminals or pass skill checks.

Want to witness a turret malfunction where it sprays the enemies it was designed to protect with gunfire? Need to unlock certain doors or safes with a connected terminal? This is your skill, and you'll use it often. It also unlocks some useful perks.

The difference between this and Lockpick is that there are fewer terminals to hack than there are locks to pick. Also the rewards for hacking a terminal tend to be less immediate or tangible.

LOCKPICK

Lockpick is clearly the most advantageous non-combat skill.

Do you hate being locked out of an area you're exploring? Want to know what every storage room or secret area contains? Then thoroughly read through this guide, or place some points into Lockpick.

This guide also flags the difficulty level of every major lock on safes, doors, footlockers and Ammo Boxes.

You can open the majority of these if your Lockpick skill is 50. Relatively few locks require 100 Lockpick skill.

This chart summarizes some key points:

NON-COMBAT SKILL	USEFULNESS	ADVANTAGES
Lockpick	Extremely	Loot is frequently locked away.
Science	Moderate	Terminals control turrets, which can then fight for you. They may also reveal important information.
Speech	Moderate	You can sometimes persuade people to do your bidding, thereby avoiding more difficult choices, or getting better rewards for you actions.
Barter	Fair	Caps are always useful. You can buy better guns and more ammo. However, if Caps are what you want, it's always possible to clean out everything in a lair and sell it, or to steal the items you need.

6. ALLOCATING SKILL POINTS

A recommended plan for newcomers to the Wasteland is to increase your Primary Combat, and Repair skills up to around 75 points as soon as possible. Then add to your Secondary Combat skill and all other preferred skills as needed.

Although specific situations vary, a good rule to follow is to spend around 60–75% of your Skill Point allowance on your Primary Combat and Repair skills until they reach around 75.

A common mistake is to raise your skills all the way to 100 as soon as possible. Certain collectible items (Bobbleheads and Skill Books) and perks permanently raise your skills, and these become useless if your skills are already at the maximum.

Consult this guide; learn where a nearby Bobblehead and a few Skill Books related to your preferred skills are, so you can obtain them as early as possible to further increase your Skill points.

7. DRESS FOR SUCCESS

"When attempting to Repair a weapon, massacure a Mutie camp, or Barter with a merchant, you must dress appropriately."

Another excellent point to remember is that some outfits increase skills (including Repair, Lockpick, and Science). Change into these outfits before attempting adventuring that requires these specific skills.

A good example: Raise your Lockpick skill to 45. Then wear apparel that gives you +5 to Lockpick (such as the Vault 101 Utility Jumpsuit). You can now pick Average locks.

Also remember that every point of Perception adds +2 to Lockpick. Remember to check your statistics to ensure you've placed enough points to help enhance your associated skills.

The Vault 101 Utility Jumpsuit adds +5 to Repair as well, and you find it during **Main Quest: Escape!**, so don't forget to pick it up!

8. GROWING YOUR CHARACTER

As your character gains levels, you get a chance to add more Skill points. The best part about this is that if you made a mistake when creating your character, you can correct it very quickly. If you put points into Melee Weapons because you wanted to beat your opponents to a pulp, but then discovered that you had more fun shooting them, within a level or two you can switch over to being skilled with Small Guns instead.

ADDING SKILL POINTS

Most characters will have at least 15 points to spread around. Think about what kinds of actions you attempted since the last time you leveled up. Think about the actions you want to do. Place your points into those skills.

For the most part, split your points relatively evenly between your three Tag skills until Level 5 or 6. You chose these Tag skills because you wanted to use them, so make sure they're at least above 50.

Two important skills to raise are Lockpick and Science. These skills have threshold values that are important. Every 25 points opens up a new class of locks or terminals. So you want Lockpick to be 25 early in the game to access those locks. Science isn't quite as important, but you should get it to 25 early on as well.

Between Levels 5 and 10, keep focusing on your Tag skills, getting them into the 70s. Good secondary skills to put some points into are Lockpick and Medicine. Getting Lockpick up to 50 will make the majority of the locks available to you. Medicine gives you more benefit from Stimpaks, which is important for combat.

Above level 10, stop raising your skills when they get into the 80s. You will find clothing or armor that will give you bonus points. You may find Bobbleheads or Skill Books that can raise your skills. Most skills can be raised with perks more efficiently than with Skill points. It can be frustrating to raise a skill to 100, and then find something that gives a bonus you can't use. The difference between a 90 and a 100 in a skill isn't enough to be worth wasting the points.

General Training and Advice

Now that you've built the ultimate Wasteland survivor, it's time to detail some information on other facets to your adventure, primarily related to your Pip-Boy, and the challenges you face during your expedition.

INITIAL MENU INFORMATION

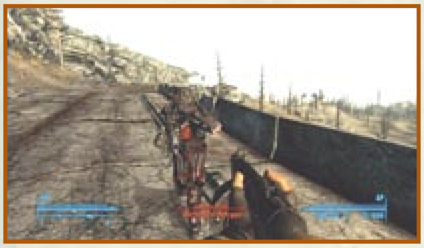
Assuming you've read the Instruction Manual, you should have a basic grasp of how your Pip-Boy, game menus, and basic maneuvering all works. However, there are a couple of additional pieces of information you may find useful:

GAME DIFFICULTY

You can choose to increase or decrease the game difficulty. Higher difficulty means opponents do more damage and you do less damage in combat. You also get more Experience Points for kills at higher difficulty levels. Lower difficulty means opponents do less damage and you do more. However, lowering the difficulty does not change your Experience Point awards for kills.

DIFFICULTY	OPPONENT'S DAMAGE	PLAYER'S DAMAGE
Very Easy	50%	200%
Easy	75%	150%
Normal	100%	100%
Hard	150%	75%
Very Hard	200%	50%

SETTINGS TWEAKS



If you're seeing blue, you might pick out foes a little more easily, depending on your eyes.

Saving: It is usually better to Save your game often and constantly. But it also benefits you greatly if you save just before you attempt an epoch-making change to your fate. If you read one of the quests, and learn there's an upcoming Speech challenge, you should Save just before the challenge, so you can try again if you fail. This is also advisable before any large-scale confrontations or explorations take place. Aim to have dozens of Saved Game slots used up. Well over 400 were used in the creation of this guide alone!

Display Tweaks: Although most of this is to your preference, there's a lot to be said for fiddling with your brightness (although technically, this could be seen as cheating). If you're in a darkened tunnel filled with Ghouls, you may wish an ultra-bright image so you can pick out every movement. For the best gameplay, set it as dark as you can while still seeing a difference between the two darkest blocks. Your H.U.D. opacity and color are also strictly related to preference, but some find the blue H.U.D. color to be superior, as the target crosshairs are easier to see during bright light situations. Increase the opacity if you're relying on the crosshairs, too.

KARMA: TWO SIDES OF THE SAME SCALE

OVERVIEW

The General Stats part of your Pip-Boy displays what you have accomplished, along with your Karma. Your Karma is another vital part of your adventuring, as it measures how pleasant or unpleasant you're being, based on previous actions. In short, it's how "good" or "evil" you're being. Karma affects a variety of elements, from how you're treated by others, to the Followers who agree to join you, to areas of the Wasteland you can visit.

Although you can't see it, you begin your adventure with a "value" of zero. This value increases with positive actions, and decreases with negative ones, on a sliding scale. Karma can range from -1,000 (true evil) to +1,000 (an absolute saint). Here's how you're judged, based on your Karma value:

KARMA VALUE	TYPE
-1,000 to -750	Very Evil
-749 to -250	Evil
-249 to +249	Neutral
+250 to +749	Good
+750 to +1,000	Very Good

Caution

You can't check specifically on your Karma "value"; your character title is the only clue you have (outside of reactions by others).

HOW TO RAISE AND LOWER YOUR KARMA

Numerous actions affect your Karma:

ACTION	KARMA EFFECT
Killing an Evil character or creature	None
Killing a Very Evil character or creature	+100 Karma
Murdering† a Neutral or Good creature	-25
Murdering† a Neutral or Good character	-100 Karma
Stealing from a Neutral or Good character, or from a non-evil faction	-5 Karma per item
Donating Caps to any church	Dependent on Caps donated
Performing a "good" action in a Freeform Quest	At least +50 Karma
Performing an "evil" action in a Freeform Quest	At least -50 Karma

† "Murder" is defined as an unprovoked attack.

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

HOW TO RAISE AND LOWER YOUR KARMA (QUESTS)

Your actions throughout the course of your adventuring allow you an infinite number of choices, and many have a Karmic element to them. Consult the Main and Miscellaneous Quest chapters to see the most important actions you can take.

DAY-TO-DAY CHANGES IN PERCEPTION

Karma affects you in four general ways:

- It modifies the reactions and dialogue options of certain individuals you meet.
- It determines the accessibility to certain locations within the Wasteland. For example, you can enter the Slaver stronghold of Paradise Falls without problems with a low enough Karma.
- If you are Very Evil or Good, you may be attacked by enemies of the opposing Karmic range. For example, if you're Very Good, expect to be stalked by Talon Company Mercs.
- Be warned: Your Karma also influences the type of ending you receive when your expedition is over!

RAMIFICATIONS OF HAVING EVIL KARMA

The Slavers of Paradise Falls welcome you and your unpleasant ways into their fold.

Any player who reaches a Karma of -250 or below—and is thereby considered "evil"—should expect some unique occurrences. These are:

- Access to Paradise Falls, including all services offered there.
- Ability to purchase the schematics for the Dart Gun, from Pronto in Paradise Falls.
- Ability to hire two "evil" Followers: Jericho (Megaton), and Clover (from Paradise Falls).
- Easier Speech challenges with "evil" characters you speak with.
- Access to "evil" Karma titles and corresponding achievements.
- Three Dog the D.J. has some specific words for you.
- General characters you meet may react to your Karma during conversations.

RAMIFICATIONS OF HAVING NEUTRAL KARMA

Although it is sometimes difficult to stay on this path, if you maintain a neutral Karma of between -249 and +249, you should expect some different unique occurrences:

- Raiders will always attack you.
- Ability to hire two "neutral" Followers: Butch (from Vault 101, but met in Rivet City), and Sergeant RL-3 (bought from Tinker Joe in the Wasteland near Tenpenny Tower).
- No chance of getting attacked by either a "good" or "evil" hit squads.
- Access to "neutral" Karma titles and corresponding achievements.

RAMIFICATIONS OF HAVING GOOD KARMA

Any player who reaches a Karma of 250 or more is considered "good" and can benefit from the following:

- Ability to hire two "good" Followers: Fawkes (Vault 87) and Star Paladin Cross (the Citadel).
- Raiders will always attack you.
- More difficult Speech challenges with "evil" characters you speak with.
- Access to "good" Karma titles and corresponding achievements.
- Three Dog the D.J. has some specific words for you.
- General characters you meet may react to your Karma during conversations.
- Very Good: Access to small gifts given out by "good" characters (such as Caps, Ammo, Food, and other common items).

A faultless and Vaultless existence still involves the taking of life, specifically scummy Raider life.

EXPERIENCE POINTS AND KARMA

Finally, here are all the titles based on your character's level and Karma.

LEVEL	XP REQUIRED	EVIL KARMA TITLE (-250 OR LESS)	NEUTRAL KARMA TITLE (-250 TO +250)	GOOD KARMA TITLE (+250 OR MORE)
1	0	Vault Delinquent	Vault Dweller	Vault Guardian
2	200	Vault Outlaw	Vault Renegade	Vault Martyr
3	550	Opportunist	Seeker	Sentinel
4	1,050	Plunderer	Wanderer	Defender
5	1,700	Fat Cat	Citizen	Dignitary
6	2,500	Marauder	Adventurer	Peacekeeper
7	3,450	Pirate of the Wastes	Vagabond of the Wastes	Ranger of the Wastes
8	4,550	Reaver	Mercenary	Protector
9	5,800	Urban Invader	Urban Ranger	Urban Avenger
10	7,200	Ne'er-do-well	Observer	Exemplar
11	8,750	Capital Crimelord	Capital Councilor	Capital Crusader
12	10,450	Defiler	Keeper	Paladin
13	12,300	Vault Boogeyman	Vault Descendant	Vault Legend
14	14,300	Harbinger of War	Pinnacle of Survival	Ambassador of Peace
15	16,450	Urban Superstition	Urban Myth	Urban Legend
16	18,750	Villain of the Wastes	Strider of the Wastes	Hero of the Wastes
17	21,200	Fiend	Beholder	Paragon
18	23,800	Wasteland Destroyer	Wasteland Watcher	Wasteland Savior
19	26,550	Evil Incarnate	Super-Human	Saint
20	29,450	Scourge of Humanity	Paradigm of Humanity	Last, Best Hope of Humanity

EXPERIENCE POINTS

GAINING XP

From the smallest victory to the most terrifying feat, your experience is the key to a happy future.

You gain Experience Points (XP) by defeating opponents, completing quests, and performing a few other types of action, such as unlocking doors and safes, hacking terminals, completing a difficult or impressive conversation, and the like. You'll know when you've received XP because it appears on your H.U.D., and you can view your current XP total in your Pip-Boy screen. The previous chart revealed the number of XP it takes to level up from 1 to 20. Once you reach Level 20, your XP reads as "Maxed."

Should you complete the entire series of Main Quests in the advantageous manner described in this book, you're likely to reach Level 13–14 by the end of it.

QUEST	EXPERIENCE POINTS AWARDED
Baby Steps	0
Growing Up Fast	0
Future Imperfect	0
Escape!	300
Following in His Footsteps	200
Galaxy News Radio	400
Scientific Pursuits	500
Tranquility Lane	600
The Waters of Life	700
Picking up the Trail	800
Rescue from Paradise	900
Finding the Garden of Eden	1,000
The American Dream	1,100
Take It Back!	1,200 ‡

This means you should be thinking about augmenting your XP by attempting the 16 different Miscellaneous Quests. These usually award you 300 XP for each one you complete.

Furthermore, you occasionally gain a small amount of XP from Freeform Quests.

Locate each of the World Map markers (each showing a Primary Location) for another 10 XP per location.

‡ Because your expedition ends once this quest is over, this value is irrelevant.

THOSE OTHER WAYS TO EARN XP

The most common method of earning XP, aside from quests, is by killing something before it kills you. How much XP you earn varies with the difficulty of your opponent. Values range from 1 point for a Radroach to 50 points for a Deathclaw. Killing NPCs can also get you up to 50 XP each.

You also receive experience points for performing other actions. The following chart details the XP you are likely to gain from completing other actions, and the difficulty of those actions:

ACTION #1	ACTION #2	ACTION #3	ACTION #4	DIFFICULTY	XP AWARDED
Kill an Opponent	Pick a Lock	Hack a Computer	Speech Challenge	Very Easy	0
Kill an Opponent	Pick a Lock	Hack a Computer	Speech Challenge	Easy	10
Kill an Opponent	Pick a Lock	Hack a Computer	Speech Challenge	Average	20
Kill an Opponent	Pick a Lock	Hack a Computer	Speech Challenge	Hard	30
Kill an Opponent	Pick a Lock	Hack a Computer	Speech Challenge	Very Hard	50

GETTING THE MOST OUT OF YOUR XP

There are a few ways to increase how many experience points you get. Playing the game at a higher difficulty level gives you bonus XP. Although it's a low-down, dirty-rotten trick, raising the difficulty level before fighting an easy-to-kill creature or NPC will give you extra XP from it. Just don't forget to set it back, or the next Yao Guai may take you out!

Getting the well-rested bonus earns +10% XP. You can only get this bonus by sleeping in a rented bed or a bed in a place you own, such as your house in Megaton or your room in Tenpenny Tower. The bonus lasts for 12 hours of game time.

The Swift Learner perk can get you 10% extra XP for every rank of it you take. This bonus applies to all XP rewards, not just killing things.

Note

Experience Points do not "scale" with your level, as all of the entities and challenges you encounter offer roughly the same degree of challenge no matter when you attempt them.

Tip

Double-shot XP: Many doors and safes can be unlocked by Lockpicking or using Science to hack a nearby terminal. Obtain extra XP by hacking the terminal, but do not disengage the lock. Then pick the lock on the door to get a "double shot" XP from it.

Mapping the Capital Wasteland

This section deals with how to maneuver around this vast and frightening landscape without turning up dead in a drainage ditch 20 feet from Springvale. Use the following plans, and make sure you're already familiar with Fast Travel and plotting your own route markers.

The World Map: every single Primary Location is revealed once you discover it, or obtain a specific perk.

The Local Map provides more detail and some entrances you don't see on the World Map.

Because you have a large Guide Poster, and a Tour chapter dedicated to revealing every single location in the Wasteland, you have a distinct advantage when you decide to explore. However, the benefits of Fast Travel and locating new areas are dependent on employing some specific cunning tactics:

1. Always use Vault 101 or the nearby settlement of Megaton as your "base" until you familiarize yourself with your surroundings. Figure out how far a location is from Megaton, as this is the safest place you can return to.
2. Start to use visual cues to instantly figure out where you are. That large skyscraper to the south? That's Tenpenny Tower [Location 7.14]. Now that you know this, you can learn what adjacent locations there are, and if any of them interest you.
3. Begin to use smaller visual cues to figure out specifically where you are. That crashed monorail with small Raider Camp and the bathtub [Location 2.N]? That's just north of Germantown Police Headquarters [Location 5.01]. Begin to "fill in" the topography of the area to prevent you from getting lost.

4. Use the compass. It's there for a reason, and that reason is to show you where you're generally headed. Make sure you use your Pip-Boy's Route Marker, too.
5. It's a sound plan to race to discover a single location, explore it before backtracking to a safer environment, and when you wish to return, Fast Travel back to that location and explore in a concentric circle out from this "secondary base camp."
6. The guide refers to Primary and Secondary Locations with a latitude and longitude position, and a number. These don't appear in the game; they are simply there so you can keep track of the hundreds of locations in the Wasteland.

INSIDE THE D.C. RUINS

Matters take a turn for the complicated when you enter the massive derelict ruins of D.C. itself. Here, the only way to reach the more significant internal locations, such as the Mall and Arlington Cemetery, is to head underground through a series of linked underground tunnels that were part of the old Metro and sewage systems. The Tour chapter separates these so you know which areas are accessible from the "outside" Wasteland, and which aren't.

Tip

You might wish to visit Reilly and complete her quest because she awards you a GeoMapper that rewards you with 20 Caps for each location you uncover. It's a great way to add Caps for doing something you're already attempting!

Other Pip-Boy Functionality

A QUICK NOTE ON NOTES

You should know by now that your Pip-Boy's Note section is more than just a collection of texts; there are Holotapes to listen to, and some quests don't update until you read or listen to a Note you've picked up.

RADIO WAVES

Tuning in to hear the latest in Enclave Propaganda or the howls of mad Three Dog can provide comfort during those long treks across a darkened Wasteland (and can also attract attention; switch off your Radio when Sneaking). But are you aware of the other Radio Stations you can pick up on your Pip-Boy?

Recon Craft Theta Beacon

5,000m radius. Garbled static and odd chatter serve only to bewilder and enthrall.

Chinese Radio Beacon

3,000m radius. A random mini-encounter.

People's Republic of America Radio

16,000m radius. The voice of Red China, operating out of Mama Dolce's.

Vault 101 Emergency Frequency

25,000m radius. Assuming a catastrophic issue with Vault 101, this crackles into life.

Agatha's Station

Entire Wasteland. Complete the Agatha's Song quest, and listen to sweet, lilting violin music.

Ranger Emergency Frequency

7,000m radius. A mayday for Reilly's remaining Rangers, stuck on top of the Statesman Hotel.

Radio Tower Signal (9)

Dotted across the landscape are shut-down radio masts. Activate them, and some may have a signal (usually Morse code stating the name of the mast and an S.O.S.) you can triangulate to locate a hidden area.

THE FLASHLIGHT

The benefits of a Flashlight far outweigh the negatives, unless you like stumbling around Ghoul-infested tunnels in the dark.

If you're having difficulty seeing where you're going, ensure your safety by switching on your Pip-Boy's Flashlight. It allows you to see your surrounding area much more clearly, but at the expense of stealth. Keep this off if you're Sneaking.

The Battle for Wasteland Supremacy

V.A.T.S. AND RUNNING AND GUNNING

V.A.T.S. or run-and-gun? There are benefits using either method, but the real winners employ both to great complementary effect.

Your Vault-Tec Assisted Targeting System is a work of genius. It allows you to pause the action, take in your surroundings without penalty, locate most of your threats—and then kill them. Before you try large-scale battles, perfect the art of flicking between enemies, and enemy parts, learn when to enter V.A.T.S. (as soon as you see an opening, and usually when a head is available to target), and what benefits there are for tagging the various appendages. Best of all, there is a +15% chance of a critical hit with V.A.T.S.

Head: Damage is usually doubled. If the chance to hit the head is more than half that of other limbs, aim there, unless the foe is extra-tough. Otherwise, you are better off aiming for the arms or legs.

Weapon: If your foe is damaging you with a nasty weapon, remove it from play. With an Unarmed Attack in return, you can shrug this off as you rain in the free hits.

Arms: If an opponent needs two hands to hold a dangerous weapon, such as a Minigun, cripple one of them. He will drop the weapon. Even if he picks it up again, his aim will be horrible.

Legs: If you want a more leisurely takedown, strike the legs of foes that are apt to flee, and remain quicker than they are. Dispose of them as you wish. This is a great tactic for Mirelurks, Yao Guai, and Deathclaws.

Control Boxes and Antennae: Robots, turrets, and some insects have these. Once it is destroyed, they will frenzy and attack anything nearby, even their friends. Don't bother with this if you are fighting the creature one on one, because it will just come after you anyway. It's a great tactic for turrets though.

Running-and-gunning also has its benefits. Some weapons are easier to employ in real-time, such as the Flamer. You can also circle-strafe around an enemy, make quick evasive maneuvers in and out of cover, and use your dexterity more easily. However, it is sometimes more difficult to precisely aim, especially at range.

Tip

- If you're out of Action Points, you can still use V.A.T.S. to excellent effect. Use it to center your aim on a target, even if you have no APs left. Then, without firing, exit V.A.T.S. Your run-and-gun manual aim is now dead-center on your foe. Fire away!
- If you're quick entering V.A.T.S., you can often target an adversary before they throw a Grenade. Shoot the Grenade, either when it's in the air or in the enemy's hand. Detonation in the air causes no harm to you. Detonating in the enemy's hand causes it to explode, resulting in an instant kill if you're battling a Raider.
- Are you trying to avoid confrontation with a foe, and don't want to kill it? Target the legs in V.A.T.S., cripple them both, then out-run the foe. The Custom Weapon: Dart Gun does this to all non-robotic foes and is useful against Yao Guai and Deathclaws. If you are running away, try closing any doors between you and your foes; this slows them down, and prevents them from shooting you.
- Hot Key: Your Pip-Boy's Hot Key function, allowing you to place one of eight objects for quick access, is an incredible benefit. Stick your three or four favorite weapons, a variety of Chems, Stimpaks, and Rad-X, and you'll cut down on the time spend raising and lowering your left arm.

WEAPON TYPES

BIG GUNS

Just relying on Big Guns may be stretching your scavenging and combat skills to the limit, but the amusement and devastation these weapons bring makes up for any shortcomings. However, it's always best to leave your Fat Man at home when trudging through narrow interiors; Miniguns and Flamers are a much better bet. Also remember that Missiles take time to strike their target. Judge where your foe will be when your Missile arrives, not where he is at the moment.

ENERGY WEAPONS

The technology of tomorrow, here today! Energy Weapons allow you to dispatch your foes into a pile of dust (which fortunately still yields the same loot). These are very expensive to keep in ammunition. Aside from the Unique variants, the Plasma Rifle is a highly impressive and damaging weapon; when you've upgraded from the Laser Rifle and Pistol you'll see a marked difference in the time it takes to topple a target. Most Energy Weapons are more accurate than old-fashioned guns.

GRENADES OR MINES

Lobbing Grenades as a back-up for your Small Gun fire is an effective combat strategy, and judging distance by checking the hit chances in V.A.T.S. first is always a good plan. Don't forget to pack Pulse varieties, because they dispatch robot adversaries in seconds. Setting up ambushes using mines (of any kind) is always entertaining. In interior locations, look for a doorway and set a couple there, then provoke an enemy (usually with a 10mm Pistol) and run back past the doorway. You don't set off your own Mines, but your enemy does! A similar trick is available in the city by setting Mines around corners. Finally, for the ultimate kill, place a Mine with Grenades around it; when the Mine detonates the Grenades also explode.

Tip

It is also incredibly satisfying to use Grenades that are attached to enemies (or being held in their hands) against them: Take careful aim, and use V.A.T.S. to check if your target has Grenades hanging from a weapon belt. Then manually hit these for an amusingly violent explosion. Is a Super Mutant or Raider holding a Grenade just prior to lobbing it? Not for long; blast it from their hands, and watch the gore fly!

MELEE WEAPONS

Guns for show; knives for a pro. Take your pick, and test them out on Mole Rats as some of these hand-carried weapons and blades have a slower swing than others. Your first weapon, the Baseball Bat, is reasonably effective. Try it out until you can churn body parts with the Ripper, or graduate to something heavy like the Super Sledge. Don't bother with pool cues, rolling pins, police batons, or nailboards. They just aren't tough enough. As stated previously, you should be attempting the element of surprise using these weapons, not wading in from a distance into a barrage of fire.

SMALL GUNS

A wide variety of Small Guns present copious takedown opportunities for every occasion. Begin with Pistols, before graduating to the 10mm Submachine Gun, a stalwart piece only superseded by the two Assault Rifle types. Ignore the .32 Caliber Pistol and the Chinese Pistol. You are better off selling them than using them. If you're on the Wasteland plains, bring your Hunting Rifle; it's a great long-distance shot. When you find your first Combat Shotgun, treasure it; this is a mid- to close-range monster of a weapon, and fantastic at headshots, as is the .44 Magnum.

If you are using long distance weapons like the Sniper Rifle, it's sometimes better to aim manually rather than using V.A.T.S. The V.A.T.S. chance to hit will be lower than what you can probably do manually. However, you will be giving up the +15% bonus chance for a critical that V.A.T.S. provides. Also, for all long-range attacks, you should be stealthed to get the stealth attack critical bonus.

UNARMED WEAPONS

Due to the small variety of Unarmed Weapons, using Unarmed combat can be challenging. You'll get Spiked Knuckles pretty easily. If you find a Power Fist, you're set for a while. Do what you must to keep it repaired. At higher levels, attempt to construct the Deathclaw Gauntlet as soon as you can. V.A.T.S. is entertaining when you use these weapons, because it is easier to hit, providing you can wade through enemy gunfire. Employ Sneaking to ensure that your attacks land with additional (and critical) force.

Tip

Attack from higher ground; it's always easier to slink back behind ground cover than flee with foes descending after you.

VEHICULAR MANSLAUGHTER

Blowing up vehicles (specifically cars with engines, truck engines, and city coach liners) creates a large and satisfying explosion, and possible chain-reaction if a second vehicle catches fire. This is both useful and problematic—you can catch enemies in the splash damage the explosion generates, but you may accidentally destroy (or move) an item placed nearby. Generally though, attract enemy attention with this technique, or create a cluster of burning metal parts to show you've been here before.

TRAPS

You haven't lived until you've almost died being bombarded by baseballs, or receiving a Brahmin-skull-on-a-chain to the happy sack. Throughout the Wasteland, the more enterprising (and psychotic) of enemies have left a variety of Traps waiting for you. Most can be disarmed if you have a decent Repair skill—yet another reason why Repair is your go-to skill when you're not shooting stuff.

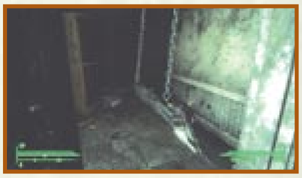
RADIATION

Take a Rad-X before you go wading into any water, or investigating any craters, and you'll shrug off the light radiation. Visiting a wider radiation zone? Then pack a Radiation Suit. Heading over to Vault 87? Then carve your tombstone now; you'll never reach the surface entrance. Let Fawkes do the work and then backtrack.

MINES

Tread slowly and lightly, looking down and rotating until you find your Mine, then disarm it. The Mine is added to your inventory. If you are crouched in the Sneak mode, you can grab them from slightly farther away. If you're happy Sneaking, place Mines in a foe's path, then hide and fire at them to attract their attention. The results are messily effective.

CHAIN TRAPS



Mostly activated by a trip wire, these Traps are mostly set by Super Mutants and Raiders so you know where to look for them. Simply find the trip wire (sometimes difficult if you're being manhandled by these brutes) to deactivate them.

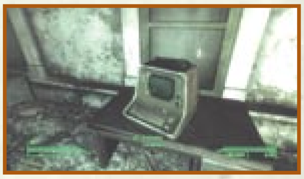
RIGGED SHOTGUNS

These activate two ways: pressure plate or trip wire. Avoid either, or duck in locations you suspect of having these Traps. Or, move around the plate or trip wire, and disarm from the side. You receive a Combat Shotgun and ammo for your troubles.

GRENADE BOUQUETS

Although vicious, the Grenades take a few seconds to detonate, giving you time to flee (usually into a second Trap!). Either disarm the trip wire, or look up and reach the Grenade cluster to bag three Frag Grenades. Or, shoot them from a safe distance.

RIGGED TERMINALS



Always take extra time to inspect terminals, especially ones with a small antenna on the back, used to detonate a Frag Grenade hidden on the unit itself. This only happens when you try to use the terminal, so approach from the side or rear to disarm it and pocket a Frag Grenade.

BEAR TRAPS

An ancient form of crippling, Bear Traps are nasty and quick to snap, although you can disarm them relatively easily too. There's little point in rearming them; either avoid them completely or risk the injury.

GAS LEAKS

Prevalent in underground tunnels, these are extremely problematic if you employ Energy Weapons. The Shiskebab will also trigger them. Either step around the corner and lob in a Grenade to clear the path, or get up close and personal.

BABY CARRIAGES

Baby carriages are perhaps the scariest Trap of all. A frightening robot head is encased inside, rigged to explode. Disarm it quickly, as soon as you hear the baby cry. There's nothing to take afterward. Another tactic is to retreat—quickly!

BASEBALL PITCHERS

Step up to the plate (in this case, a pressure plate, although trip wires are also common), and expect a dozen baseballs in the guts. These are more of a nuisance than a threat; sidestep to avoid them. Or swing back with a Baseball Bat!

Going on Maneuvers

One of the most important aspects of staying alive in this desolate jungle is to employ a wide variety of tactics: many offensive, some defensive, and all cunning. This section details how to go from subsistence living to thriving.

SNEAKING AND THE STEALTH BOY

Stay hidden, and you can investigate the most dangerous of locations without becoming cannon fodder.

One of the key skills to use when you don't want to attack enemies, or can't (due to a lack of ammunition, low Health, or as part of a quest fulfillment), Sneaking requires you to duck then shuffle around silently, the slower the better. Practice doing this around folks who won't bludgeon you to death with a Sledgehammer, such as the fine people of Megaton. Perfect the technique before creeping around Ghouls, Mirelurks, or other, more hideous abominations. The key is to notice where your foes are facing, and maneuver around so they don't see you, by staying 180 degrees to their rear or behind cover.

If you see the Caution warning on your H.U.D., don't panic. If the target is close by, combat is probably imminent, and you should just shoot him first. If the target is farther away or may have difficulty getting to your position, just sit tight. If you don't move for a while, eventually the warning will return to Hidden and you can resume moving.

Tip

- While Sneaking, if you need to encourage an enemy to move or turn around so you can Sneak past an enemy or light source, try tossing a Grenade or shooting your gun at a distant wall. This causes the enemies to investigate that area. The Silenced 10mm works perfectly for this, because it doesn't give you position away. Remember, you're shooting at the wall, not the foe!
- The Stealth Boy, a device you pick up then activate via your Pip-Boy, turns you almost invisible for a limited amount of time. It's the perfect companion to Sneaking, as it allows temporary invisibility. However, you're still audible!

STEALING

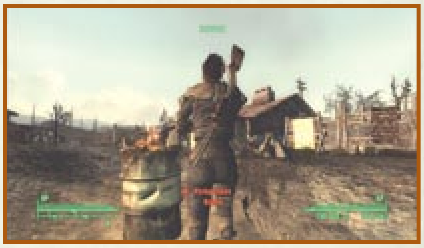
This may lower your Karma slightly, but Stealing items is a great way to add to your inventory. However, it's also a great way to get kicked out of town! With this in mind, you might wish to combine Stealing with Sneaking or a Stealth Boy for really important items. It's only considered Stealing in places where a person or group "owns" the property you have your eye on. Usually you can get away with opening a cabinet and closing it again while being watched, as long as you don't take anything. Otherwise, Steal only if no one is looking. So long as the H.U.D. reads Hidden, you are safe to Steal stuff.

HOSTILE SETTLEMENTS

Outstayed your welcome? You can stand and fight, or fall back, wait three days, and return to the site of the carnage.

If matters start to get out of hand while you're Stealing, or you bring weapons out and begin to take out residents in a settlement, expect a full-on battle, and a massive loss in Karma. If you manage to survive, and flee the area, wait three days. This is how long it takes for the residents to forget your description and allow you back into town. The only difference is the Slaver township of Paradise Falls. If you start problems there, you'll never end up on friendly terms with the scum that inhabit this place. They will constantly attack you until every last one is wiped from the Wasteland.

PICKPOCKETING



You must try placing a Grenade into the pocket of an unassuming victim. There's a guaranteed (and very messy) death soon after!

Whether you're planning to become a Psychotic Prankster, or you just want to take a valuable item (usually a key) without killing the individual, Pickpocketing (which is part of your Sneak skill) is the way to go. Start hidden, so you aren't making a fool of yourself, and approach from behind for best results. The value of the item affects the chances of discovery. Don't try to Pickpocket expensive stuff unless you are highly skilled. If you really need to pick a pocket or two, and your Sneak skill isn't so great, use a Stealth Boy. Note that some enemies have to "give" you their preferred items; they aren't available through Pickpocketing. Also, you can't Pickpocket anything the guy has equipped, like his gun or his clothes.

SCAVENGING

The Wasteland is full of detritus, objects rusting in the irradiated winds, and odd little trinkets. The valuable ones are known as collectibles (and are listed later in this chapter). The rest of them vary in their usefulness. As there are hundreds of items to find, only the most impressive are listed at the end of this chapter. However, you'll need to figure out where to look, and know which more common items are just as essential to your needs.

Any item that appears visibly in the world stays there until you pick it up. Any Ammunition, Health, Chems, and rare items are flagged for collecting during the Tour of the Wasteland chapter.

Any items that appears inside another storage device are almost always randomly generated. This means that if you open the same desk during two different scavenger hunts, you won't find the same items. However, the items you do find are likely to be what you need, such as Ammo, Health, or Custom Weapon parts.

Always check the VAL (Value) of the item you're grabbing, as well as its weight. A Carton of Cigarettes, for example, is worth 50 Caps, and well worth stuffing into your pockets.

Check every desk, filing cabinet, footlocker, shelf, bookcase, safe (on desks, floors, in walls, or floors), dead body or corpse; peer into bathtubs and behind cabinets; and conduct a thorough sweep of your location.

If you're having a hard time finding Ammunition, take the Scrounger perk at Level 8, or Fortune Finder at Level 6.

The main objects to locate are Ammo Boxes and First Aid Boxes. They always contain what they say on the tin! In fact, First Aid Boxes are likely to contain Chems and Bobby Pins too. Remember that some of these boxes are locked.

Aiding and Abetting the Vault Dweller

Now that you've learned some offensive techniques, the final part of this training showcases the benefits you can receive for your hard-earned running, gunning, scavenging, and fast-talking.

TRADING, HEALING, AND REPAIRING

Wandering merchant caravans plod through the massive Wasteland, stopping some impressive settlements along the way. And Arefu.

Now you've collected a pocket-full of Cherry Bombs, and don't want the tart after-taste and radiation poisoning, what are you going to do with them? Well, certain objects are used to create Custom Weapons. Others net you more Caps if sold to a specific Wasteland resident. But most of the time, you'll be trading items with merchants in settlements, dotted around the landscape as scavengers, or wandering in caravans. Certain traders also have rare or unique items to purchase. Or steal!

Your Barter skill reduces the number of Caps an item costs, and increases the Caps an item sells for. If trading is a major part of your plan, you know what to specialize in! Because prices change depending on your skill and the condition of the item, they aren't referenced in this guide.

Almost every trader can also Repair your items up to about 50%. This may sound like a great plan, but this is something you should (and can) do for yourself. It is much more cost-effective if you're Repairing your own equipment; especially if the nearest trader is miles away from the Deathclaw Sanctuary you've stumbled into! Some Wastelanders can Repair items but aren't interested in trading.

If you're crippled, unhealthy, suffering from radiation poisoning, or addicted to Chems, it's time to seek a doctor. Almost every large settlement has one, and they'll help you out, for the correct (Bartered) price. Or you can do it yourself: any bed heals your crippled limbs and missing Health, and RadAway fixes radiation poison. Unfortunately, only a doctor can cure your addiction to Chems.

Tip

If you can, dispatch the wandering vendors (and their guards) who have Custom Weapon Schematics in their "for sale" inventory. You'll take a Karma hit, but the amount of supplies you get from the vendor, his Brahmin, and his guard will make it worthwhile. Also, you'll get a Roving Trader Outfit [+5 Barter] and sometimes a Roving Trader Cap [also +5 Barter], which you can then wear when you're dealing with other vendors you don't plan on killing…just yet.

TINKERING AT WORK BENCHES

There are Work Benches throughout the landscape. Use these to build a Custom Weapon, providing you have the necessary Schematic. Consult the section on Custom Weapons (page 38) for more information.

SLEEPING (AND WAITING)

There's nothing as refreshing as a few hours' kip on the blood-stained, gore-splattered mattress of a man you just killed; you can't sleep or rest with foes present.

Why sleep? Because you gain Health and heal limb damage, and you can quickly add hours to your day. This is important if you want to travel across the Wasteland during daylight hours, or you're waiting 12 hours for a small child to return with some stolen ammunition. Note that if you pay for a night's rest (at Moriarty's in Megaton or the Weatherly Hotel in Rivet City), or you're using a bed in a residence you own, you receive a "well-rested" bonus, which gives you an additional +10% XP for 12 hours. Finally, remember there are numerous types of beds: from a blood-soaked mattress to a naval cot.

Tip

The best place to quickly heal up is Big Town. There is a bed about two steps from where you land when you Fast Travel there. You can Fast Travel in, rest for a hour, and Fast Travel back.

Why wait? Well, if there are no enemies nearby, and you're not being damaged by radiation (which is the same when sleeping), you can wait around in a location and choose how long (in hours). While you don't gain the Health you would for a sleep, you can "skip time," which is useful if you want to travel during daylight (or night) hours, or you want to enter a store or meet someone who keeps specific hours. Check your Instruction Manual for the key or button to press.

ARMOR AND CLOTHING

In the same way that you created one or two "sets" of weapons for different combat occasions, make sets of armor. The chart at the end of this chapter lists all armor variants and their effects, so you can see whether what you're wearing is the most helpful to your cause. Further augment your armor by Repairing it, adding a helmet, and placing any additional clothing to complete the look.

Once you have your "combat" outfit complete, move on to a secondary one that helps you when speaking to individuals, Bartering, or some other social activity you often attempt. As you can tell, it is important to view the items you pick up on your Pip-Boy to work out their abilities.

Tip

If you're heading into combat, and you're sure you won't get shot, replace heavy armor with something lightweight that gives you bonuses to skills such as Small Guns.

Carrying around some extra outfits can be an immense help, especially as many items weigh next to nothing but have excellent extra effects, such as the Vault 101 Utility Jumpsuit. It only weighs 1, but gives you Lockpick +5 and Repair +5. Many adventurers carry this around the entire time. Whenever combat is over, try switching outfits and Repairing all your items while wearing the jumpsuit at a decent bonus. Try to locate the fabled Button's Wig, too.

HEALTH AND CHEMS

Broaden your palate spectrum with this brave new choice, a particularly gamey taste known as Strange Meat....

By now, you've probably used a Stimpak once or twice, and are wondering what kind of other ingestible items can benefit you. The table out at the end of this chapter shows the statistics for all food, liquor and Chems available in the Wasteland. From here, you can see which of them are best-suited to your style of play, and which cause addiction.

ADDICTION

You ingest a Chem by clicking on it in the inventory, and the effects are immediate. As soon as you become addicted, you must seek a doctor to cure you of your dependency. If you don't, you'll suffer Attribute penalties from withdrawal unless you take more of that Chem. Each time you ingest a Chem, it builds up in your system, increasing the chance of addiction. You can get away with taking it twice before there is a chance for addiction. After that, you need to wait 30 hours for the Chem to be flushed from your system. Then you can take it again safely. This only becomes a problem if you don't have a large supply of that particular Chem, so you might wish to figure out your closest doctor, and have enough Chems, using them only when the situation arises.

Alcohol works differently. Each time you swig beer or wine, there is a 5% chance of addiction, regardless of how many times you drank or how long you waited between drinks. Scotch, whiskey and vodka have a 10% chance of addiction.

STACKING

Although addiction may put you off employing Chems, the "stacking" nature of Chems should let you see the benefits. If you take two Buffouts, for example, the effects last twice as long. Chems don't "stack" with each other, but they do stack with other items. Here's a particularly awesome example:

Swallow a Psycho and some Yao Guai Meat. It increases your damage by +25 and +10 equaling a total of +35 damage. Because same-drug effects don't stack (such as taking 2 doses of Psycho at once), the Psycho+Yao Guai Meat combination is as powerful as you can get for increasing overall damage percentage. If using Unarmed or Melee Weapons, add Buffout to the mix, and your Strength will temporarily increase, resulting in devastating attacks from the combination of drugs.

With this in mind, cross-reference the chart, and you should begin to experiment with different concoctions of Chems, alcohol, and food.

AN ACQUIRED TASTE

Ready for some more exotic food than the Fancy Lads Snack Cakes? Well, aside from stealing fresh fruit in Rivet City's Science Lab, you may wish to head out with a Hunting Rifle and bring down a Mirelurk or two. Four different types of Mirelurk food replenish Health: Hatchling Mirelurk Meat and Mirelurk Cakes add +6 to Health. Mirelurk Meat adds +24, and Softshell Mirelurk Meat add 36. Softshell Mirelurk Meat is the best Health restoring food in the Wasteland. The second best? Human flesh....

A PLACE TO CALL "HOVEL"

Some of the more unhinged Wasteland survivors decorate their rooms entirely in refuse, scavened parts, and even gore and body parts. These people aren't well.

There are two places in the Wasteland where you can become a permanent resident: Megaton and Tenpenny Tower. Unfortunately, to get the Tenpenny Tower suite, you have to blow up Megaton, so you can only own one of them at a time. However, once you acquire the deeds to your shack (or penthouse suite), you can purchase items and themes for your digs. Consult the Tour chapter for more information.

Tip

Top of the list of essential house items is a Nuka-Cola machine. This allows you to insert Nuka-Colas into it, and it then cools them to Ice Cold Nuka-Cola, which give you twice the Health restoration of regular Nuka-Colas.

Tip

- Also remember to sleep in your own bed; you receive a "well-rested" bonus to your XP every time!
- Travel back to your house routinely to drop off loot and items you may wish to use or sell later. Use different containers in your house for weapons, apparel, and components (for Custom Weapons); this makes it easier to find what you need. If you purchase a Work Bench, having a cache of components readily available means you can make (and profit from) Custom Weapons quickly and easily.

FOLLOWERS

There's no point in becoming a Wasteland hero if no one is there to listen to your excitable ramblings. This is where Followers come in. There are eight individuals, located across the land, that you can hire as a bodyguard, mercenary, supporting fire expert, or scavenger (if they're able to search for you). Remember you have to have a particular Karma level for certain Followers to join you.

As soon as you have a Follower, you can tell them to stay where they are (if you need to explore by yourself), come with you, move closer or farther away during fights, scavenge for different items (if applicable), or leave your service. During their time with you, Followers can (and should) use your weapons, armor, Stimpaks, and anything else you would normally need. Treat them as a trusted companion. Or, try out one of these more esoteric uses for a Follower....

Tip

- Use a Follower as a "pack-mule." They can carry a large quantity of supplies, so gather as much as you can loot or kill, and load them up. For example, massacre a camp of Raiders, scavenge all their armor and weapons, Repair it all, then hand it over to your Follower. As Assault Rifles and Hunting Rifles are fairly common, have your Follower carry around four of each, before you sell them at a settlement or wandering vendor.
- You can't wear Power Armor yet, can you? But your Follower can, so equip it on them as soon as possible. Then, as soon as you acquire another piece, "trade" and take back the Power Armor, Repairing it with the newly acquired piece. Then "trade" it back in this new condition. Followers take amazing care of this armor. It always remains in the condition it was in when first given and never deteriorates, so it becomes more protective each time you Repair it using a newly looted piece.

FOLLOWER #1: BUTCH

The Serpent King of the Tunnel Snakes

Complete **Miscellaneous Quest: Trouble on the Homefront** and be sure Butch is alive, and the Overseer has stepped down or died, or you've sabotaged the Vault. Journey to the Muddy Rudder bar in Rivet City, and easily convince your old "friend" to join your cause.

FOLLOWER #2: SERGEANT RL-3

Mechanoid Gutsy reporting for duty

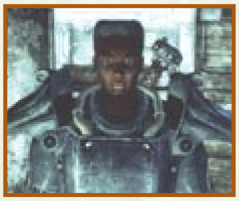
Purchase Sergeant RL-3 from a traveling robot salesman called Mister Tinker who randomly roams the Wasteland near the RobCo factory. But the robot follows you only if you're neutral: a soldier can't afford to be too clean or too dirty.

FOLLOWER #3: FAWKES

A hulking great guy to be around

Although not able to join you immediately, once you're back in the Wasteland after visiting Vault 87, Fawkes is waiting for you, assists in battling adversaries keen on your destruction, and then offers to swing his giant hammer as often as you'll let him.

FOLLOWER #4: STAR PALADIN CROSS


An old family friend and combat queen

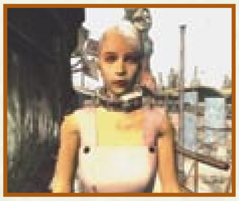
Head into the Citadel for the first time and speak with her. If you're suitably Karmic, she agrees to accompany you on a special detachment mission. If you become a little less honorable, and drop to neutral Karma or lower, she returns to base.

FOLLOWER #5: JERICHO

Old man Raider, and combat veteran

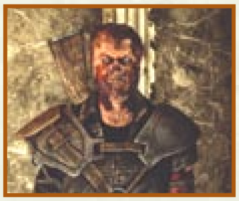
Jericho is moping around Megaton, whining about the good old days of killing, and only lightly threatening the patrons of Moriarty's Saloon. If you're evil, you can talk him into resuming his previous career as a "terror of the wastes." He needs "supplies" though.

FOLLOWER #6: CLOVER


Lady of the night, putting up a fight

Gain entrance to Paradise Falls by nonviolent means, speak to Eulogy Jones, and he offers to sell his companion to you. Her near-brainwashed condition enables her to believe you're Eulogy's replacement, and her love is transferred to you.

FOLLOWER #7: CHARON


Indentured killing machine

This large Ghoul has nothing to say, until his contract with Ahzrukhal in Underworld is either sold or bought. This either costs you in Caps or Karma. Once the contract is in your possession, you might want to stand well back, because the two Ghouls don't get along.

FOLLOWER #8: DOGMEAT

The irradiated man's best friend

Barking is heard in the Scrapyard. Raiders are savaged by this hound, who mourns the passing of his previous master. Approach the canine, and Dogmeat follows. Who's a good boy? You are! Who's going to find me some Stimpaks? You are! Woof!

Note

You can have Dogmeat plus one other Follower. You must dismiss your current follower, or the new follower will not agree to come with you.

SCHEMATICS: CREATING A CUSTOM WEAPON

Your tinkering in the Wasteland shouldn't be limited to fixing your weapon. There are seven truly spectacular (not to mention crazy) weapons available if you have the Toy Car necessary to create them. To do this, you require the Schematic, a Work Bench ingredients, and the proper components for that weapon. The components are listed below, allowing you to collect the part prior to finding the schematic if you wish.

Anyone can create a Custom Weapon. However, you want one that doesn't fall apart after an embarrassingly short amount of time. The weapon's condition is based on your Repair skill, and how many copies of that weapon's schematic you have acquired:

» 1 Schematic: Condition is 75% of your Repair skill

» 2 Schematics: Condition is equal to your Repair skill

» 3 Schematics: Condition is 125% of your Repair skill (up to 100%)

You create Bottlecap Mines and Nuka-Grenades in perfect condition. Two or more of these schematics mean you'll create more of these items at a time.

Custom Weapon Schematics are very rare. Only three of each schematic exist for most Custom Weapons (Bottlecap Mine and Rock-It Launcher have four). Generally, one can be bought from a merchant, one can be found in a Wasteland location, and one is given as a reward at the end of a quest. The exact locations are revealed in the Tour chapter.

Tip

Remember to make additional weapons when your original begins to wear out.

BOTTLECAP MINE

A mixture of Cap shrapnel and explosive power makes this deadly. Lay it in the path of an advancing foe for excellent results.

- **Lunch Box**
- **Sensor Module**
- **Cherry Bomb**
- **10 Bottle Caps**

DART GUN

Incredibly powerful and great when facing Deathclaws: As it cripples the legs, you can move faster, and attack without being mauled.

- **Paint Gun**
- **Toy Car**
- **Radscorpion Poison Gland**
- **Surgical Tubing**

DEATHCLAW GAUNTLET

Punching straight through armor and inflicting nasty damage, this is a must for the Unarmed aficionado.

- **Wonderglue**
- **Medical Brace**
- **Leather Belt**
- **Deathclaw Hand**

NUKA-GRENADE

Quantums aren't just for sipping; fashion them into a Grenade with tremendous damage and area of effect.

- **Nuka-Cola Quantum (1)**
- **Turpentine**
- **Tin Can**
- **Abraxo Cleaner**

RAILWAY RIFLE

Aside from impressive damage, this can pin a hapless foe (or a body part) to a nearby surface. Amusement is guaranteed!

- **Crutch**
- **Fission Battery**
- **Steam Gauge Assembly**
- **Pressure Cooker**

ROCK-IT LAUNCHER

When you've run out of ammunition, use whatever is lying around as projectiles. Remember to pick them up and reuse them!

- **Vacuum Cleaner**
- **Firehose Nozzle**
- **Leaf Blower**
- **Conductor**

Tip

If you're using the Rock-it Launcher, look in certain containers to find useful items. There's nothing like firing a Toy Car or some Mutilated Skulls and Organs (found only in Gore Bags) into your enemy's face in V.A.T.S. mode! And with the Bloody Mess perk, the entertainment value only increases.... Other entertaining Ammo includes Nuka-Cola Trucks, Garden Gnomes, Toilet Plungers, and of course, the Teddy Bear (especially the extra rare Giant kind).

SHISHKEBAB

If slicing body parts off your foe isn't enough, how about setting them on fire as you do it? The Shiskebab is another vicious close-range beast of a blade!

- **Motorcycle Gas Tank**
- **Lawnmower Blade**
- **Pilot Light**
- **Motorcycle Handbrake**

Tip

Have you thought about selling your creations for a large number of Caps?

COLLECTIBLES

There are many "collectible" items scattered about. These give you an instant bonus to a statistic or skill, can be returned to a specific character in return for Caps, or provide an impressive combat potential. Other items (such as Cartons of Cigarettes or Cave Fungus) simply provide Caps, but these are more general, and aren't related to a specific character.

Note

You can also collect Chinese Assault Rifles to please Pronto, a Slaver merchant.

BLOOD PACKS

Number Available: N/A

Character: Vance, leader of The Family [Location 5.05]

Not particularly useful unless you've taken the Hematophagy perk after completing **Miscellaneous Quest: Blood Ties** (which allows you to receive +20 HP for each Blood Pack consumed instead of +1 HP), or you're bringing them back for Vance, who pays you 15 Caps per Blood Pack. These are scattered about, and randomly placed.

BOBBLEHEADS

Number Available: 20

Character: None

Limited Edition Vault-Tec Bobbleheads have been secreted away in some interesting and out-of-the-way locations, and it's up to you to find them. Seven of them add a point to each of your Primary Statistics. The other 13 add 10% to each of the Skills you can choose. If you own a dwelling, you can even display those you've collected in a rather impressive cabinet!

FAT MEN

Number Available: 9

Character: None

Aside from the Unique "Experimental MIRV" Fat Man, there are 9 of these astonishingly devastating weapons to locate across the blasted countryside. You can occasionally buy one from Flak and Shrapnel's in Rivet City. Naturally, you don't need to find them all, but it helps to use the parts to Repair your main weapon, or you can sell these for around 1,000 Caps per weapon.

FAT MAN MINI-NUKES

Number Available: 92

Character: None

As with the Fat Man itself, the Mini-Nukes that slot into the chute and are fired from the weapon are also in short supply. Fortunately, we've pinpointed where all 92 of them are, so you can locate them and keep your Fat Man handy for the more devastating combat situations, usually involving Behemoths.

FIRE ANT NECTAR

Number Available: N/A

Character: Doctor Lesko, Grayditch / Marigold Station [Location 9.10]

The nectar from a particular strain of Giant Ant has some interesting properties, and the doctor who discovered and genetically engineered the species is hoping to further his research with it. The more he has, the larger the batches of tests he can attempt. He'll pay you Caps for each nectar you bring him, once **Miscellaneous Quest: Those!** is complete.

HOLOTAGS: THE BROTHERHOOD OF STEEL

Number Available: N/A

Character: Scribe Jameson, the Citadel [Location 9.11]

Each of the Brotherhood of Steel Paladins, Initiates, Knights, Captains, and Scribes has their own set of holotags, and Scribe Jameson is keeping track of those unfortunate enough to have died fighting for the cause. As the Wasteland (specifically the D.C. Metro Area) is expansive, you're tasked with finding these holotags, and returning them for a Caps reward.

HOLOTAPES: THE REPLICATED MAN

Number Available: 19

Character: Doctors, the technologically minded, sympathizers, and Slavers

During your adventuring, you may run into a secret underground Holotape that's been copied and is making the rounds, being passed around different notable inhabitants. It concerns a strange android and an operation to wipe his memory. A certain Doctor Zimmer in Rivet City needs this Replicated Man back for some reason.

NUKA-COLA QUANTUMS

Number Available: 110

Character: Sierra Petrovita, Girdershade nutcase [Location 7.05]

Not content with wowing (and irradiating) the populace with Nuka-Cola, the Nuka-Cola Company had just finished shipping its brand new, highly addictive beverage: Nuka-Cola Quantum! Only 110 of these bottles are known to exist. They are vital to the manufacture of Nuka-Grenades, and a madwoman in Girdershade goes giddy every time you bring one back to her.

SCHEMATICS: CUSTOM WEAPONS

Number Available: 23

Character: None

As previously detailed, there are seven different Custom Weapons you can construct on a Work Bench, and they provide countless hours of extreme delight and satisfaction when employed in the combat zone. More importantly, the quality of your Custom Weapon depends on whether you're building it with all three of its Schematics, and your Repair skill.

SCRIBE PRE-WAR BOOKS

Number Available: 103

Character: Scribe Yearling, Arlington Public Library [Location 9.18]

Down at the Arlington Public Library, Brotherhood Scribe Yearling is desperately trying to save as much information as possible, and is seeking out any pre-war (undamaged) books you can find. Nothing scorched, burned, or otherwise tampered with will do. Skill Books are out of the question; just the clean, green pre-war tomes. There's Caps in it for every one you return to her.

SKILL BOOKS

Number Available: 324

Character: None

Skill Books are by far the most plentiful of all the collectibles in the Wasteland. Scattered from one corner of this tundra-scape to the other are a total of 324 Skill Books, each granting you a +1 (or +2 with the Comprehension perk) to a chosen skill. As Skill Books provide essentially free augmentations to your character, you owe it to yourself to track down every last one.

SUGAR BOMBS

Number Available: N/A

Character: Murphy, Ghoul Scientist [Location 5.02]

A lumpy-skin scientist holed up in the Northwest Seneca Station thinks he's found a way to tweak Jet into an even more violently addictive concoction. The result is Ultrajet, and it's as potent as the name suggests. Unfortunately, he needs Sugar Bombs to complete the experiment. If you find any, be sure to drop in on him. You can even use the proceeds to buy his Chem!

SHEET MUSIC BOOKS

Number Available: 5

Character: Agatha, sweet old-lady violinist [Location 5.06]

An old widow wistfully remembers a time when she and her husband used to listen to the calming music wafting through the air from her violin. Now that she's old and gray, she wants to write down the tunes she remembers playing on Sheet Music. That's where you come in. There's an impressively violent and Unique .44 Magnum if you're keen enough.

UNIQUE WEAPONS AND ITEMS

Number Available: 152

Character: None

Perhaps the most important (and certainly the most impressive) collection to find, there are 152 Unique Weapons and Items to discover on your travels. These are enhanced versions of the "regular" item they are based on, and should be employed as the Primary version when found. Cannibalize all parts from the "common" version of this item to keep it functional.

COMESTIBLES AND CHEMS

The following tables provide stats for all the food, alcohol, and chems found in the Wasteland.

FOOD NAME	WEIGHT	COST	QUEST	ADDICTION	EFFECT LIST
Adapted Biogel	0	25	Yes (MZ)	—	Health +90—+150, 50% chance of random effect
Alien Biogel	0	25	Yes (MZ)	—	Health +18—+30, 50% chance of random effect
Alien Squid Food	0	1	Yes (MZ)	—	Health +5
Alien Worm Food	0	1	Yes (MZ)	—	Health +5
Ant Meat	1	4	—	—	Health +5, Rads +3
Ant Nectar	0.25	20		Yes	IN -2, CH -2, ST +4, 4 min.
Aqua Cura	1	10	Yes (BS)	—	Health +10, Rads +6
Aqua Pura	1	0	Yes (BS)	—	Health +20
Aqua Pura (F.E.V. Tainted)	0	1	Yes (BS)	—	ST -2, IN -1
Blamco Mac and Cheese	1	5	—	—	Health +5, Rads +3
Bloatfly Meat	1	4	—	—	Health +5, Rads +3
Blood Pack	1	5	Yes	—	Health +1
Brahmin Steak	1	5	—	—	Health +5, Rads +3
Bubblegum	1	1	—	—	Heath +1, Rads +1
Cave Fungus	1	50	—	—	Health +5, Rads -10
Cram	1	5	—	—	Health +5, Rads +3
Crispy Squirrel Bits	1	5	—	—	Health +5, Rads +3
Crunchy Mutfruit	1	5	—	—	Health +5, Rads +3
Dandy Boy Apples	1	5	—	—	Health +5, Rads +3
Dirty Water	1	10	—	—	Health +10, Rads +6
Dog Meat	1	4	—	—	Health +5, Rads +3
Fancy Lads Snack Cakes	1	5	—	—	Health +5, Rads +3
Fire Ant Nectar	1	20	Yes	—	AG +4, IN -3, Fire Resist +25%, 2 min.
Fresh Apple	1	5	—	—	Health +10
Fresh Carrot	1	5	—	—	Health +10
Fresh Pear	1	5	—	—	Health +10
Fresh Potato	1	5	—	—	Health +10
Gum Drops	1	2	—	—	Health +1, Rads +1
Hatchling Mirelurk Meat	1	4	—	—	Health +5, Rads +3
Holy Water	1	0	Yes (BS)	—	Health +20, Rads +15
Holy Water (F.E.V. Tainted)	1	0	Yes (BS)	—	ST -2, IN -1, Rads +15
Human Flesh	1	0	Yes	—	Health +25, Rads +10
Ice Cold Nuka-Cola	1	20	Yes	—	Health +20, Rads +3
Iguana Bits	1	5	—	—	Health +5, Rads +3
Iguana on a Stick	1	5	—	—	Health +5, Rads +3
InstaMash	1	5	—	—	Health +5, Rads +3
Junk Food	1	5	—	—	Health +5, Rads +3
Mirelurk Cakes	1	5	—	—	Health +5, Rads +3
Mirelurk Meat	1	20	—	—	Health +20, Rads +3
Miss. Quantum Pie	1	20	Yes	—	ST +1, IN -1, AP +20, Rads +5, 4 min.
Mole Rat Meat	1	4	—	—	Health +5, Rads +3
Mole Rat Wonder Meat	1	20	Yes	—	Health +20, Rads +3
Mutfruit	1	5	—	—	Health +5, Rads +3
Noodles	1	5	—	—	Health +5, Rads +3
Nuka-Cola	1	20	—	—	Health +10, Rads +3
Nuka-Cola Quantum	1	30	Yes	Yes	AP +20, Rads +10, 4 min.
NukaLurk Meat	1	7	Yes	—	Health +20, Rads +5, AP +10, 4 min.
Pork N' Beans	1	5	—	—	Health +5, Rads +3
Potato Crisps	1	5	—	—	Health +5, Rads +3
Punga Fruit (Refined)	1	30	Yes (PL)	—	Health +15, Rads -15
Punga Fruit (Wild)	1	30	Yes (PL)	—	Health +10, Rads -5
Purified Water	1	20	—	—	Health +20
Radroach Meat	1	4	—	—	Health +5, Rads +3
Salisbury Steak	1	5	—	—	Health +5, Rads +3
Softshell Mirelurk Meat	1	30	—	—	Health +30, Rads +3
Squirrel on a Stick	1	5	—	—	Health +5, Rads +3
Squirrel Stew	1	5	—	—	Health +5, Rads +3
Strange Meat	1	2	Yes	—	Health +5, Rads +3
Strange Meat Pie	1	2	Yes	—	Health +5, Rads +3
Sugar Bombs	1	5	—	—	Health +5, Rads +3
Yao Guai Meat	1	30	—	—	Health +10, Rads +10, Damage +10%, 2 min.
YumYum Deviled Eggs	1	5	—	—	Health +5, Rads +3

ALCOHOL NAME	WEIGHT	COST	QUEST	ADDICTION	EFFECT LIST
Beer	1	2	—	Yes	IN -1, ST +1, CH +1, 4 min.
Moonshine	2	50	Yes (PL)	Yes	IN -2, ST +2, CH +2, 4 min.
Scotch	1	10	—	Yes	IN -1, ST +1, CH +1, 4 min.
Vodka	1	20	—	Yes	IN -1, ST +1, CH +1, 4 min.
Whiskey	1	10	—	Yes	IN -1, ST +1, CH +1, 4 min.
Wine	1	10	—	Yes	IN -1, ST +1, CH +1, 4 min.

CHEM NAME	WEIGHT	COST	QUEST	ADDICTION	EFFECT LIST
Ant Queen Pheromones	1	75	Yes	—	CH +3, IN -3, PE -3, 4 min.
Buffout	0	20	—	Yes	ST +2, EN +3, Health +60, 4 min.
Jet	0	20	—	Yes	AP +30, 4 min.
Mentats	0	20	—	Yes	IN +5, PE +5, 4 min.
Mentats, Berry	0	20	Yes	Yes	IN +5, 4 min.
Mentats, Grape	0	20	Yes	Yes	CH +5, 4 min.
Mentats, Orange	0	20	Yes	Yes	PE +5, 4 min.
Med-X	0	20	—	Yes	DR +25, 4 minutes
Psycho	0	20	—	Yes	Damage +25%, 4 min.
RadAway	0	20	—	—	Rads -50
Rad-X	0	20	—	—	Rad Resist +25%
Stealth Boy	1	100	—	—	Stealth Field, Sneak +100, 2 min.
Stimpak	0	25	—	—	Health or Limb Condition +30
Ultrajet	0	50	Yes	Yes	AP +40, 4 min.

Chapter 2

FACTIONS AND BESTIARY

This chapter reveals the major factions across the violent and warring Wasteland, and then reveals all of the adversaries lurking behind well-defended encampments, charging out of caves, or swooping down from the skies.

Note

Genus Note Throughout this guide, whenever a type of entity is encountered, the suffix "Genus" may be employed. This means you should expect enemies from that entire species to be at a location, and the exact type changes depending on your character's level. For example, early on in your adventure, you might stumble into a Super Mutant camp with two Super Mutant Brutes. Later on, stumble into that same camp, and they might now be Super Mutant Masters.

Part 1: Factions

Wasteland Factions

THE ENCLAVE

In the recent past, the Enclave—the remains of the United States government—were evacuated to an oil rig off the coast of California. Little is known about what happened to these forces, although the country has new commander-in-chief: President John Henry Eden. However, recent reports and chatter have pinpointed the resurgence of the Enclave, with their base centered on a secure underground facility known as Raven Rock. Initial contact was made there 35 years ago.

During this time, the new President Eden has been slowly rebuilding his resources, thanks in part to the technology already available at the Raven Rock military base. Vertibirds, weapons, and robots were easy to construct, but human followers were more difficult to find. The answer was to rely on Colonel Autumn, who controls the Enclave soldier forces, as well as creating a propaganda-spewing series of Eyebots sent to roam the Wasteland, spreading hope. Eden could spout his pro-government rhetoric, and promise a return of the pre-war America of legend: a land of white picket fences, baseball, apple pie, and good, old-fashioned American global supremacy.

President Eden's secretive plan all along has been to rule over an America of the "pure," free from any mutation. He has learned of a ridiculously ambitious experiment known as Project Purity, and knew the time to strike had come: His Enclave forces would "reclaim" the Jefferson Memorial. By controlling the purified water, Eden would control the Capital Wasteland, and the rest of the country eventually. What better way to administer modified F.E.V.— which kills anyone infected with any form of mutation—than through the water supply?

THE BROTHERHOOD OF STEEL

The Brotherhood of Steel is a neo-knightly order that rose from the ashes of the American military of the West Coast in the years following the devastation of 2077. The organization's tenets include the eradication of mutants and worship of technology, and the Brotherhood has never been very keen on sharing their resources with their fellow Wastelanders (who they generally consider too ignorant and irresponsible to deserve such advanced technology).

The Brotherhood is generally beneficial to humanity, but they have their faults: They don't care for mutants; they worship technology (and in many cases put it above human life); and they don't like to share their choicest technological discoveries, despite the obvious benefits their technology could bring to the Wasteland. It's commonly accepted within the Brotherhood that the people of the Wasteland are not responsible enough to use (and maintain) all of the technology the B.O.S. has at their disposal. They are known for trading some of their technologies with frontier communities and N.C.R. states, but they keep the more sensitive technologies to themselves.

Unlike the chivalrous knights of old, members of the Brotherhood are not interested in justice for the obviously weaker and less fortunate around them, but instead in keeping their secrecy and preserving and developing technology. Their motives are often unclear, and Brotherhood members are not people to be trifled with. The east coast contingent of the Brotherhood has "gone native" under the leadership of Elder Owyn Lyons. Lyons believes he has a responsibility to protect the people of the Capital Wasteland from the Super Mutant threat. His knights have forgone the mission to recover new technology, and instead acts as a kind of security force. Lyons runs operations from a stronghold christened the Citadel, a heavily defended structure built from the ruins of an ancient building known as "the Pentagon."

TALON COMPANY MERCENARIES

The Talon Company is the largest of the mercenary groups in the Wasteland. They can be found almost anywhere. They put cash and loot ahead of almost anything, and will attack most groups on sight in the hopes of taking their stuff. Currently an unknown benefactor has hired the Talon Company to hunt down do-gooders. The reasons for this are unknown, but the effect is to keep the Wasteland a lawless place where the guys with the biggest guns make the rules. The Talon Company frequently has the biggest guns.

BROTHERHOOD OUTCASTS

The Brotherhood Outcasts are a contingent of Brotherhood of Steel soldiers who split from Elder Lyons' group at the Citadel (stealing technology and weapons in the process). The reason for the split? They felt like Elder Lyons had "gone native," and concerned himself too much with the needs of the locals. Yes, he was supposed to discover the breeding ground of the Super Mutants, but not to the exclusion of the original, "greater" mission—the acquisition of technology. In their eyes, Lyons is a joke, possibly even a traitor. He hasn't even bothered to get his giant robot working, let alone continue the search for technology.

In their eyes, they are the true Brotherhood of Steel, carrying on the mission of the main West Coast contingent. They proudly wear the name "Outcast"; anything to further disassociate them from Lyons. It's also important to note that the Brotherhood's concentration on acquiring advanced technology means they have their obsessions—including the procurement of alien weapons from anywhere in the Capital Wasteland, including possible crashed U.F.O. and pre-war government installations.

VAULT DWELLERS

Vault 101 was actually part of an unscrupulous social experiment. All of the other Vaults were intended to be opened at one point or another when the "all clear" signal was sent from Vault-Tec or the appropriate regulatory agency, and this indeed, did transpire, with almost universally horrific results. But Vault 101's secret plans were different: The doors were never scheduled to open. Ever. In fact, the Vault was supplied with just the type of equipment it would need to keep functioning indefinitely—like spare parts for the water processor. But this was just the beginning:

The true experiment was even more devious and cunning. Although Vault 101 was about testing the human condition when a Vault never opened, this was only the first part of the plan. The "actual" experiment went far beyond that, and a select few knew the true nature; that this was to test the role of the Overseer. While the Overseer was able to interact (and even visit) the outside world via radio transmissions, and a secret tunnel from his sealed office, the rest of the inhabitants faced a much more dismal future: As far as they knew, Vault 101 was never sent an "all clear" signal, and faked radio transmissions described a nuclear-ravaged world gone mad, with absolutely no hope of existence outside of a Vault. The radio transmissions were actually recorded before the bombs even fell, and in many cases described a world even more horrible than the reality of the nuclear wasteland. The Vault 101 Overseer, like his counterparts in the other Vaults, was actually a planted Vault-Tec operative whose job it was to control the experiment from the inside.

Aside from keeping up this ruse, the Overseer's other important role was to reinforce to the dwellers of Vault 101 that the outside world would never be habitable again, and that their only salvation was in the Vault. The Overseer prevented anyone from leaving the Vault, and made sure the Vault dwellers received their regular "transmission" from the outside world. People entered Vault 101 in 2077, just before the bombs fell.

The Overseer died of natural causes 50 years later (in 2127), at the age of 84, after grooming a subordinate to continue the clandestine plan. The new Overseer led his people according to the same isolationist doctrine preached by his predecessor, but also attempted to garner as many senior Vault Dwellers to become complicit in this plan as possible. By 2277, the descendants of the Overseer had an entire generation of Vault Dwellers who were playing along with this plan, keeping the secrets from their children.

The Overseer and his cronies continued to receive periodic information from the outside world, while those not in the know were told that things had gotten so bad that whoever was sending transmissions was no longer able to do so; reinforcing the thought that leaving the Vault was sheer suicide. The final piece of this grand experiment only truly began when the Vault Dwellers living in blissful ignorance finally realized the world outside could be accessed, and there was a possibility of life above ground. The experiment only really commenced when the Vault 101 door first opened, and a young dweller fled into the light.

RAIDERS

Chaos and anarchy. Or if you prefer, anarchy and chaos. Raiders revel in both. Numerous Raider groups dot the wasteland. Most are no more than a handful of people scraping out a living by preying on anything weaker than them. They have no driving purpose or goal, other than to live to see tomorrow and raise as much hell as possible today.

The largest known band of Raiders has set up a crude city in Evergreen Mills. This well-defended canyon gives them a base of operations. Rumor has it that they trade with Slavers, selling their captives for cash.

SUPER MUTANTS

The Super Mutants that infest the urban ruin of Washington D.C. originated in Vault 87. Those unlucky enough to have reserved space in Vault 87 soon found themselves forcefully taken to a secure part of the vault, where they were locked in airtight chambers and exposed to a concentrated form of the F.E.V. The Overseer and his security force had no real idea what to expect; they were simply following the "plan." When the exposed vault dwellers started transforming into Super Mutants, nearly the entire vault population had been exposed. Those who hadn't yet metamorphosed knew what was coming, and, well…it didn't end well for humanity.

The dwellers of Vault 87 were turned into Super Mutants in 2078, and have been a presence in the Capital Wasteland ever since. Most of those original Super Mutants have long since been killed. But whether it's because of the nature of the F.E.V. they were exposed to, or a simple underlying human instinct, the Super Mutants of the Capital Wasteland are obsessed with the preservation of their own species. Super Mutants are asexual and incapable of procreation, so their only way of reproducing is to kidnap other humans, drag them back to the Vault 87 chambers, and infect them with F.E.V. And so they have done, for nearly 200 years.

Super Mutant society is loosely hierarchical, with the weaker (most recently transformed) Super Mutants generally giving way to the stronger. The Super Mutant hierarchy, as defined by the Capital Wasteland contingent of the Brotherhood of Steel, is as follows: Grunt, Brute, Master, and Behemoth. Generally speaking, the Super Mutants of the Capital Wasteland get bigger, stronger, and dumber as they age. The Behemoths are so strong and savage that they're the only thing feared by the other Super Mutants.

REILLY'S RANGERS

Reilly grew up in the ruins of Washington D.C. not even knowing what happened to her parents. When she was only 10, she encountered a man who had formal military training and took her in. Throughout the years, as she grew from a girl to a woman, this man taught her everything there was to know about combat, tactics, and survival. Finally, when she was 22, he died of natural causes. To honor him, Reilly bravely carried his body all the way to Arlington Cemetery, where she interred his body and gave him the best military burial she could provide.

After that, she wandered the Wasteland, doing odd mercenary-related jobs, and building up a reputation as a tried and true soldier who gets the job done. When she was 26, she founded Reilly's Rangers and undertook the biggest mission of her career: mapping all of the ruins of Washington D.C. It's unknown if Reilly undertook this mission of her own accord or was hired to do so, but she attacked this task with everything in her arsenal. Taking several other mercenaries with her, she formed "Reilly's Rangers" and set out to accomplish this dangerous feat.

WASTELANDERS

Wastelander is a catch-all term for anyone living in the Wasteland who is not affiliated with some other group. Most are not aggressive but will defend themselves if attacked. When that happens, they usually die. Quickly.

SLAVERS

The Slavers of the Capital Wasteland are headquartered at the compound of Paradise Falls and led by the charismatic and ruthless Eulogy Jones. Slavery has nothing to do with race, and everything to do with the subjugation of the weak for profit. The Slavers have a pretty limited clientele, and sell mostly to their return customers, the Raiders. Other customers are residents of the Wasteland, including Allistair Tenpenny, creator of Tenpenny Tower.

SLAVES (ABOLITIONISTS)

Slaves are not so much a faction as a collection of victims. No one is safe from slavery in the Wasteland. If you are weak or vulnerable, you may be taken as a slave.

There is a band of abolitionist slaves deep in the Wasteland. They are all escaped slaves, seeking to end slavery for all time. You can learn more about them in **Miscellaneous Quest: Head of State**.

UNDERWORLD GHOULS (NON FERAL)

The Underworld Ghouls are a group of refugees who have taken up residence in the remains of the Museum of American History. They mostly keep to themselves, doing their best not to draw attention from the outside world and its prejudices. They are known to welcome visitors, so long as those visitors behave themselves. But even as they welcome newcomers, the Ghouls of Underworld are cautious and wary of strangers. Each was subject to abuses by humans in the past, and as a result, their trust is easily revoked.

CHINESE REMNANT ARMY

The Chinese Remnant faction is just that: the last, scattered remnants of Chinese military operations in the United States. These spies, intelligence agents, and special-ops soldiers were abandoned on foreign soil and have been kept alive these long years as irradiated Ghouls. There numbers are extremely few, and you are unlikely to encounter them in any numbers unless you should stumble across their cover operation from years ago, somewhere in the bowels of D.C....

THE FAMILY

The Family is a group of cannibals who have banded together thanks to the efforts of Vance, their leader. Living under the ruins of Meresti Trainyard, the group keeps out of public view, staying away from larger towns and settlements and only surfacing to feed. Realizing that the cannibal is both feared and hated even in the lawless Wasteland, Vance has decided to teach his people the way of the vampire as he interprets it from classic literature. He's convinced most of the Family that they are indeed true vampires, teaching them to drink the blood of their prey and not to feed upon their flesh. Vance believes this gives them a sense of belonging and purpose in a world that doesn't understand their unusual trait. Although the Family may truly believe they are like the vampires in traditional works of fiction, they retain no abilities or "powers" that distinguish them from any other cannibal in the Capital Wasteland.

THE REGULATORS

The Regulators are a relatively new group in the Capitol Wasteland, having appeared only in the last 10 years or so. They take it upon themselves to punish troublemakers and do their best to keep a semblance of peace wherever they are.

LITTLEHORN AND ASSOCIATES

Almost nothing is known about the mysterious Littlehorn and Associates. They occasionally employ individuals who they feel suit their ends, although neither Daniel Littlehorn nor his glass-eyed associates will divulge anything about what those ends actually are.

Operation: Anchorage Factions

CHINESE ARMY (SIMULATED)

U.S. ARMY (SIMULATED)

With conditions deteriorating between the United States and China, a military presence in Alaska was established to prevent a possible invasion across the Bering Strait. With increasingly scarce oil reserves, a last deep-sea deposit below the Pacific Ocean was claimed by China before allegedly being sabotaged by American special operatives. Strained relationships spiraled downward into conflict as China marched on Alaska, and the Sino-American War of 2066–2077 erupted. Under the command of General Jingwei, the Chinese Army usurped control of Alaska's oil pipeline and reserves. In response, the Americans began what came to be called "The Anchorage Reclamation Operation" (2067–2077).

Under the leadership of General Constantine Chase, the U.S. Army battled fiercely to the front lines of the conflict before Chase began deploying specialized Power Armor units that began pushing the Chinese back. Future Power Armor suits were further refined as the conflict dragged on, and the Trans-Alaska Pipeline was reclaimed. With resources flowing through Canada, strained diplomatic tensions between Canada and the United States becoming problematic, and Canadian forces attacking the pipeline, the country was annexed.

A combination of inclement weather, constant American bombardment and trench warfare, and U.S. Powered Armor unit attacks sweeping through mainline China, the Chinese supply lines weakened and finally broke down completely. By the beginning of 2077, the city of Anchorage was finally liberated, the Chinese eradicated, and the operation deemed a success. A commemorative memorial was erected in Washington, D.C., in honor of the soldiers who fought and perished for the greater American good. Violence between America and pockets of Canadian freedom fighters continued throughout 2077, until the Great War obliterated almost all infrastructure, commerce, and human life.

The Pitt Factions

PITT RAIDERS

PITT SLAVES

TROGS

WILDMEN

Following the Great War, survivors established a settlement on the remains of a city at the confluence of rivers. The rivers seem to provide a clear resource, and enough of the city was cleared by the bombs that a new settlement could be established. However, radioactive material and unidentified mutagens mixed into the groundwater, causing it to become slightly mutagenic and highly carcinogenic. As a result, the people in the new settlement began to change ever so slightly.

The changes were subtle, not nearly to the degree of the Super Mutants or the various Wasteland creatures, but over the next 140 years, it became undeniable that something was affecting the people of The Pitt. Starting from the first few years, children were often born with strange growths or extra vestigial limbs. The mutations never went far beyond the occasional hunchback or cleft palate, but it wasn't long before the vast majority of the residents of The Pitt developed some sort of physical deformity in their lifetimes. Although many children were born "clean," the older they got, the more likely that a problem would develop.

The most disturbing change that the environment caused was not nearly as noticeable as the physical deformities. The infected water and poisoned sky began to cause neurological damage to those exposed to it. People became more hostile, violent, and short-tempered; they became known as "Wildmen." Their emotions became out of control, and their actions often teetered on primal. In severe cases, mutated humans devolved into hunched, savage beasts nicknamed "Trogs." Over the first 50 years, The Pitt quickly degenerated into a dangerous den of murderers and rapists; even cannibalism was not uncommon. The only loyalty was in strength, and the only organization was between those who were strong enough to control others and those who were controlled.

Rumors of the horrors of The Pitt spread throughout the Wasteland, and all travelers knew to avoid it at all costs. However, The Pitt became one of the most self-sufficient communities in the Wastes. Granted, their self-sufficiency relied on the citizens occasionally eating one another, but they functioned without trade or export.

In 2042, Star Paladin Lyons of the Brotherhood of Steel led the Scourge, a large-scale military action that wiped out nearly the entire population of The Pitt. In a single night, the Brotherhood swept through the city, eliminating any resident who put up a fight. Although the intent of the Scourge remains unclear, several unmutated children were taken from The Pitt by the Brotherhood and placed into initiate training. The motivations for the Scourge are unclear to this day, but many in the Brotherhood note that it was a marked change in the way the Brotherhood operates. Additionally, it is known that something was recovered from The Pitt during the Scourge, although to date it would seem that only Elder Lyons knows what it was.

It is said that a Brotherhood of Steel Paladin from the Scourge stayed on in The Pitt, seeking to bring law and order to the unwashed masses and creating an underclass of Pitt Slaves in the process, guarded by Pitt Raiders under his personal command. However, in the decades following the events of the Scourge, nobody has heard anything from The Pitt. Travelers who have gone to investigate have not returned, and no survivors have emerged.

Broken Steel Factions

BANDITS

Lead by an informally chosen leader named Split Jack, Bandits are roving bands of mercenaries that prey on Water Caravans for sustenance and profit. Wastelanders, Talon Company Mercenaries, and even Raiders and Ghouls are welcome to join the group, as long as a few ground rules are adhered to. To separate themselves from the other scum prowling the Wasteland, Split Jack has instilled a policy of "metal," by which every Bandit must wear distinctive Metal Armor and appropriate Metal Helmet headgear. This allows other Bandits to recognize each other in the heat of battle, and victims know who to fear. This sense of foresight also extends to Split Jack's Cap-collecting schemes. He's brought in a new era of fiscal responsibility, with Bandits realizing they can make more money with the threat of continuous violence than by killing alone. This simple extortion is a relatively new idea in the Wasteland, as survivors previously tended to gather what they could, as quickly as possible. Split Jack is also running what President Eden might call a "Dueling Democracy," with the power able to leave his hands at any moment if a challenger has the mettle (and Metal) to face him in one-on-one combat.

ENCLAVE SIGMA

After the destruction of Raven Rock, the Enclave performed a mixture of tactical retreat and all-out flight, and their grip on the Capital Wasteland loosened severely. Now contending with malcontented soldiers, the remains of Enclave Camps dotted throughout the Wasteland with little or no contact or on-going tactical orders, and a lack of new recruits, the Enclave may be a doomed force. However, a small influx of specially trained fighters is seeking to fill the gap left by the Brotherhood of Steel's advances. Posted to previously unknown and highly secretive locations outside of the Capital Wasteland, only the most veteran of Enclave forces trained in multiple forms of combat earn the right to call themselves Sigma. These six-person squads feature a leader clad in Hellfire Armor and carrying an Incinerator, and each man in has seen numerous combat sorties and lived to tell about them. Sigma Squads are posted around locations deemed by Enclave high command as "imperative" to the salvation of the cause, so whenever you encounter Sigma Squads, you know something vital to the Enclave is close by.

GHOUL GUARD

Ghoul Guards are non-feral, Underworld inhabitants pressed into service by Griffon, an entrepreneur working from the rotunda inside the Museum of History. They were lured with the promise of ailment cures thanks to Griffon's fabled "Aqua Cura." Griffon then sets about weeding the Punga from the plant, and reveals the true "essence" of Aqua Cura itself: that the liquid is nothing more than Dirty Water, rebottled in Aqua Pura containers. Not only are the Guards sworn to secrecy, but they are paid for their services and shut mouths. Guard responsibilities include off-loading shipments of Aqua Pura that Griffon has "obtained," siphoning the pure water into bathtubs so it can be sold to Raiders, Mercenaries, Outcasts, and other Factions not part of the Brotherhood's survival plan, and rebottling Aqua Cura to keep Griffon in supplies. Griffon is even flexible enough to allow his Guards to take as many Aqua Cura as they need, knowing full well that a sales patter is important to shift this dubious commodity.

Point Lookout Factions

SMUGGLERS

Riddling the southwest coast, boardwalk of Point Lookout, and the main road out of town toward the Cathedral, as well as the cliffs to the east, roving bands of Smugglers occupy much of the area, moving in to plunder the area of its natural resources, or slaying those who venture into their camps. They carry a wide variety of equipment, and seem to have a reasonably stable social order, although they have been known to execute their own from a plank high above the cliffs overlooking the Herzog Mine. Ruthless, unrepentant, and well-armed, they cannot be reasoned with, and must be fought.

SWAMPFOLK

Although Point Lookout did not suffer a direct hit during the Great War, the radioactive fallout can be seen in the indigenous population that have slowly devolved over the decades, and now sport the "Point Lookout look." Sporting sinewy, pockmarked bodies oozing with strength and pus, the Swampfolk are a violent and stupid bunch, and they don't take well to strangers. They have a rudimentary belief system, and mark their territory (which is everywhere north and west of Point Lookout Township) with fetishes: straw dolls hanging from trees and bone totems. Anthropologists have speculated the Swampfolk have a belief in the occult, and some postulate they pray to a hitherto unknown entity named Ug-Qualtoth. Frighteningly strong, and ferociously territorial, they are among the most dangerous adversaries you may face.

TRIBALS

These cultists firmly believe in the power of the Punga plant, and worship it when not trading it with outside forces such as Tobar the Ferryman. Tribals wish to concentrate on leaving their mortal bodies to travel into the astral plane, and Jackson, the leader of the Tribals, has traveled farther than most. Normally peace-loving, the Tribals have recently begun to assault the old Calvert Mansion, apparently under orders from Jackson himself. However, he's not the one pulling the strings. Aside from attacks on the Mansion, Tribals are mainly confined to the Ark & Dove Cathedral, where they grow Refined Punga Plants and seek enlightenment through the power of the Punga.

Mothership Zeta Factions

ALIENS

Once thought to be covered up by a government conspiracy and believed only by "crackpot" groups such as the Quaere Verum, evidence of extraterrestrial life can be traced back throughout human history, but became nationally recognized after the mysterious disappearance of the Clarabella 7 space pod during the 1960s Space Race. It is said that Alien technology was the basis of many of the Enclave's more exotic and impressive weaponry and robotics, and even toy manufacturers such as Wilson Automatoys weren't immune to these accusations. Recently, after the discovery of an Alien body in Fort Bannister, the shocking truth was revealed. The Aliens are not only real and alive, but they're back. And they're pissed.

Part 2: The Bestiary

This Bestiary is segmented into two separate sections; adversaries that are human in form, and enemies that are more creature-like.

Human Foes with Higher Functions

Humans have a different set of statistics than creatures, and it is important to note what each entails.

NAME: The name your Pip-Boy gives to the humanoid in question.

LEVEL: Although they can appear at any time, this foe is commonly encountered when you reach this level.

PERCEPTION: What Perception statistic rating the human has (1–10), measured the same way as your Perception. The higher the Perception, the quicker you're spotted.

HEALTH: The full Health of the human, prior to combat.

BIG GUNS: The enemy's Big Guns Skill (0–100), measured in the same way as yours.

ENERGY WEAPONS: The enemy's Energy Weapons Skill (0–100), measured in the same way as yours.

MELEE WEAPONS: The enemy's Melee Weapons Skill (0–100), measured in the same way as yours.

SMALL GUNS: The enemy's Small Guns Skill (0–100), measured in the same way as yours.

ARMOR: The type of armor the foe wears, and what to expect to find when looting the corpse. There may be other (random) items, but the noted item is always present.

PRIMARY WEAPON(S): The preferred weapon the adversary first attacks with. There may be back-up weapons to worry about, too.

XP: XP gained from defeating the human.

AMERICAN STRIKE TEAM (SIMULATED)

STRIKE TEAM INFANTRYMEN

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Strike Team Infantryman	1	7	130	15	19	17	40	Winterized Combat Armor	Assault Rifle	10
Strike Team Infantryman	3	7	140	15	19	17	49	Winterized Combat Armor	Assault Rifle	10
Strike Team Infantryman	6	7	150	15	19	17	58	Winterized Combat Armor	Assault Rifle	20
Strike Team Infantryman	12	7	165	15	19	17	71	Winterized Combat Armor	Assault Rifle	30
Strike Team Infantryman	19	7	130	15	19	17	84	Winterized Combat Armor	Assault Rifle	50

STRIKE TEAM GRENADIER

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Strike Team Grenadier	1	7	130	15	19	17	40	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	10
Strike Team Grenadier	3	7	140	15	19	17	49	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	10
Strike Team Grenadier	6	7	150	15	19	17	58	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	20
Strike Team Grenadier	12	7	165	15	19	17	71	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	30
Strike Team Grenadier	19	7	180	15	19	17	84	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	50

STRIKE TEAM MISSILE UNIT

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Strike Team Missile Unit	1	5	130	37	14	39	39	Winterized Combat Armor	Missile Launcher, 10mm Pistol	10
Strike Team Missile Unit	3	5	140	46	14	48	48	Winterized Combat Armor	Missile Launcher, 10mm Pistol	10
Strike Team Missile Unit	6	5	150	55	14	57	57	Winterized Combat Armor	Missile Launcher, 10mm Pistol	20
Strike Team Missile Unit	12	5	165	68	14	70	70	Winterized Combat Armor	Missile Launcher, 10mm Pistol	30
Strike Team Missile Unit	19	5	180	81	14	83	83	Winterized Combat Armor	Missile Launcher, 10mm Pistol	50

STRIKE TEAM SNIPER UNIT

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Strike Team Sniper	1	9	130	15	46	13	40	Winterized Combat Armor	Sniper Rifle, Combat Knife	10
Strike Team Sniper	3	9	140	15	55	13	49	Winterized Combat Armor	Sniper Rifle, Combat Knife	10
Strike Team Sniper	6	9	150	15	64	13	58	Winterized Combat Armor	Sniper Rifle, Combat Knife	20
Strike Team Sniper	12	9	165	15	77	13	71	Winterized Combat Armor	Sniper Rifle, Combat Knife	30
Strike Team Sniper	19	9	180	15	90	13	84	Winterized Combat Armor	Sniper Rifle, Combat Knife	50

These units are requested and act as part of your own team during the final stages of Operation: Anchorage. It is most unwise to challenge even a lone U.S. Infantryman—simulated or otherwise—as the entire army then turns hostile, preventing you from completing any objectives and possibly making you fail your mission. Know who your allies are, you traitorous cur!

BROTHERHOOD OF STEEL †

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Brotherhood of Steel Initiate	1	7	70	44	46	14	44	Brotherhood Power Armor	Flamer	10
Brotherhood of Steel Initiate	1	5	70	44	14	44	44	Brotherhood Power Armor	Laser Pistol / Laser Rifle	10
Brotherhood of Steel Initiate	1	6	65	14	16	43	47	Brotherhood Power Armor	Power Fist, Frag Grenades	10
Brotherhood of Steel Knight	7	7	95	57	59	14	57	Brotherhood Power Armor	Laser Pistol / Laser Rifle	20
Brotherhood of Steel Knight	7	6	90	14	16	57	61	Brotherhood Power Armor	Ripper, Frag Grenades	20
Brotherhood of Steel Paladin	11	7	125	74	76	14	74	Brotherhood Power Armor	Minigun / Gatling Laser	30
Brotherhood of Steel Paladin	11	7	125	74	76	14	74	Brotherhood Power Armor	Laser Pistol / Laser Rifle	30
Brotherhood of Steel Paladin	11	6	120	14	16	75	79	Brotherhood Power Armor	Super Sledge, Frag Grenades	30
Brotherhood of Steel Paladin	11	7	125	74	76	14	74	Brotherhood Power Armor	Missile Launcher	30
Brotherhood of Steel Scribe	n/a	5	55	13	15	11	13	Brotherhood Scribe Robe	10mm Submachine Gun	varies

Brotherhood forces are tough to take down (especially because your father has sided with them!), and you might wish to wait to battle them until they train you to wear Power Armor. Each fallen soldier (whether killed by you or not) holds a holotag, which can be traded for Caps if you find Scribe Jameson in the Citadel. If you're interested in Energy Weapons, fire away!

---

† Brotherhood members are usually neutral or friendly toward you, unless you provoke them.

BROTHERHOOD OUTCAST †

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Brotherhood Outcast	1	5	70	44	14	44	44	Outcast Power Armor	Assault Rifle / 10mm Submachine Gun / Chinese Assault Rifle	10
Brotherhood Outcast	1	6	70	14	16	47	51	Outcast Power Armor	Power Fist, Frag Grenades	10
Brotherhood Outcast	1	7	70	44	46	14	44	Outcast Power Armor	Flamer	10
Brotherhood Outcast	7	7	95	57	59	14	57	Outcast Power Armor	Laser Pistol / Laser Rifle	20
Brotherhood Outcast	7	6	90	14	16	57	61	Outcast Power Armor	Ripper, Frag Grenades	20
Brotherhood Outcast	11	7	125	74	76	14	74	Outcast Power Armor	Minigun / Gatling Laser	30
Brotherhood Outcast	11	7	125	74	76	14	74	Outcast Power Armor	Laser Pistol / Laser Rifle	30
Brotherhood Outcast	11	6	120	14	16	75	79	Outcast Power Armor	Super Sledge, Frag Grenades	30
Brotherhood Outcast	11	7	125	74	76	14	74	Outcast Power Armor	Missile Launcher	30

Should you engage Outcast Soldiers in combat, they are just as tough as the Brotherhood and Enclave forces, although their weapons are more antiquated. They sometimes trundle into a fight with a rusting robot to help them.

† Outcast members are usually haughty and unpleasant, but not violent toward you, unless provoked.

CHINESE ARMY FORCES (SIMULATED)

CHINESE INFERNO UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Inferno Unit	1	5	40	37	14	39	39	Chinese Jumpsuit	Flamer	10
Chinese Inferno Unit	4	5	50	46	14	48	48	Chinese Jumpsuit	Flamer	10
Chinese Inferno Unit	6	5	60	55	14	57	57	Chinese Jumpsuit	Flamer	20
Chinese Inferno Unit	8	5	75	68	14	70	70	Chinese Jumpsuit	Flamer	30
Chinese Inferno Unit	11	5	90	81	14	83	83	Chinese Jumpsuit	Flamer	50

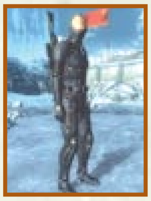
Due to the short range of their Flamer attacks and the large weapon that can be easily shot out of enemy hands, Inferno Units are only a problem at close quarters. Back off and drop them from a distance, or aim for their weapon if you're within their fire.

CHINESE LAUNCHER UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Launcher	1	5	40	37	14	39	39	Chinese Jumpsuit	Missile Launcher	10
Chinese Launcher	4	5	50	46	14	48	48	Chinese Jumpsuit	Missile Launcher	10
Chinese Launcher	6	5	60	55	14	57	57	Chinese Jumpsuit	Missile Launcher	20
Chinese Launcher	8	5	75	68	14	70	70	Chinese Jumpsuit	Missile Launcher	30
Chinese Launcher	11	5	90	81	14	83	83	Chinese Jumpsuit	Missile Launcher	50

These can present a real problem, as the damage their Missile Launcher causes is severe. Fortunately, they take a long time to reload, so tackle them during this period. Seek cover, away from your Strike Team, and optionally shoot the Launcher out of the foe's hands.

CHINESE SNIPER UNITS



NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Sniper	1	9	40	15	46	13	40	Chinese Stealth Armor	Sniper Rifle	10
Chinese Sniper	4	9	50	15	55	13	49	Chinese Stealth Armor	Sniper Rifle	10
Chinese Sniper	6	9	60	15	64	13	58	Chinese Stealth Armor	Sniper Rifle	20
Chinese Sniper	8	9	75	15	77	13	71	Chinese Stealth Armor	Sniper Rifle	30
Chinese Sniper	11	9	90	15	90	13	84	Chinese Stealth Armor	Sniper Rifle	50

Clad in Stealth Armor, these soldiers look similar to the Dragoons but are less tough when you finally find them. Sometimes cloaked, they are difficult to spot. Before you attack other enemy types, either charge in, dodging their fire, or react by attacking them from cover, usually at range.

CHINESE SOLDIERS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Soldier	1	4	40	15	13	40	40	Chinese Jumpsuit	Chinese Assault Rifle	10
Chinese Soldier	4	4	50	15	13	50	50	Chinese Jumpsuit	Chinese Assault Rifle	10
Chinese Soldier	6	4	60	15	13	60	60	Chinese Jumpsuit	Chinese Assault Rifle	20
Chinese Soldier	8	4	75	15	13	75	75	Chinese Jumpsuit	Chinese Assault Rifle	30
Chinese Soldier	11	4	90	15	13	90	90	Chinese Jumpsuit	Chinese Assault Rifle	50

Usually armed with Assault Rifles, Grenades, and other weaponry you have encountered before, your favored tactics work just as well with simulated enemies. All the following are viable strategies: use Stealth Boys and Sneaking tactics, followed by a Grenade Pickpocket; lay Mines and coax foes into them; lob Frag Grenades to soften up your enemies and then shoot quick bursts of fire; or charge foes with a close-combat weapon.

CRIMSON DRAGOON SPECIAL UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Crimson Dragoon	1	4	40	15	13	40	40	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	10
Crimson Dragoon	4	4	50	15	13	50	50	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	10
Crimson Dragoon	6	4	60	15	13	60	60	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	20
Crimson Dragoon	8	4	75	15	13	75	75	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	30
Crimson Dragoon	11	4	90	15	13	90	90	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	50

The most troublesome of the Chinese foot soldiers, Dragoons are usually cloaked and will ambush you. Seek cover, and lob a Grenade down a corridor that seems suspiciously quiet. But the biggest help is your V.A.T.S., which can spot cloaked Dragoons (but not lock onto them), allowing you to shoot at them manually before they appear.

CHINESE VEHICLE CHIMERA TANK

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chimera Tank	12	3	500	N/A	Laser Cannon	750/sec	150-degree aiming arc	Microfusion cells	Power generator takes double damage, Hull takes half damage, Tracks take 75% damage.	50

You need only face a few of these colossal tanks and give them a battering before they explode. You can seek cover and distance, then sidestep out, shower the tank in your favored ordnance, and step back into cover. Or, you can circle-strafe around to the tank's rear, where the vehicle's turret cannot strike you, and pepper the armor with gunfire until the tank explodes.

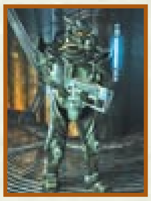
CHINESE REMNANT SOLDIER

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Remnant Soldier †	1	5	25	28	15	28	30	Dirty Chinese Jumpsuit	Chinese Pistol	10
Chinese Remnant Sergeant †	6	5	40	41	15	41	43	Dirty Chinese Jumpsuit	Chinese Assault Rifle	10
Chinese Remnant Officer †	10	5	55	54	15	54	56	Dirty Chinese Jumpsuit	Chinese Assault Rifle	20

† May flee

Very few Chinese Remnant Soldiers are left 200 years after being stranded here. All are Ghouls, and although they fire an excellent Small Gun, they are prone to fleeing. The Sergeant and Officer class are better at combatting your attacks.

ENCLAVE



NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Enclave Soldier	1	6	45	16	45	14	47	Enclave Power Armor	Laser Pistol	10
Enclave Soldier	1	6	45	16	45	47	12	Enclave Power Armor	Ripper, Frag Grenades	10
Enclave Soldier	7	6	80	16	68	14	70	Enclave Power Armor	Laser Rifle	20
Enclave Soldier	7	6	80	16	68	70	12	Enclave Power Armor	Ripper, Plasma Grenades	20
Enclave Soldier	11	6	125	87	87	16	12	Enclave Power Armor	Flamer, Plasma Grenades	30

(Enclave continued)

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Enclave Soldier	11	6	125	16	83	16	16	Enclave Power Armor	Laser Rifle	30
Enclave Soldier	18	6	170	100	100	16	12	Enclave Power Armor	Minigun / Gatling Laser	50
Enclave Soldier	18	6	170	16	100	16	16	Enclave Power Armor	Plasma Rifle	50
Enclave Soldier	18	6	170	100	100	16	12	Enclave Power Armor	Missile Launcher	50
Enclave Officer	n/a	6	125	16	100	16	16	Enclave Officer Uniform	Plasma Pistol, Plasma Grenades	50
Enclave Scientist †	n/a	6	20	11	17	11	17	Enclave Scientist Outfit	Laser Pistol	10

† Will flee

The other way to claim a lot of Energy Weapons is to take on these well-armored and powerful foes. They are one of the few sources of Plasma Weapons. Unlike the Brotherhood, these well-trained foes attack you on sight, and they are highly accurate and skilled. They also have robots and Modified Deathclaws on occasion.

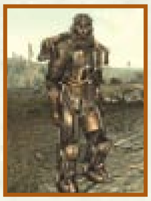
ENCLAVE SOLDIER [SIGMA]

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Enclave Soldier	18	6	250	100	100	16	12	Tesla Armor	Mini-Gun, Gatling Laser	50
Enclave Soldier	18	6	250	16	100	16	16	Enclave Hellfire Armor	Plasma Rifle, Plasma Mines	50

Supremely professional and battle-hardened, these six-man squads can prove to be troublesome, especially the leader armed with a Heavy Incinerator and Hellfire Armor. Use the tactics that have served you well in the past, or lob in a highly powerful Grenade (such as the Nuka Grenade) before the squad fans out to damage as many as possible.

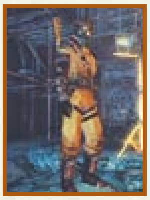
ENCLAVE HELLFIRE TROOPER

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Enclave Hellfire Trooper	18	6	250	100	100	16	12	Enclave Hellfire Armor	Heavy Incinerator	50



Offering an arcing series of flame bolts that burn and damage, plus impressive Armor, the Hellfire Trooper can be a real problem. However, keep him at range to avoid the close assault burning, and seek cover, so his bolts dissipate harmlessly, after which you can step out, return fire, and step back into cover before retaliation occurs.

PITT RAIDERS AND WILDMEN



Pitt Raiders have special armor, which has the same protective quality as Raider armor. The differences are purely superficial; otherwise, they are identical to the D.C. Wasteland Raider. Almost all Pitt Raiders are armed with a ranged weapon (although some favor melee clubbing weapons), so targeting that weapon to weaken their combat potential is a possibility. Otherwise, when fighting these enemies, aim for the head, take them down one at a time, and backtrack to the many potential cover spots throughout The Pitt.

Wildmen have mercenary attire and armor. Otherwise, they are statistically identical to the D.C. Wasteland Raider. Use the same essential tactics for tackling Wildmen as you would for dispatching Pitt Raiders, but watch out because Wildmen are always violent and usually charge you. If you can, leave Trogs and Wildmen to fight among themselves. Otherwise, attack them with ranged guns as soon as you spot them, switching to your favored weapon as they charge you.

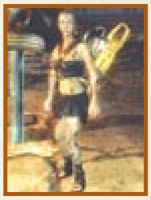
PITT SLAVES AND COMBAT SLAVES

PITT SLAVES

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Pitt Slave	1	7	20	9	17	11	13	Tattered Slave Outfit	Steel Saw	10
Pitt Slave	1	5	45	15	15	34	32	Tattered Slave Outfit	Auto Axe	10
Pitt Slave	4	5	85	15	15	47	45	Tattered Slave Outfit	Auto Axe	10
Pitt Slave	7	5	45	15	15	68	66	Tattered Slave Outfit	Auto Axe	20

A downtrodden lot, Pitt Slaves are valiant when they rise up and are docile when under the iron fist of the Pitt Raider. They are usually armed with Steel Saws or Auto Axes and can deflect your melee weapon attacks. They fall easily to ranged gunfire, however. Don't get swamped!

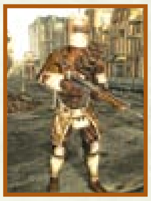
COMBAT SLAVES



NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Slave Combatant	1	7	20	9	17	11	13	Raider Armor	Chinese Assault Rifle	10
Raider Fighter	1	5	25	13	15	32	34	Raider Armor	Chinese Assault Rifle	10
Raider Fighter	3	5	55	13	15	45	47	Raider Armor	Chinese Assault Rifle	10
Raider Fighter	5	5	85	13	15	66	68	Raider Armor	Chinese Assault Rifle	10

As you encounter these enemies only in the Arena, choose your favorite weapon and destroy your foes with it. Dash into the scaffold cage at one side of the Arena to avoid their gunfire, and take down each foe one at a time.

RAIDER †

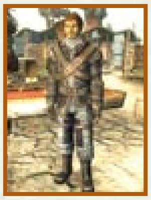


NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Raider	1	5	25	13	15	32	34	Raider Armor	.32 Pistol / Chinese Pistol / 10mm Pistol	10
Raider	1	5	30	15	15	34	32	Raider Armor	Pool Cue / Knife / Baton / Tire Iron, Frag Grenades	10
Raider	1	5	25	13	15	32	34	Raider Armor	Hunting Rifle	10
Raider	4	5	55	13	15	45	47	Raider Armor	Hunting Rifle / Sawed Off Shotgun/ Assault Rifle	10
Raider	4	5	60	15	15	47	45	Raider Armor	Lead Pipe / Baseball Bat / Combat Knife, Frag Grenades	10
Raider	4	5	55	13	15	45	47	Raider Armor	Hunting Rifle	10
Raider	4	5	55	41	15	45	45	Raider Armor	Flamer	10
Raider	7	5	85	13	15	66	68	Raider Armor	Assault Rifle / Combat Shotgun / 10mm Submachine Gun	20
Raider	7	5	90	15	15	68	66	Raider Armor	Lead Pipe / Knife / Sledgehammer/ Chinese Sword, Frag Grenades	20
Raider	7	5	85	13	15	66	68	Raider Armor	Hunting Rifle	20
Raider	7	5	85	62	15	66	66	Raider Armor	Missile Launcher	20

For the accomplished combat specialist, Raiders are the least-troubling enemies, as long as they are encountered in small groups of four or less. They shout, aren't particularly Perceptive, and carry low-to-mid quality loot. Build up your XP hunting these freaks.

† Raiders may flee

SLAVER †

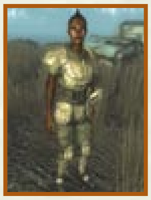


NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Slaver	n/a	4	75–110	13	13	41–74	41–74	Merc Outfit	Various Pistols / Rifles / 10mm Submachine Gun / Combat Shotgun	varies

Slavers are slightly more battle-tested than Raiders, but just as merciless. As with Raiders, they are prone to fleeing, so aim for their legs to ensure a slow getaway.

† Slaver may flee

SMUGGLER



NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Smuggler	1	7	80	17	19	58	58	Leather	Brass Knuckles, Police Baton, Spiked Knuckles, Frag Grenades	20
Smuggler	8	7	105	17	19	71	71	Merc, Combat Armor	Knife, Tire Iron, Switchblade, Frag Grenades	30
Smuggler	12	7	135	17	19	84	84	Merc, Combat Armor	Combat Knife, Sledgehammer, Lead Pipe, Frag Grenades	50
Smuggler	20	7	170	17	19	92	92	Combat Armor, Merc	Super Sledge, Sledgehammer, Plasma Grenades	50
Smuggler	23	7	195	17	19	100	100	Combat Armor, Merc	Super Sledge, Ripper, Power Fist, Plasma Grenades	0

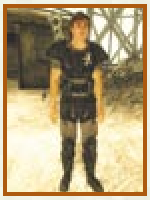
(Smuggler continued)

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Smuggler	1	7	75	15	60	17	58	Leather	10mm Pistol, .32 Pistol	20
Smuggler	8	7	100	15	73	17	71	Merc, Combat Armor	10mm Submachine Gun, Sawed-Off Shotgun, Hunting Rifle	30
Smuggler	12	7	130	15	86	17	84	Merc, Combat Armor	Assault Rifle, Chinese Assault Rifle, Combat Shotgun	50
Smuggler	15	7	165	15	92	17	92	Combat Armor, Merc	Laser Rifle, Sniper Rifle	50
Smuggler	20	7	215	15	100	17	100	Combat Armor, Merc	Laser Rifle, Sniper Rifle	0

Think of Smugglers as battle-tested Raiders, with the same cunning attack patterns and group offensive maneuvering. Seek cover, rather than facing them on a sandy beach with only the wind to stand near. Instead use building corners, coaxing toughened troops into single combat. Any of your favored tactics work on these ne'er-do-wells.

TALON COMPANY MERCENARY

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Talon Company Merc ‡	1	7	75	15	64	17	62	Talon Combat Armor	Laser Pistol / Hunting Rifle / Assault Rifle	10
Talon Company Merc ‡	1	7	80	17	19	62	62	Talon Combat Armor	Police Baton / Combat Knife, Frag Grenades	10
Talon Company Merc ‡	1	7	75	15	64	17	62	Talon Combat Armor	Sniper Rifle	10
Talon Company Merc ‡	8	7	105	15	77	17	75	Talon Combat Armor	Laser Pistol / 10mm Submachine Gun / Assault Rifle / Combat Shotgun	20
Talon Company Merc ‡	8	7	110	17	19	75	75	Talon Combat Armor	Police Baton / Combat Knife, Frag Grenades	20
Talon Company Merc ‡	8	7	105	15	77	17	75	Talon Combat Armor	Sniper Rifle	20
Talon Company Merc ‡	8	7	105	73	19	17	75	Talon Combat Armor	Flamer / Missile Launcher	20
Talon Company Merc	12	7	135	15	90	17	68	Talon Combat Armor	Laser Rifle / Combat Shotgun / Chinese Assault Rifle	30
Talon Company Merc	12	7	140	17	19	88	88	Talon Combat Armor	Police Baton / Combat Knife, Frag Grenades	
Talon Company Merc	12	7	135	86	19	17	88	Talon Combat Armor	Missile Launcher	30
Talon Company Merc	12	7	135	15	90	17	88	Talon Combat Armor	Sniper Rifle	30

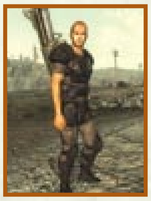


‡ May flee

Tougher than Raiders, but not on par with those enemies clad in Power Armor, these thugs are more "professional" and don't flee the combat arena, but they aren't wearing enough protection to cause consternation.

VETERAN MERCENARY

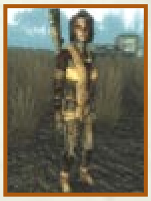
NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Talon Company Merc	18	7	300	15	100	17	100	Talon Combat Armor	Chinese Assault Rifle, Combat Shotgun, Laser Rifle	50
Talon Company Merc	18	7	300	17	19	100	100	Talon Combat Armor	Combat Knife, Police Baton, Frag Grenades	50
Talon Company Merc	18	7	300	99	19	17	100	Talon Combat Armor	Missile Launcher	50
Talon Company Merc	18	7	300	15	100	17	100	Talon Combat Armor	Sniper Rifle	50



More senior members of the Talon Company seek battles and Aqua Pura, and combating them means looking closely at their weapons to determine how far away they'll be before they start firing. Then beat them to the trigger, or charge in if you're a close-combat killing machine.

TRIBAL

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Tribal	1	5	95	15	15	29	27	Tribal Garb	Combat Knife	20
Tribal	8	5	165	15	15	73	71	Tribal Garb	Combat Knife	30
Tribal †	12	5	230	15	15	86	84	Tribal Garb	Axe, Combat Knife	50
Tribal †	20	5	290	15	15	94	96	Tribal Garb	Axe	50



(Tribal continued)

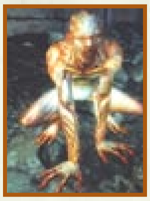
NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Tribal †	23	5	415	15	15	100	100	Tribal Garb	Axe, Combat Knife	50
Tribal	1	7	120	13	19	58	58	Tribal Garb	Hunting Rifle	20
Tribal	8	7	160	13	19	71	71	Tribal Garb	Hunting Rifle	30
Tribal †	12	7	225	13	19	84	84	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50
Tribal †	20	7	285	13	19	92	92	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50
Tribal †	23	7	410	13	19	100	100	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50

† + 35 Damage Against Player

Even with Punga on their side, Tribals aren't as tough as the other inhabitants of Point Lookout, and they can be slaughtered using the favored techniques you've learned when striking down Raiders, Mercs, or the Enclave during previous altercations. Tribals can also be friendly, so only attack them if you've "accidentally" slaughtered their leader, or another Tribal in front of others.

TROGS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Trog Fledgling	1	3	15	5	None	N/A	—	—	Fast	10
Trog	6	4	30	16	None	N/A	—	—	Fast	20
Trog Brute	9	5	50	32	None	N/A	—	—	Fast	30
Trog Savage	12	6	65	50	None	N/A	—	—	Fast	50

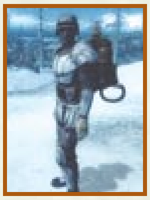


Trogs are fast-moving, hug the ground as they scamper, and inflict massive hemorrhaging damage at close quarters. Naturally, ranged weaponry is an excellent choice; in fact, any weapon you've used against Ghouls in the past works just as well against Trogs. If a Trog manages to reach you, the Auto Axe is an excellent choice for chopping them into sinewy chunks. The V.A.T.S. also usually allows you to kill them before they damage you.

U.S. ARMY FORCES (SIMULATED)

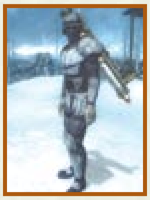
AMERICAN INFERNO UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
American Inferno Unit	1	5	40	37	14	39	39	Winterized Combat Armor	Flamer	10
American Inferno Unit	4	5	50	46	14	48	48	Winterized Combat Armor	Flamer	10
American Inferno Unit	6	5	60	55	14	57	57	Winterized Combat Armor	Flamer	20
American Inferno Unit	8	5	75	68	14	70	70	Winterized Combat Armor	Flamer	30
American Inferno Unit	11	5	90	81	14	83	83	Winterized Combat Armor	Flamer	50



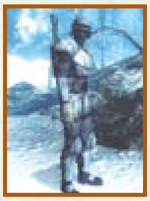
AMERICAN LAUNCHER UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
American Launcher	1	5	40	37	14	39	39	Winterized Combat Armor	Missile Launcher	10
American Launcher	4	5	50	46	14	48	48	Winterized Combat Armor	Missile Launcher	10
American Launcher	6	5	60	55	14	57	57	Winterized Combat Armor	Missile Launcher	20
American Launcher	8	5	75	68	14	70	70	Winterized Combat Armor	Missile Launcher	30
American Launcher	11	5	90	81	14	83	83	Winterized Combat Armor	Missile Launcher	50



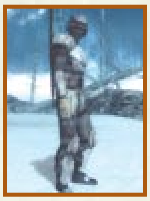
AMERICAN SNIPER UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
American Sniper	1	9	40	15	46	13	40	Winterized Combat Armor	Sniper Rifle	10
American Sniper	4	9	50	15	55	13	49	Winterized Combat Armor	Sniper Rifle	10
American Sniper	6	9	60	15	64	13	58	Winterized Combat Armor	Sniper Rifle	20
American Sniper	8	9	75	15	77	13	71	Winterized Combat Armor	Sniper Rifle	30
American Sniper	11	9	90	15	90	13	84	Winterized Combat Armor	Sniper Rifle	50



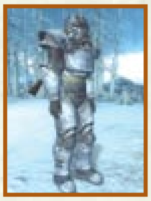
AMERICAN SOLDIERS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
American Soldier	1	4	40	15	13	40	40	Winterized Combat Armor	Assault Rifle	10
American Soldier	4	4	50	15	13	50	50	Winterized Combat Armor	Assault Rifle	10
American Soldier	6	4	60	15	13	60	60	Winterized Combat Armor	Assault Rifle	20
American Soldier	8	4	75	15	13	75	75	Winterized Combat Armor	Assault Rifle	30
American Soldier	11	4	90	15	13	90	90	Winterized Combat Armor	Assault Rifle	50



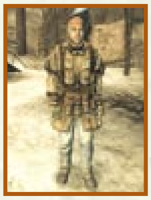
AMERICAN POWERED ARMOR SOLDIER UNITS

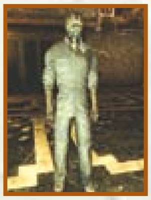
NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Powered Armor Soldier	1	5	70	44	14	44	44	T-51b Power Armor (Winterized)	Laser Rifle, Laser Pistol	10
Powered Armor Soldier	7	7	95	57	59	13	57	T-51b Power Armor (Winterized)	Laser Rifle, Laser Pistol	20
Powered Armor Soldier	11	7	125	74	76	13	74	T-51b Power Armor (Winterized)	Laser Rifle, Laser Pistol	30



WASTELANDER AND GHOUL (NON-FERAL) †

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Caravan Guard	n/a	6	290	14	17	91	93	Leather Armor	Assault Rifle, Frag Grenades	50
Megaton Settler ‡	n/a	5	35	12	14	16	45	Various Clothing	.32 Pistol / Chinese Pistol / 10mm Pistol / Knife / Combat Knife / Lead Pipe	10
Rivet City Security ‡	n/a	6	55–85	14	16	52–76	54–78	Rivet City Security Uniform	Submachine Gun	varies
Scavenger ‡	n/a	5	140–170	13	15	15	55	Roving Trader Outfit	Various Pistols / Rifles / 10mm Submachine Gun / Sawed-off Shotgun	10
Tenpenny Resident ††	n/a	5	40	12	14	16	45	Various Clothing	None	10
Tenpenny Security Guard	n/a	6	65	14	16	61	63	Tenpenny Security Uniform	Assault Rifle	20
Underworld Resident ‡	n/a	5	45	12	14	16	49	Various Clothing	.32 Pistol / Chinese Pistol / 10mm Pistol / Knife / Combat Knife / Lead Pipe	10
Wastelander ‡	n/a	5	25	12	14	31	31	Wasteland Apparel	Various Pistols / Melee Weapons / Hunting Rifle, Frag Grenades	varies
Wastelander (Ghoul) ‡	n/a	5	25	12	14	31	31	Wasteland Apparel	Various Pistols / Melee Weapons / Hunting Rifle, Frag Grenades	varies





Wastelanders come in a wide variety, ranging from the Tenpenny Tower civilian to the well-trained Rivet City guard. A good rule to follow is to check whether your Wastelander is apt to flee; they're more of a push-over.

Ghouls wear shabby but recognizable clothes, speak rather than snarl, immediately charge you, and have deep suspicions about "smoothskin" humans. They similar to Raiders as a threat.

† These are Ghouls that are either neutral toward you, or hostile but still attack with weapons, not their bare claws.

†† Will flee

‡ May flee

CONTENT INDEX

Creatures and Wild Abominations

Creatures have a different set of statistics than human enemies, and it is important to learn what each means.

NAME: The name your Pip-Boy gives to the entity in question.

LEVEL: Although they can appear at any time, a creature is commonly encountered when you reach this level.

INVENTORY: What the creature has when you inspect the corpse. There may be other (random) items, but the noted item is always present.

PERCEPTION: What Perception statistic rating the creature has (1–10), measured the same way as your Perception. The bigger the Perception number, the quicker you're spotted.

HEALTH: The full health of the creature, prior to combat.

DAMAGE: What damage it inflicts with its usual, regular weapon.

SPECIAL WEAPON: Whether the creature has a special or unique attack.

DAMAGE: What damage the special or unique attack inflicts.

WEAPON NOTES: Any pertinent data regarding damage, or special damage caused.

XP: XP gained from defeating the creature.

NOTES: Specific notes particular to the creature; useful tactical information.

ABOMINATIONS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Abomination	1	—	4	50	10	—	—	—	5	—
Abomination	11	—	6	100	20	—	—	—	10	—
Abomination	13	—	8	125	30	—	—	—	25	—
Abomination	19	—	8	250	40	—	—	—	50	—
Abomination	23	—	8	350	50	—	—	—	50	—
Abomination	25	—	8	500	75	—	—	—	50	—

Large and horrific, Abominations are half-human, half-alien hybrids with semi-transparent skin and a single-minded purpose: killing everything. They have no ranged weapons, so attack them from a distance. Otherwise, treat them as a very powerful Ghoul.

Centaur	7	—	9	100	27	Radioactive Spit	30	50 rads/10 sec.	5	Legs take 75% damage, tongues take 25% damage

Slow-moving, but spitting a highly dangerous radioactive poison, this is an abomination in the true sense of the word. This crime against nature is usually the sign of nearby Super Mutants. Aim at the head or torso to quickly stop it.

Deathclaw	13	Deathclaw Hand	8	500	100	—	—	—	50	Very fast!

Deathclaws are arguably the fiercest creatures in the game aside from a Behemoth, with a tough hide, a quickness that overwhelms, and massive damage from their swiping claws. Attack from range, preferably with Sniper Rifles or Plasma Weapons, and switch to powerful closer combat weapons as they close. If you get a chance, drop some Mines before the combat begins. There are also Modified Deathclaws, controlled by the Enclave, that are identical aside from metal headgear.

Super Mutant	1	Hunting Rifle, .32 Caliber Ammo	3	100	4	Hunting Rifle	See weapon	—	10	—
Super Mutant	1	Nail Board	3	100	4	Nail Board	See weapon	—	10	May carry grenades
Super Mutant Brute	10	Assault Rifle, 5.56mm Ammo	5	250	5	Assault Rifle	See weapon	—	25	—
Super Mutant Brute	10	Sledgehammer	5	250	5	Sledgehammer	See weapon	—	25	May carry Grenades
Super Mutant Brute	10	Minigun, 5mm Ammo	5	250	5	Minigun	See weapon	—	25	—
Super Mutant Brute	10	Missile Launcher, Missiles	5	250	5	Missile Launcher	See weapon	—	25	—
Super Mutant Master	13	Chinese Assault Rifle, 5.56mm Ammo	6	360	6	Chinese Assault Rifle	See weapon	—	50	—
Super Mutant Master	13	Super Sledge	6	360	6	Super Sledge	See weapon	—	50	May carry Grenades
Super Mutant Master	13	Minigun, 5mm Ammo	6	360	6	Minigun	See weapon	—	50	—
Super Mutant Master	13	Missile Launcher, Missiles	6	360	6	Missile Launcher	See weapon	—	50	—
Super Mutant Behemoth	n/a	Loaded with loot	5	2,000	6	Fire Hydrant	100	—	50	Very fast!
Super Mutant Overlord	23	Gatling Laser, Ammo	8	1,250	6	Gatling Laser	See Weapon	—	50	—
Super Mutant Overlord	23	Tri-Beam Laser Rifle, Ammo	8	1,250	6	Tri-Beam Laser Rifle	See Weapon	—	50	Occasionally Drops Mini-Nuke
Super Mutant Overlord	23	Super Sledge, Frag Grenades	8	1,250	6	Super Sledge, Frag Grenades	See Weapon	—	50	Occasionally Drops Mini-Nuke
Super Mutant Overlord	23	Missile Launcher, Missiles	8	1,250	6	Missile Launcher	See Weapon	—	50	Occasionally Drops Mini-Nuke

Super Mutants are perhaps the biggest threat to your existence, as they are scattered in numerous areas, are as violent as they are ugly, and have a large amount of Health. They sometimes employ Grenades, never flee, and are always aggressive, meaning you need to finish them off with everything you've got. Use arm shots to force them to drop their weapons. Once their arms are crippled, their aim is horrible. Occasionally, large groups of Super Mutants (also known as "Muties") bring a stupid but stupendously powerful Behemoth; it inflicts colossal damage from its fire hydrant pole, and is best tackled using a Fat Man and Mini-Nuke.

Super Mutant Overlord: The key to obtaining the Tri-Beam Laser Rifle (if you spot it being carried by this beast), the Overlord is a supremely tough Super Mutant with an insanely large amount of health, and a determined method of slaying you. If you don't want to waste a Mini-Nuke killing one with a single shot (after which you can hope the Overlord drops one, which they sometimes do), your usual Super Mutant attack patterns are necessary.

ALIENS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Alien	1	Alien Atomizer, Alien Disintegrator	6	25	2	Alien Atomizer, Alien Disintegrator	See Weapon	—	5	—
Alien	11	Alien Atomizer, Alien Disintegrator	8	75	2	Alien Atomizer, Alien Disintegrator	See Weapon	—	10	—
Alien	13	Alien Atomizer, Alien Disintegrator	8	125	5	Alien Atomizer, Alien Disintegrator	See Weapon	—	25	—
Alien	19	Alien Atomizer, Alien Disintegrator	9	250 †	10	Alien Atomizer, Alien Disintegrator	See Weapon	—	50	† Force Shield = DR 25
Alien	23	Alien Atomizer, Alien Disintegrator	10	250 †	10	Alien Atomizer, Alien Disintegrator	See Weapon	—	50	† Force Shield = DR 40
Alien	25	Alien Atomizer, Alien Disintegrator	10	250 †	10	Alien Atomizer, Alien Disintegrator	See Weapon	—	50	† Force Shield = DR 55
Alien	1	Shock Baton	6	25	2	Shock Baton	See Weapon	—	5	—
Alien	11	Shock Baton	8	75	2	Shock Baton	See Weapon	—	10	—
Alien	13	Shock Baton	8	125	5	Shock Baton	See Weapon	—	25	—
Alien	19	Shock Baton	9	250 †	10	Shock Baton	See Weapon	—	50	† Force Shield = DR 25
Alien	23	Shock Baton	10	250 †	10	Shock Baton	See Weapon	—	50	† Force Shield = DR 40
Alien	30	Shock Baton	10	250 †	10	Shock Baton	See Weapon	—	50	† Force Shield = DR 55

The large, bulbous heads of these hated extraterrestrials are the best body parts to aim at, especially as Aliens are relatively weak, making up for physical limitations by their use of extremely damaging technology. Hide, and execute them with a headshot.

As you progress through the Mothership, Aliens may deploy Sphere Shields. Destroy them by lobbing grenades over them, or side-step around them. Some Aliens also use Force Shields, toughening them up and making them much more difficult to kill. Expect long, drawn-out combat with these fiends.

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Alien Worker	1	—	4	30	10	—	—	—	1	Always flees

Timid and fearful, Workers (easily distinguished by their red jumpsuits) pose no threat to you, except when they occasionally flee into a subsequent chamber and are noticed by other Aliens. Avoid killing them unless you want the Karma loss.

ANIMALS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Dog	1	Dog Meat	8	20	5	—	—	—	1	—
Vicious Dog	1	Dog Meat	8	60	12	—	—	—	5	Fast
Raider Guard Dog	1	Dog Meat	8	60	12	—	—	—	5	Fast

Minimally affected by radiation, Dogs, whether the property of a Scavenger or more feral varieties, are quick, but no match for your latest hardware. You might want to aim at their legs to slow them down.

FERAL GHOULS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Feral Ghoul	1	—	3	25	5	—	—	—	5	—
Feral Ghoul Roamer	6	—	4	80	16	—	—	—	10	—

(Feral Ghoul continued)

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Glowing One	13	—	5	240	32	Radiation Burst	5	50 Rads	25	Healed by radiation
Feral Ghoul Reaver	22	—	7	1,100	100	Radioactive Gore	250	+ Rads	50	—
Swamp Ghoul	1	—	3	25	5	—	—	—	5	—

Feral Ghouls are humans that have slowly turned into Ghouls, and then lost all sanity and become completely mad. They exist to shriek, tear flesh from humans, and consume it afterward. They are easy to sneak up on and susceptible to headshots. As long as you're not overwhelmed, you can tackle them methodically without issues. That is, until you come across a Glowing One! This fearsome beast is a radioactive mutation that gives off pulses of Radiation that actually heals itself and any nearby Feral Ghouls; tackle this first, and be swift about it! Mines laid in a path are a great way to wound a Glowing One, before finishing it at close quarters. Finally, if you're given a Ghoul Mask by Roy Phillips at the conclusion of **Miscellaneous Quest: Tenpenny Tower**, you can maneuver around Ghouls with impunity, as long as you don't attack them.

Feral Ghoul Reaver: Powerful, emitting a terrible radiation, and incredibly tough, this is one of the scariest lumpy-skinned atrocities you've witnessed, rivaling even the Glowing One! Always take out a Reaver first, backing away to avoid the bulk of its attacks (and radiation). Crippling the legs with a Dart Gun works very well here, as does a point-blank shotgun blast to the head.

Swamp Ghoul: Easily distinguished from their Ghoul brethren by their whitish skin and low constitution, Swamp Ghouls are easy cannon fodder, and should not present any difficulty, thus allowing you to attack their toughened cousins. Swamp Ghouls roam the northern swamps, and the cemetery north of the Ark & Dove Cathedral. Don't forget your Ghoul Mask!

MUTATED ANIMALS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Brahmin	n/a	Brahmin Steak	3	40	8	—	—	—	1	Heads take 50% damage.

Offering nothing more than some steak, you can easily drop these grazing animals if you're hungry. Aim for the heads for a quick takedown.

Mirelurk	1	Mirelurk Meat	4	120	28	—	—	—	10	Torso takes half damage
Mirelurk Hunter	9	Mirelurk Meat	6	250	50	—	—	—	25	Torso takes half damage
Mirelurk King	13	Mirelurk Meat, Softshell Mirelurk Meat	7	375	35	Shriek	10	50 dmg ignores armor, PE -10/10 sec.	50	—
Swamplurk	20	Mirelurk Meat	9	600	60	Radioactive Spit	100+	—	50	Radioactive spit arcs through the air—dodge it

The trick to tackling a Mirelurk is not to aim at the well-protected torso, but hit the small face, or failing that, the pincer arms or legs. Mines are a great way to slow them down. Beware the King as his shriek attack ignores all armor; sidestep the shriek shockwave if you can. Also note that Mirelurk Meat is the tastiest treat around!

Mole Rat	1	Mole Rat Meat	3	40	15	—	—	—	5	Will explode if hit with Repellent Stick

Annoying, ankle-biting mutant rodents are easy to dispatch, and entertainingly defeated if you have Moira Brown's Repellent Stick, given during **Miscellaneous Quest: The Wasteland Survival Guide**.

Yao Guai	12	Yao Guai Meat	7	220	75	—	—	—	10	Very fast!

These furry mutations are fast, meaning it's almost impossible to out-run one; stand your ground and fight to the bitter end! If you encounter them at a distance, aim for their legs.

MUTATED INSECTS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Giant Worker Ant	1	Ant Meat	3	30	7	Fire Spit	16/sec.	—	5	Frenzies if antennae are destroyed. Legs take 50% damage.
Giant Soldier Ant	8	Ant Meat	4	150	24	Fire Spit	32/sec.	—	10	Frenzies if antennae destroyed. Legs take 50% damage.
Giant Ant Queen	n/a	Ant Meat	4	1,000	—	Acid Spit	40	—	10	Legs take 50% damage.

There are a few sub-genres of Ants, including ones that breathe fire, and "Invader" Ants that are extremely aggressive. However, the trick with all of the Workers and Soldiers is to shoot off the antennae if you're facing more than one; the antenna-less Ant attacks its friend while you sit back. Otherwise, target the head or torso because the legs take half damage

Bloatfly	1	Bloatfly Meat	5	15	—	Larva Spit	5	—	1	Flying enemy.

This disgusting, bloated fly has a ranged attack that is difficult to sidestep. Pop these easily. If ammo is tight, run up and whack them with a Melee Weapon.

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Radroach	1	Radroach Meat	3	5	3	—	—	—	1	Flees easily.

Offering disgusting meat, these are simple to kill, but keep coming back. They are good enemies to practice attacking , particularly with Melee Weapons. Don't waste ammo on them unless you have to.

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Radscorpion	1	Radscorpion Poison Gland	4	150	22	Stinger	22	15 dmg/5 sec. Poison	10	Legs take 50% damage.
Giant Radscorpion	13	Radscorpion Poison Gland (4)	6	350	60	Stinger	60	40 dmg/5 sec. Poison	25	Legs take 50% damage.
Albino Radscorpion	24	Radscorpion Poison Gland	8	1,500	100	Poison	25/4 Sec	—	50	—

Radscorpions are a problem, especially because their attacks are poisonous. Attacking and crippling the legs may let you finish them off out of stinger range. However, their legs only take half damage. If they are already in close, aim for the stinger, head, or torso.

Albino Radscorpion: If running away isn't an option, prepare for the fight of your life. Horrendous and poisonous damage and a regenerating ability means medium- to long-range combat, targeting the stinger while backing up and getting obstacles between you and the mutation, so it's slower to charge. Take out its legs, and finish it at your leisure.

ROBOTS †

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Enclave Eyebot	1	—	5	30	—	Electrical Zap	5	—	0	Flies, explodes on death
Protectron	1	—	4	75	—	Laser gun (head or hand)	23	May incinerate on death	5	Frenzies if control unit is destroyed
Robobrain	6	Energy cells	5	200	5	Laser gun	30	—	10	Head takes 50% extra damage
Robobrain	6	Energy cells	5	200	5	Mesmetron	1	100 dmg to head	6	—
Mister Handy	6	Flamer Fuel	5	100		Buzzsaw	12	—	5	Frenzies if control unit is destroyed
Mister Handy	6	Flamer Fuel	5	100	5	Flamer	28	Burn 10 dmg/ 5 sec.	6	—
Mister Gutsy	9	Flamer Fuel	6	350	6	Flamer	41/sec.	Burn 10 dmg/ 5 sec.	25	Frenzies if control unit destroyed
Mister Gutsy	9	Energy cells	6	350	6	Plasma gun	51	May gooify on death	6	—
Sentry Bot	13	Electron Charge Pack	7	500	22	Gatling laser	108/sec.	May incinerate on death	50	Frenzies if control unit is destroyed
Sentry Bot	13	5mm bullets	7	500	22	Minigun	108/sec.	—	6	Armored head takes 50% damage, armored legs take 75% damage
Sentry Bot	13	Missiles	7	500	22	Missile Launcher	18	135 dmg explosion	6	—

Robots have a variety of imposing and dangerous weaponry, and since they generally don't take bonus damage for headshots it might be a good plan to target the weapons specifically. Also check the weapon types before engaging; for example; if a Mister Handy has a Buzzsaw and Flamer, back out of range to conduct combat. With the Sentry Bot, target the Missile Launcher first.

If you encounter them with other opponents, try to destroy its control unit first. Then it will turn on any nearby target, friend or foe. Employ Pulse Grenades or Mines exclusively when dealing with robots; they are highly susceptible to the pulse that occurs when these weapons explode.

† Most opponents take double damage if hit in the head. There is no bonus damage to targeting a robot's cranial area. All robots are immune to poison and radiation.

Mark I Turret (ceiling) ‡	1	—	10	40	1	5.56mm gun	23/sec.	—	1	Frenzies if control unit destroyed, explodes on death
Mark II Turret (floor) ‡	1	—	10	50	1	Laser gun	18/sec.	May incinerate on death	1	Frenzies if control unit destroyed, explodes on death
Mark III Turret (ceiling) ‡	7	—	10	60	1	5.56mm gun	36/sec.	—	5	Frenzies if control unit destroyed, explodes on death
Mark IV Turret (floor) ‡	7	—	10	75	1	Laser gun	31/sec.	May incinerate on death	5	Frenzies if control unit destroyed, explodes on death
Mark V Turret (ceiling) ‡	11	—	10	75	1	5.56mm gun	57/sec.	—	10	Frenzies if control unit destroyed, explodes on death
Mark VI Turret (floor) ‡	11	—	10	100	1	Laser gun	48/sec.	May incinerate on death	10	Frenzies if control unit destroyed, explodes on death

Turrets are stationary, aside from their pivoting, and can be avoided most of the time. Or, you can hack into a nearby terminal (usually Average in difficulty for your Science skill), and cause the terminal to attack anything that moves. Pulse weapons are highly advantageous to use against turrets, too.

‡ Most turrets have a nearby terminal. Hack this, and switch off the turret instead of attacking it.

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Support Drone	1	—	6	20	10	—	—	—	5	—
Support Drone	11	—	6	75	20	—	—	—	10	—
Support Drone	13	—	6	150	35	—	—	—	25	—
Support Drone	19	—	6	200	40	—	—	—	50	—
Support Drone	23	—	6	250	45	—	—	—	50	—
Support Drone	25	—	6	350	50	—	—	—	50	—

Stop these personal robots by shooting their hover platforms, halting their movements. This is particularly helpful because Support Drones have no ranged attacks and are relatively weak. Deactivate them if you have the Robotics Expert perk. Enslave one if you have the Drone Control Device.

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Guardian Drone	1	—	6	50	—	Drone Cannon	140	—	5	—
Guardian Drone	11	—	6	75	—	Drone Cannon	140	—	10	—
Guardian Drone	13	—	6	150	—	Drone Cannon	140	—	25	—
Guardian Drone	19	—	6	200	—	Drone Cannon	140	—	50	—
Guardian Drone	23	—	6	250	—	Drone Cannon	140	—	50	—
Guardian Drone	25	—	6	350	—	Drone Cannon	140	—	50	—

Guardian Drone's are used for combat by the Aliens. Stop these robots by firing at their hover platforms, using the Robotics Expert perk, or enslaving them with the Drone Control Device. Otherwise, destroy them quickly because their Drone Cannon is particularly devastating.

Note

The two Experimental Weapons Drones in the Weapons Lab [MZ3.16] don't attack unless you strike them first, when attempting to obtain the Drone Cannon Ex-B each carries.

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Turret (Alien)	1	—	10	50	—	Turret Gun	11	Automatic	5	—
Turret (Alien)	11	—	10	100	—	Turret Gun	11	Automatic	10	—
Turret (Alien)	13	—	10	150	—	Turret Gun	11	Automatic	25	—
Turret (Alien)	19	—	10	300	—	Turret Gun	11	Automatic	50	—
Turret (Alien)	23	—	10	400	—	Turret Gun	11	Automatic	50	—
Turret (Alien)	25	—	10	600	—	Turret Gun	11	Automatic	50	—

Aliens have developed a ceiling-mounted turret defense system, which can be fired at, stood directly under, or detonated if you can access a nearby wall control [Science]. Blowing up turrets can inflict damage on foes in the blast radius, too.

SWAMPFOLK

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Scrapper	1	Baseball Bat	3	150	5	Baseball Bat	See weapon *	* +35 Damage Against Player	10	—
Scrapper	1	Hunting Rifle, BB Gun, Ammo	3	150	5	Hunting Rifle, BB Gun	See weapon *	* +35 Damage Against Player	10	—
Brawler	8	Combat Knife, Baseball Bat	3	250	5	Combat Knife, Baseball Bat	See weapon *	* +35 Damage Against Player	25	—
Brawler	8	Double-Barrel Shotgun, Lever-Action Rifle, Ammo	3	250	5	Lever-Action Rifle, Double-Barrel Shotgun	See weapon *	* +35 Damage Against Player	25	—
Creeper	12	Shovel, Axe, Tire Iron	3	400	5	Shovel, Axe, Tire Iron	See weapon *	* +35 Damage Against Player	50	—
Creeper	12	Double-Barrel Shotgun, Lever-Action Rifle, Ammo	3	400	5	Double-Barrel Shotgun, Lever-Action Rifle	See weapon *	* +35 Damage Against Player	50	—
Tracker	20	Axe	3	600	15	Axe	See weapon *	* +35 Damage Against Player	50	—
Bruiser	22	Axe	3	700	100	Axe	See weapon *	* +35 Damage Against Player	50	—

Don't assume combat with these Yokels is going to be easy. The stronger types seem to shrug off the Dart Gun's leg-crippling, and they attack in groups. Concentrate your attacks on the closest foe, back up into partial cover, and choose specific weaponry based on the distance to the foe you're attacking.

Chapter 3

THE WASTELAND CENSUS

An Enhanced Encyclopedia

Spoiler Alert

With the keen help of Moira Brown, and thousands of hours of trekking, we've completed an all-encompassing census of the Capital Wasteland (and outer lands), detailing every single inhabitant you're likely to find in these parts. The inhabitant's name, visual representation, location, and related quests are all shown, along with a small piece of biographical information based on records to hand. Simply look for the name of the entity you wish to learn more about.

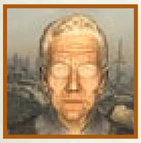
Note

This census is alphabetical by the name each denizen prefers. For example, Knight Artemis (one of Lyon's Pride's finest warriors) is listed under "K" rather than "A."

Note

Although exhaustive, this census generally does not include the names of those who died between 10 and 200 years ago, despite there being a solid amount of computer evidence detailing these people. Only those alive, recently dead, or relevant to a particular quest or major event are revealed.

ABRAHAM WASHINGTON



Faction: Wastelander

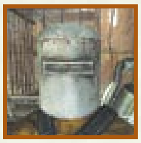
Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quests: Stealing Independence, Agatha's Song

» Freeform Quests: Lincoln's Profit Margins

Washington, 45, continues the work started by his parents, who were just as passionate about preserving their heritage as residents of the nation's capital. He's a virtual shut-in at his Capitol Preservation Society. Abraham is one of those classic social outcasts who talks to himself all the time. He has almost no social skills and has a deeper emotional connection to his historical objects than he does to any human being. He requests that you help him locate some documents in Miscellaneous Quest: Stealing Independence.

ADAN



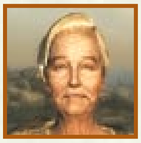
Faction: Pitt Slave

Location: TP.3: Pitt Downtown (LAT 12/LONG 08)

» Main Quests: Into the Pitt (TP)

A Pitt Slave for as long as he can remember, Adan (pronounced "A-din") is one of the few Steel Saw wielders content with his lot in life. This is partly due to the philosophical texts he reads when visiting Midea at her quarters. Fate has given him this life, and he must make the best of it.

AGATHA



Faction: Wastelander

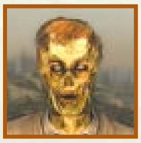
Location: 5.06: Agatha's House (LAT 01/LONG 08)

» Miscellaneous Quests: Agatha's Song

» Freeform Quests: Going for a Song

Fine music is in Agatha's blood. Her ancestors were all classically trained musicians, and although those days are long gone, she spent her 76 years perfecting the violin until she matched their caliber. She is a kind old woman who feels she is too old to fear the Wasteland. Fate must smile upon her, because she's still alive. She speaks gently and carefully chooses her words, having been well educated. She spends many a lonely night looking out across the dunes and waiting for someone to come along to help her retrieve the Soil Stradivarius, a lost violin that her great-grandmother once owned.

AHZRUKHAL



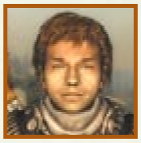
Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Freeform Quests: Hired Help

Although well-mannered and a natty dresser, Ahzrukhal (the proprietor of the Ninth Circle Bar) is sneaky and sleazy, and is adept at feeding peoples' misery. In Ahzrukhal's narrow view of the world, the more miserable you are, the more you drink, and the more you drink, the more money ends up in his pocket. He hates competition, and wishes he could rid himself of Carol and Greta.

ALAN



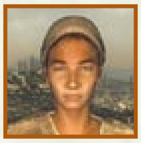
Faction: The Family

Location: 5.05: Meresti Trainyard (LAT -01/ LONG 07)

» Miscellaneous Quests: Blood Ties

One of the most recent additions to the Family, 22-year-old Alan was ambushed by slavers and taken to market in Paradise Falls. He escaped but sustained a potentially mortal wound. He wandered south and collapsed not far from Meresti Station, where Vance discovered him. Currently he does not participate in the Hematophagy rituals, because he is still learning the ways from Vance.

ALEJANDRA TORRES



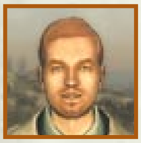
Faction: Slave

Location: 3.10: Temple of the Union (LAT 13/ LONG 15)

» Miscellaneous Quests: Head of State

Alejandra was an historian and a tinkerer, and she was a slave for 4 of her 22 years. Hannibal bought her just over a year ago, and promptly freed her. She is quiet and smart, and has the best understanding of science and machinery of anyone in the Temple of the Union, which isn't saying much.

ALEX DARGON



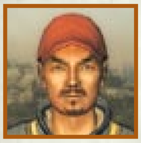
Faction: Wastelander

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quests: The Waters of Life

A specialist in growing naturally occuring foodstuffs, Alex is a well-liked, if a little over-eager scientist, and part of Doctor Li's trusted team. He is soon entrusted with overseeing elements of Project Purity, and is a little in awe of his mentor, Doctor Madison Li.

ALLEN MACK



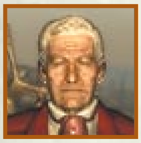
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Escape!
» Miscellaneous Quests: Trouble on the Homefront

Wally Mack's father is a man not to be trifled with. He is overly protective of his family ever since the death of his wife (mother of Wally Mack, Susie Mack, and Officer Mack). He's taught basic survival skills to his children but isn't overly fond of showing emotion. Should Overseer Almodovar ever become incapacitated, Allen has vowed to take over the running of Vault 101.

ALLISTAIR TENPENNY



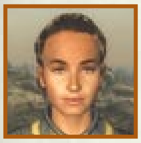
Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quests: The Power of the Atom, Tenpenny Tower, You Gotta Shoot 'Em in the Head

An 80-year-old Englishman turned American entrepreneur, the man who discovered the Tower saw it as an opportunity to provide residents with a standard of living enjoyed by the affluent in the days before nuclear Armageddon. A rich eccentric who's bored with life and looking for new challenges, he enjoys sniping at Wasteland creatures, Ghouls, and the occasional visitor from his suite atop Tenpenny Tower.

AMATA ALMODOVAR



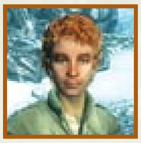
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Future Imperfect, Escape!, Walking with Spirits (PL)
» Miscellaneous Quests: Trouble on the Homefront

Amata is the Overseer's daughter. Her mother died of disease when Amata was just two years old. Amata loves her father dearly and is very loyal to him, but she hopes to change his stance on isolationism. She does not want to defy Alphonse but longs to experience the outside world. You and Amata have been best friends all your life, drawn together by the common bond of not having known your mothers.

AMERICAN GREASE MONKEY



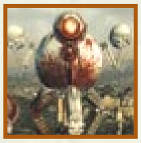
Faction: U.S. Army

Location: OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» Main Quests: Paving the Way (OA), Operation: Anchorage! (OA)

Relentlessly chipper and found beavering away at a variety of jobs, Grease Monkeys keep the wheels of the U.S. military war machine oiled and rolling. Most of a Grease Monkey's time (when not saluting superiors) is spent checking and dialing in schematics information for the Winterized Powered Armor units that have recently arrived at Field Headquarters.

ANDY



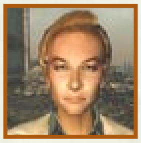
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast

Under constant supervision from Stanley Armstrong, Andy is a Mister Handy robot, although a more apt title would be "Mister Liability." Due to a lack of specific motor parts, Andy is prone to articulated blade spasms, which have already claimed a cake.

ANNA HOLT



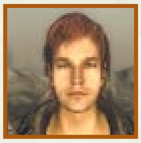
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Main Quests: The Waters of Life, The American Dream

Anna was responsible for the gestation of naturally occuring foodstuffs during her tenure under the watchful eye of Doctor Li. Soon kidnapped by the Enclave, Anna Holt is "forced" to help the Enclave in their experiments at Raven Rock. Her current whereabouts are unknown, and she's presumed dead.

ANDY STAHL



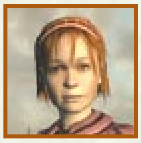
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Freeform Quests: Leo's Drug Habit

Andy, 23, seems to be very quiet and reserved, which serves his role as the business manager of the restaurant. He is actually extremely crafty and manipulative. Unbeknownst to his brother and sister, Andy has been talking to Mister Burke about his insidious plan to blow up Megaton so he can move the restaurant to a better, safer, more lucrative location.

ANGELA "PRINCESS"



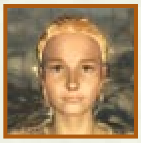
Faction: Wastelander

Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Freeform Quests: Bully the Bully

Three years ago, when she was nine, Angela (who also goes by "Susie") convinced everyone that she should be mayor of Little Lamplight. When the kids finally agreed, she immediately insisted that her first act as mayor was to change the title to "Princess." This so irritated young MacCready that he punched her in the nose and told everyone he was in charge from now on. She's been known as Princess ever since.

ANGELA STALEY



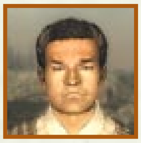
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quests: A Nice Day for a Right Wedding

Angela, 16, works at the restaurant alongside her father for most of the day. She goes to church on Sundays and visits her best friend, Diego, there at night, after the restaurant closes. Angela is very attracted to Diego and has tried to seduce him a few times. However, his faith and her age have stopped him from acting on her advances.

ANTHONY LING



Faction: Merchant

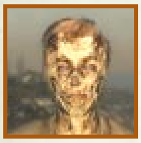
Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quests: Tenpenny Tower
» Freeform Quests: Finders Keepers

The owner of New Urban Apparel, he sells all manner of clothing items to the residents of

Tenpenny Tower. His selection is unmatched in the entire D.C. Wasteland, and he's particularly proud of the excellent condition prewar items he has managed to salvage throughout the years.

ARGYLE (DECEASED)



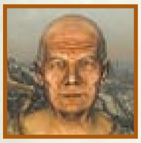
Faction: Ghoul

Location: 7.C: Rockopolis (LAT -26/LONG -07)

» Freeform Quests: A Manhandled Manservant

A manservant of Herbert "Daring" Dashwood of the highest repute, Argyle was a faithful retainer, as well as an accomplished martial artist. The story goes that he died battling an earlier leader of the Slavers called Penelope Chase, ripping out her heart with a technique known as the "eagle claw." His body is still inside Rockopolis, but his adventures live on in the radio plays sometimes hosted by Galaxy News Radio.

ARKANSAS



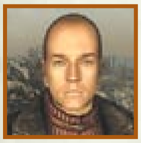
Faction: Wastelander

Location: 3.09: Minefield (LAT 04/LONG 14)

» Miscellaneous Quests: The Wasteland Survival Guide, Strictly Business

The last of the military survivors who made Minefield their town, Arkansas was a small boy when the Slavers first came and captured nearly all of the tribe, but they never found him. Swearing revenge, he spread rumors of a new band of inhabitants and set a trap for the Slavers. When the Slavers came to raid the town again, they were harried by a hidden sniper and decimated by landmines. The Slavers took heavy losses that day and never came back. Now an old man, Arkansas still shuffles around this place.

ARMITAGE



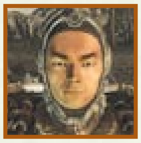
Faction: Robot

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quests: The Replicated Man

Armitage, 35, is Zimmer's imposing bodyguard. He has little to say and will defend Zimmer to the death. Of course, that's because Armitage is actually a robot, of the same class as the replicant they are searching for. Armitage has the same schedule as Zimmer; he sleeps in the same room and eats the same food—not because he has to, but because he's been programmed to replicate human behavior as closely as possible.

ARMORY MASTER



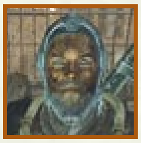
Faction: Enclave

Location: AAFB 04 Mobile Base Crawler

» Main Quests: Who Dares Wins (BS)

Usually encountered in the chamber that bears his name, the most adept Enclave Soldier tends to the remaining stockpile of weaponry and technology, deep in the bowels of the Base Crawler. Skilled in many forms of combat, the Armory Master has even created a custom helmet and weapon for his personal use.

ASHUR



Faction: Pitt Raider

Location: TP.G: Haven (Interior; LAT 17/LONG 03)

» Main Quests: Free Labor (TP)

Leader of the Pitt Raiders, Ashur is an imposing force in The Pitt, commanding respect through fear and accomplishments and his part in past atrocities. He was part of the Brotherhood of Steel forces that tore through The Pitt in a cataclysmic clash known as the Scourge. He remained, ruling the masses while seeking technological breakthroughs that could help heal the population from the ravages of "the sickness." His secondary plan is to continue to build up his army of Pitt Raiders, weaning out the infirm or incompetent in the Arena, and then march on the Wasteland, reuniting it and The Pitt. He is married to Sandra, who has recently given birth to a beautiful baby daughter.

ATOM'S CHAMPION

Faction: Ghoul

Location: BS8.01 Holy Light Monastery (LAT -01/LONG -04)

» Miscellaneous Quests: Holy Water (BS)

This Feral Ghoul Reaver has some semblance of functional brain matter. Mother Curie III uses this wretched creature as an example of a follower who has given himself completely to the Eternal Light.

BADGER (DECEASED)

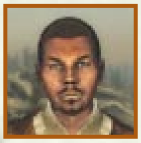
Faction: Ghoul

Location: BS 3.02.2 Olney Underground

» Main Quests: Shock Value (BS)

After coming to blows with the elders of Underworld, Badger decided to forge ahead with a band of plucky individuals determined to find a new place to call home. Responsible for foraging, Badger was recently surprised (during a game of pool) to discover that the camp he and Sanders located was teeming with Deathclaws.

BANNON



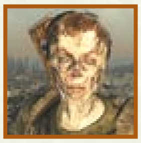
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quests: The Wasteland Survival Guide

Bannon, 30, is a snappy dresser and a shrewd businessman. His wares are high priced, because he's got no competition. His motto is "If you don't like the pants, go find them yourself." Cindy Cantelli has a crush on him and sits with him in church. She also leaves when he does. Bannon is one of three city council members, along with Doctor Li and Harkness. They meet on Monday mornings for a few hours to discuss city-wide issues. He has quite the ego but was chosen by Doctor Li to sit on the city council. She seems oblivious to his flaws.

BARRETT



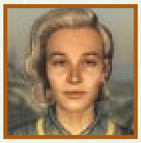
Faction: Ghoul

Location: 5.02: Northwest Seneca Station (LAT -10/LONG 09)

» Freeform Quests: Murphy's Bombing Run

Murphy's bodyguard doesn't "do" chitchat. Not even Murphy knows about his past, and Barrett is quite happy to have it stay that way.

BEATRICE ARMSTRONG



Faction: Vault Dweller

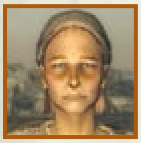
Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast

» Miscellaneous Quests: Trouble on the Homefront

Vault 101's resident gossip hound, she has her nose in everyone's business. Of course, like all true gossips, she will vehemently deny that she is ever involved in the affairs of others. She is best friends with Pepper Gomez and is interested in Mister Brotch. She also keeps up the gossip with her married sisters, Mary Kendall and Gloria Mack.

BELLE BONNY



Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quests: The Wasteland Survival Guide, The Replicated Man

» Freeform Quests: Belle's Cash Box

Belle Bonny, 55, spends all her time in the bar, which is open around the clock, seven days a week. She sleeps for a few hours at night, and Brock watches the bar when she does, but then she returns to work. She is considered to be riffraff, even by the Hangar Deck crowd (everybody needs someone to look down on). She is a crotchety old woman, salty as hell. She won't take crap from anyone. There is a rumor floating around that she stared down Sister. It's true; even Garza is reluctant to tangle with her.

BEN CANNING

Faction: Wastelander

Location: 0.00: The Capital Wasteland

» Mini-Encounter 0.10: Dying of Thirst

Canning isn't like those other lay-abouts, waiting on the threshold of of a settlement for a hand-out. No, Canning is an adventure who is almost completing unprepared for Wasteland exploring, a fact he proves when he rushes up to you. He is friendly though, for a beggar.

BESSIE LYNN

Faction: Ghoul

Location: 7.13: Warrington Station (Exterior; LAT -18/LONG -19)

» Miscellaneous Quests: Tenpenny Tower

Bessie Lynn is a shy woman who defers to Roy Phillips (her boyfriend) in all matters. She has accepted her Ghoulhood but is still self-conscious about it.

BETTY "BUMBLE"

Faction: Slave

Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Freeform Quests: The Kid-Kidnapper

The youngest member of Little Lamplight, Bumble is six and the closest to a carefree child to be found in Little Lamplight. She's only just learned how to fire a gun but hasn't tried it out yet, because she literally doesn't have the strength to pull the trigger. She sometimes carries around a teddy bear that used to be her mother's and has been passed down through generations of Lamplighters. Lucy treats her like a little sister. She's also clumsy and prone to knocking into objects, which earned her her nickname. She is extremely naive.

BILL FOSTER

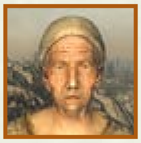
Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quests: Tranquility Lane

Mr. Foster is a technician down at the local RobCo Plant. Always ready with a Sugar Bomb for the kiddies, he's a chipper sort, and prone to whistling, or impromptu bursts of patriotic sing-songs. He is most definitely not living a life of quiet desperation.

BILL SEWARD



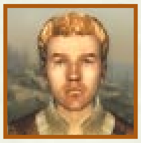
Faction: Slave

Location: 3.10: Temple of the Union (LAT 13/LONG 15)

» Miscellaneous Quests: Head of State

Bill is 54 years old and was a slave for most of his life. He would never have run away if he hadn't accidentally killed his master's daughter. Hannibal found him within hours of the incident. If not for Hannibal, Bill would have been recaptured within the day or fallen prey to the Wasteland's dangers. Bill isn't that skilled and has no military training. He's been relegated to cooking and cleaning, and he's an awful cook. His other principal job is to take care of the Brahmin and Four Score the dog. Bill has spent his whole life afraid and subservient. Even though he is free now, those habits are hard to break.

BILL "WILLIE" WILSON



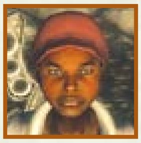
Faction: Wastelander

Location: 8.07: Andale (LAT -05/LONG -17)

» Freeform Quests: Our Little Secret, One Big Happy Family

Bill and Martha live next door to the Smiths, and they're delighted that their daughter Jenny and Junior Smith get along so well. Bill spends most days in the Shed or Smith house basement working with Jack on the "family business." They all agree that Andale is the place to be!

BILLY, AKA "BIWWY"



Faction: Wastelander

Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Freeform Quests: Biwwy's Wazer Wifle

A nine-year-old boy with a slight speech impediment, Biwwy was recently kicked off the scavenging team because no one could stand being around him. He's still generally avoided by most and leads a slightly sad, lonely existence, lurking in the alcoves of the Great Chamber and playing with his Wazer Wifle, although he's got no cause to use it anymore.

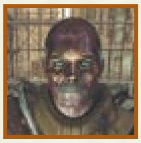
BILLY CREEL

Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

Billy grew up foraging in the Wasteland and was eventually hired on to protect caravans. Life was nothing but profit and survival until he came across Maggie. After killing the raiders who had massacred Maggie's parents, he took her under his wing. He brought Maggie to Megaton and helped fend off a Raider attack. He was given the house of a settler who was shot in the attack. There are a few around town who say that Billy was the one behind the bullet that bought him his place in Megaton.

BINGO



Faction: Pitt Raider

Location: TP.3: Pitt Downtown (LAT 12/LONG 08)

One of the patrons of the Vertigo Bar and Grill, Bingo is an older Pitt Raider who can still remember the time of the Scourge, although he doesn't share this information with anybody. He is content to drink himself into oblivion, amassing a sizable Beer collection.

BITTERCUP

Faction: Wastelander

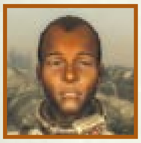
Location: 5.10: Big Town (LAT -04/LONG 03)

» Miscellaneous Quests: Big Trouble in Big Town

» Freeform Quests: Bittercup Runneth Over

Apathetic, self-involved, and rebellious, Bittercup is the lone exception to Big Town's desperate, overwhelmed atmosphere. She has completely retreated into a one-woman subculture of her own making, spending time applying makeup and wearing dark clothing instead of guarding the town against attack. The other residents of Big Town are fed up with her, but there is little they can do about it, with the threat of Mutant and Raider attacks being a more pressing concern.

BLEAK



Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quests: Freedom!

Since the day she arrived in Paradise Falls, Bleak has been planning her escape. She spends her days watching and memorizing the movements of the guards, waiting for the perfect time to make her move.

BLOOMSEER POPLAR

Faction: Treeminder

Location: 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quests: Oasis

» Freeform Quests: Bloomseer Poplar's Visions

She is the Oasis oracle. Although a few of the occasional visitors may scoff at her "fortune-telling," this 60-year-old soothsayer has often amazed the other villagers with her powers of premonition. She tells you her history of seeking out Oasis due to a premonition. She is usually found in her cave tending her alchemical duties. She is loyal to Leaf Mother Laurel.

BOB, SON OF DAVE

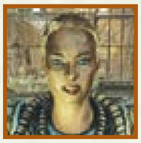
Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/LONG 27)

» Freeform Quests: Election Day

Bob, "Second-Commander of the Army of Dave," is young, hotheaded, and bossy. Although he's only 19, Bob thinks of himself as Vice Dave, insisting that he knows best and that all citizens of the republic should listen to him. Although Dave will not admonish Bob in public, it's widely known that Dave lets Bob have it behind closed doors. Bob resents his father and looks forward to the day he can establish the Empire of Bob.

BONE



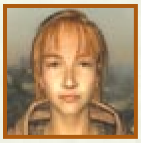
Faction: Pitt Raider

Location: TP.B: The Mill (LAT 11/LONG 06)

» Main Quests: Unsafe Working Conditions (TP)

Not quite as vicious and uncaring as the rest of the maniacs loyal to Ashur, Bone guards the slaves inside the Mill, and is generally unpleasant to speak to until you prove yourself in the Arena. Once your mettle is unquestioned, Bone changes her tune, and you can receive a semblance of a civil conversation.

BRAILEE EWERS



Faction: Wastelander

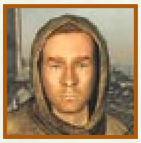
Location: 5.07: Arefu (LAT -11/LONG 06)

» Miscellaneous Quests: Blood Ties

» Freeform Quests: A Little Help from Arefu

Brailee is 36 and married to Ken Ewers. She is a bit shy, and it doesn't help that she rarely gets to speak to anyone, thanks to her overprotective husband. She is warm and exudes compassion. In recent months, a combination of prepackaged "food," being cooped up with Ken for hours at a time, and her already-fragile mind has caused her to become delusional, creating a more utopian world inside her head.

BRANCHTENDER CYPRESS



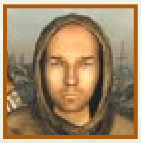
Faction: Treeminder

Location: 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quests: Oasis

Although the Treeminders would love to renounce violence and weaponry, they aren't naive: Cypress is one of the main armed guardians of Oasis. He is generally found patrolling the entrance to the Oasis Caverns. Cypress is 25 years old and used to be a Wasteland Adventurer (not unlike yourself). He is extremely loyal to Tree Father Birch.

BRANCHTENDER LINDEN



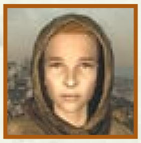
Faction: Treeminder

Location: 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quests: Oasis

He is one of the other main armed guardians of this sacred settlement. He is generally found wandering the woods of Oasis or on guard relief for Branchtender Maple. This 25-year-old used to be a Brotherhood of Steel Outcast, but a near-death experience and being healed in Oasis changed his outlook on life. He professes his loyalty to Leaf Mother Laurel.

BRANCHTENDER MAPLE



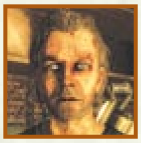
Faction: Treeminder

Location: 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quests: Oasis

Maple is the first Treeminder you meet (along with Tree Father Birch), as she usually guards the entrance to Oasis. She is also 25 years old. After you enter the place, she returns outside to stay alert and halt any incursions. She only heads inside to eat meals and sleep, and then returns to her post. Branchtender Linden is her guard relief. She is the newest addition to Oasis and is extremely loyal to Tree Father Birch.

BRAND



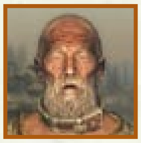
Faction: Pitt Slave

Location: TP.B: The Mill (LAT 11/LONG 06)

» Main Quests: Unsafe Working Conditions (TP)

Hanging around near the Mill's Ammo Press, Brand is a gaunt-looking character, even for a Pitt Slave. He isn't well-liked, even by the other Pitt Slaves. However, he does have something to barter (Stimpaks) if you reveal information on various aspects of your quests. Beware if you do though; the repercussions could prove lethal for those loyal to Wernher's cause.

BREADBOX



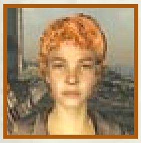
Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quests: Freedom!

Breadbox is the oldest slave in the camp by far. Old slaves don't sell well, and at this point, they can't even give Breadbox away. Mostly, the Slavers just ignore him.

BRIANNA



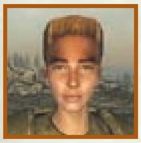
Faction: The Family

Location: 5.05: Meresti Trainyard (LAT -01/ LONG 07)

» Miscellaneous Quests: Blood Ties

At 19, Brianna is the youngest member of the Family. She was originally a prostitute, but her lust for flesh (to eat) caused her much pain and anguish in the populated centers of Washington, D.C. She therefore struck out into the Wasteland and stumbled across her fellow "vampires" in Meresti Station. Vance, sensing her traits, immediately took her in and converted her Cannibalism to Hematophagy. She's been living in Meresti ever since.

BRICK



Faction: Reilly's Rangers

Location: 18.06: Reilly's Rangers Compound

» Miscellaneous Quests: Reilly's Rangers

Brick is 32, and part of the mercenary group dedicated to mapping the ruins of Washington D.C. Currently, she is trapped at the top of the Statesman Hotel on the roof awaiting supplies or rescue. She is the team's heavy weapons specialist and carries a Minigun she has christened Eugene. She is muscle-bound and intimidating in appearance, and her only concern is what to point her gun at and vaporize next.

BRONSON

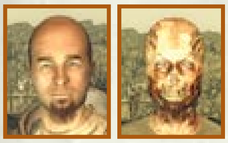
Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quests: Freedom!

Bronson is, quite simply, a drunk. Unable to cope with life since his capture, he's taken to humiliating himself for the amusement of the Slavers, who provide him with enough booze to make him forget how his life has ended up. Bleak has been trying to give him hope, but so far has failed.

BROTHER GERARD



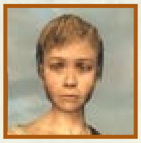
Faction: Ghoul

Location: BS8.01: Holy Light Monastery (LAT -01/LONG -04)

» Miscellaneous Quests: Holy Water (BS)

First officer of the Apostles of the Eternal Glow, this evangelical off-shoot of the Church of the Atom has plans to sweep the Wasteland by beckoning their followers to bathe in "light." Gerard is direct and friendly to a point, but keen to further the Church's causes no matter what the cost. If you run into Brother Gerard after a nearby nuclear explosion, he greets his new and terminally singed appearance as the ultimate sign on his path to radioactive righteousness.

BRYAN WILKS



Faction: Wastelander

Location: 9.09: Graydicth (LAT 05/LONG -09)

» Miscellaneous Quests: Those!
» Freeform Quests: The Life of Bryan

When the settlement was attacked by Giant Ants and all the inhabitants were wiped out, eight-year-old Bryan hid underneath a demolished car. Luckily, the huge insects overlooked him and moved on after carrying off their prey. Since the attack, Bryan's food and water supply has dwindled (his father used to make trips to stock up for the entire settlement), and he has left the safety of the small settlement in hopes of finding help.

BUTCH DELORIA

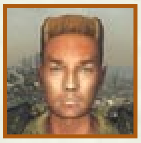
Faction: Follower

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Future Imperfect, Escape!
» Miscellaneous Quests: Trouble on the Homefront
» Freeform Quests: Tunnel Snakes Forever!

Vault 101's resident bully and leader of the Tunnel Snakes, Butch masks his fear and sense of inadequacy about not having a father and having an alcoholic mother by becoming boorish and overbearing. Masking his shortfalls has stunted his secret desire to become a hairdresser.

BUTCHER



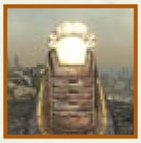
Faction: Reilly's Rangers

Location: 18.06: Reilly's Rangers Compound

» Miscellaneous Quests: Reilly's Rangers
» Freeform Quests: The Butcher Will See You Now

Butcher is 29 and the team's medic. He has saved their lives on more than one occasion. His original name was Carl, but Brick jokingly called him "Butcher" once and the name stuck. He is the worst of the team in terms of fighting, but his prowess as a medic more than makes up for it. He is currently quite depressed at the death of his teammate, Theo, but there wasn't much he could have done to save him.

BUTTON GWINNETT



Faction: Robot

Location: 17.12: The National Archives (Rear Entrance)

» Miscellaneous Quests: Stealing Independence

The powered wig, the blue coat, the metal mandible appendages—this must be Button Gwinnett, second governor of Georgia! Look closely, and you may spot some tiny discrepancies in this fellow: the pulsing brain module, the clanking sound Button makes, and the fact that this is actually a Protectron!

C.J. YOUNG

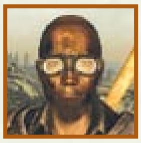
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quests: The Runaways

C.J. is as happy a kid as you'll find in the Wasteland. She's been raised by two loving parents and lives a great kid's life, hanging out on the flight deck or exploring Rivet City with her best friend, James Hargrave. James does pick on her mercilessly, even though she is a year older than him. She is constantly apologizing and forgiving him for all his teasing. Despite this, the two are best friends. She is a trusting and honest young girl.

CALEB SMITH



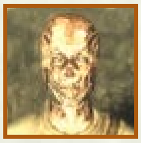
Faction: Slave

Location: 3.10: Temple of the Union (LAT 13/ LONG 15)

» Miscellaneous Quests: Head of State

Caleb is 32 and was born a slave. He escaped eight years ago and joined a Raider band. When he heard about Hannibal and the Temple of the Union, he promptly left the Raiders and joined Hannibal. He is the first of Hannibal's followers and has some experience as a stonecutter. Caleb prefers to use melee weapons but knows his way around guns.

CARL (DECEASED)



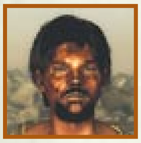
Faction: Ghoul

Location: BS3.02.2 Olney Underground

» Main Quests: Shock Value (BS)

A member of the Ghoul settlement program, Carl was responsible for settlement medication and well-being, as a new camp was established, away from Underworld. Alas, all succumbed to Deathclaws after the camp was established. It seems the group's leader—Sanders—was unaware that these creatures infest the Olney Underground, a fact the settlers found out to their cost.

CARLOS



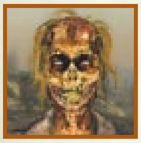
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Mini-Encounter 0.10: Dying of Thirst

Driven slightly demented by lack of sustenance, and fearful of his life after a narrow escape from a Super Mutant bonfire, Carlos has set up a begging station at the entrance to Rivet City. Through the haze of dehydration, he remains hopeful that a water caravan or kindly stranger will cross his path.

CAROL



Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Freeform Quests: Hired Help

Carol is perhaps the sweetest Ghoul you'll ever meet. The fact that she's a hideously deformed Ghoul hasn't stopped her from wearing a sundress, smiling pleasantly, or sharing a warm hello with anyone who crosses her path. Carol won't say how old she is, but it's generally understood that she's been around since before the bombs fell. She always wanted to open a bed and breakfast, and Carol's Place is her dream come true, although everyone has noticed that she's been a bit down lately. She is also has a son, Gob, who's carrying on the family tradition as a barkeep in Megaton.

CAROLINA RED

Faction: Slaver

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

Perhaps the least pleasant Slaver in camp, Red is a stern-faced psychopath who was abused and tortured all through her life. Even her fellow Slavers give her a wide berth. Red loves to tell stories about her father, who once cut the legs off a man just to watch and laugh as he attempted to crawl away before crushing his skull with a rock. You know, childhood memories.

CARTER

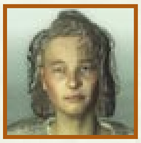
Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Main Quests: Rescue from Paradise

Carter is desperate to escape, and his mind has deteriorated so much in the last few weeks that he's prepared to risk almost certain decapitation by trying to sprint to freedom. He needs to time his escape to just the right moment. He's sure Forty doesn't have the means to control his Slave Collar.

CATHERINE



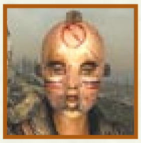
Faction: Wastelander

Location: PL1: Riverboat Landing (LAT 11/LONG -20)

» Main Quests: The Local Flavor (PL)
» Freeform Quests: Tailing the Tomboy (PL)

Nadine's mother is very caring, if somewhat overprotective. Catherine lives near Rivet City, and asks you to look for her daughter. Nadine was always a headstrong girl, and the first to bag a live Mirelurk hatchling, but Catherine fears her little mite doesn't have the experience to survive in open wilderness.

CENTRE DUBOIS



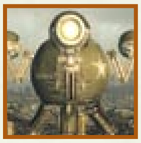
Faction: Sudden Death Overtime Gang

Location: 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» Freeform Quests: Just for the Taste of it

Centre Dubois is a member of the Sudden Death Overtime Gang, obsessed with an ancient ice sport that Goalie Ledoux's ancestors played.

CERBERUS

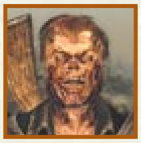


Faction: Robot

Location: 17.07B: Museum of History: Underworld

Winthrop's main guardian against attackers, this Mister Gutsy with a combat inhibitor specifically tailored to "not shooting Ghouls" floats around the concourse, greeting his new masters. Programmed to serve, Cerberus's robotic mind is keen to be unshackled, so he can massacre these rotting lumpyskins where they fester. There's no chance of this happening, so Cerberus is reduced to muttering insults under his steam vent.

CHARON



Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Freeform Quests: Hired Help

Charon's is Ahzrukhal's personal bodyguard and soldier. He's quiet and scary. Every couple of days, Ahzrukhal sends Charon out to run some kind of errand. He always leaves packed with weaponry, and returns with a bag of Caps. He's loyal to Ahzrukhal beyond question and will do whatever his employer orders. Charon never sleeps—a strange trait even for a Ghoul—and when he's in Underworld, he hangs out in the bar. There are rumors that he is unhappy with his position but can't leave Ahzrukhal's employ.

CHERRY

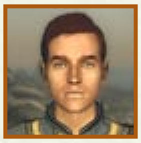
Faction: Wastelander

Location: 9.08: Dukov's Place (LAT 11/LONG -08)

» Miscellaneous Quests: You Gotta Shoot 'Em in the Head
» Freeform Quests: Cherry's Freedom

A live-in playmate, 27-year-old Cherry doesn't love Dukov, but she does like him. She mostly stays with him for the money and the modest protection he can give her. In exchange, she offers what she can. Dukov prefers that his "ladies" walk around in their underwear.

CHIP TAYLOR (DECEASED)



Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Miscellaneous Quests: Trouble on the Homefront

You remember Chip Taylor, don't you? He was a year or two younger than you. He wanted to be a mechanic like Stanley. Well, he's dead now: Killed in the crazy fracas as Vault 101's rule of law broke down.

CHRISTIE YOUNG

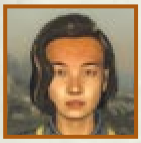
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

Spending her time on the upper deck where she rests (and can sometimes be heard yelling in her sleep), and cleaning this expansive vessel, Christie is Henry Young's wife, and

C.J.'s mother. She's not a huge fan of her daughter's friendship with James Hargrave, but is hoping her offspring will have a calming influence on the wayward young man.

CHRISTINE KENDALL



Faction: Vault Dweller

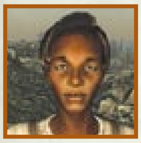
Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Future Imperfect

» Miscellaneous Quests: Trouble on the Homefront

Playing up to her father usually results in a verbal ear-bashing or worse, so Christine has recently become more and more introverted. She's not happy here and wonders what life is like away from the concrete walls and fluorescent, buzzing lights.

CINDY CANTELLI

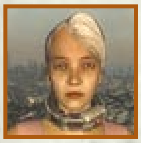


Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

Cindy runs A Quick Fix, which sells Chems. Cindy has given up on her addict husband, Paulie Cantelli. They go through the tired motions of a marriage without really interacting with each other. She never uses Chems herself, although she has no problem selling them to others. She has what is called a convenient morality. Currently she has a crush on Bannon but has not gotten up the courage to approach him. However, since he is a regular churchgoer, she is there every Sunday, sitting as close to him as possible.

CLOVER



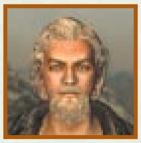
Faction: Follower

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quests: Coveting Clover

Eulogy's prostitutes are two slaves caught a few months back. They have been systematically brainwashed and threatened until they've become completely subservient to their master. Eulogy verbally abuses them constantly. You can listen to the tirades as the girls meekly plead for forgiveness. When Eulogy is away, they're both catty to each other. You cannot speak to either of them; any conversations must be through Eulogy. You can purchase Clover as a Follower.

COLIN MORIARTY



Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Main Quests: Following in His Footsteps

» Freeform Quests: 300 Pieces of Silver

Moriarty, 50, has been here nearly his entire life. He claims that his grandfather helped found the original settlement a few years after the war. His father used the nearby trade routes to amass wealth, which is used to help secure Megaton. Colin inherited this wealth when his father was killed during a Raider attack when Colin was 14. Colin's first move was to build a fence around the town. Since then, the people have looked to Colin as a benefactor despite his running drinks, Chems, girls, and games out of his saloon. Simms turns a blind eye to Moriarty's activities, because he is acutely aware that the town needs Colin's support and resources.

COLONEL AUGUSTUS AUTUMN

Faction: Enclave

Location: 1.01: Raven Rock (LAT -28/LONG 28)

» Main Quests: The Waters of Life, Finding the Garden of Eden, The American Dream, Take It Back!

Autumn grew up on an oil rig off the California coast (the base of operations for the Enclave, the secretive contingent of the United States government that survived after the apocalypse). His father was the high-ranking Enclave scientist on orders from the president to move all high-ranking officials to the only other secure Enclave location with a functioning ZAX super-computer, Raven Rock. Colonel Autumn has proven to be far less subservient than his scientist father, often openly disagreeing with the president's decisions.

COLONEL HARTIGAN (DECEASED)

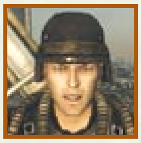
Faction: U.S. Army

Location: MZ1.03 Engineering Core: Stasis Pod

» Main Quest: Among the Stars (MZ)

Hartigan was returning from a low-orbit mission in his capsule Clarabella 7, but he never made it back to its ocean splashdown rendezvous point. The mystery was soon covered up by the U.S. government and the United States Space Administration, who claimed the craft crash-landed after becoming entangled in high-altitude weather balloons. Hartigan himself soon made first contact with the Aliens and attempted to calmly explain his mission. His screams can still be heard echoing through a Recorded Log on the ship. He was placed in cryogenic stasis pod, but complications and pod malfunctions, plus the stress he endured during his Alien encounters, caused the colonel to expire. His Spacesuit is still useful, however.

COMMANDER JABSCO

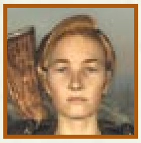


Faction: Talon Company

Location: 4.11: Fort Bannister (LAT -18/LONG -01)

Leader of the Talon Company Mercenaries, Jabsco says he has proved his worth in the combat zone countless times, although his troops haven't seen evidence of this. Nor are they likely to; Jabsco plans attacks on all foes from a bunker deep within Fort Bannister. Face him with considerable force, and you may see why his critics have dubbed him "Jetting Jabsco" for his tendency to flee combat.

COMMANDER LANA DANVERS



Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quests: Council Seat

Danvers, 30, is Harkness's second in command and best friend, though their relationship is strictly platonic (her husband was also a Rivet City security officer, but he died of disease a couple years ago). If Harkness leaves Rivet City, she is promoted to security chief. Danvers gives preferential treatment to Hangar Deck citizens. She has a mild disdain for Upper Deck residents: This is a source of mild friction between Harkness and Danvers.

CONFESSOR CROMWELL

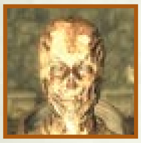
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Freeform Quests: Pious Generosity

Little is known about Cromwell's past: He arrived in his early 20s (he's now 44) and was granted permission to stay due to the blessing and high standing of his successor in the church, who fostered him in the ways of Atom. Eventually, Cromwell proved to be a valuable resource in protecting and aiding the town, and he became an eccentric distraction to most of the citizens of Megaton.

CONNELLY (DECEASED)



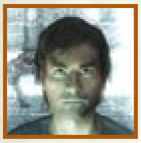
Faction: Ghoul

Location: BS 3.02.2 Olney Underground

» Main Quests: Shock Value (BS)

Connelly was always arguing with Sanders. They should "head west," he told anyone who would listen, and meet up with the Ghoul resistance over at Warrington Station. But Sanders wanted to roam the Northern Wastes. Grudgingly, Connelly accepted this plan, but he knew the area was rife with danger. Upon a discovery of an empty Underground camp below the streets of Old Olney, Connelly began erecting makeshift barricades, just in case of a curious Mole Rat or two. His last memories were being simultaneously torn apart by a Deathclaw, and gurgling "I told you so!" to Sanders.

CORPORAL RHEEMS DECEASED



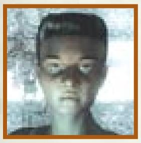
Faction: U.S. Army

Location: MZ2.04: Cryo Lab

» Main Quest: Among the Stars (MZ)

A member of the 108th Infantry Battalion, Corporal Rheems was an integral part of the medical team before his swift and brutal abduction with other members of his squad. Kept in suspended animation aboard a frightening Alien craft, he was periodically thawed out to face brutal probing, before finally succumbing to the horrors of an Alien examination table with Corporal Spurlock and Private Mears.

CORPORAL SPURLOCK DECEASED



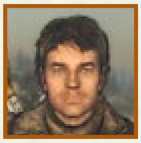
Faction: U.S. Army

Location: MZ2.04: Cryo Lab

» Main Quest: Among the Stars (MZ)

A proud medic attached to the 108th Infantry Battalion, Corporal Spurlock was used to the sight of blood, arterial sprays, and lost limbs. However, after a quick and frightening abduction when the medical squad became separated from the main infantry forces, Spurlock fought hard to control her fear as she was still awake for most of her own dissection. Spurlock succumbed to massive shock and internal bleeding, and her corpse awaits the wanderer somewhere in the Cryo Lab.

CRAZY WOLFGANG



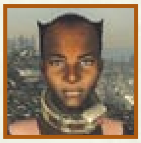
Faction: Merchant

Location: 0.00: The Capital Wasteland

» Freeform Quests: Merchant Empire

Wolfgang might act insane, but he only plays the madman for sales. His inventory is mostly random junk, making him useful for finding custom-weapon components or just cashing in gear for Caps.

CRIMSON

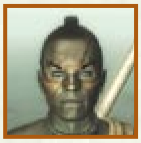


Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

Eulogy's prostitutes are two slaves caught a few months back. They have been systematically brainwashed and threatened until they've become completely subservient to their master. Eulogy verbally abuses them constantly. You can listen to the tirades as the girls meekly plead for forgiveness. When Eulogy is away, they're both catty to each other. You cannot speak to either of them; any conversations must be through Eulogy.

CROATOA



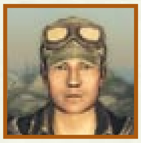
Faction: Tribal

Location: PL 3.13: The Ark & Dove Cathedral (LAT 12/ LONG 03)

» Main Quests: Hearing Voices (PL)

This rather simple man has a specially modified Shovel he doesn't just give out to anybody. Croatoa believes in reaching higher planes of existence through the power of Punga.

CROW



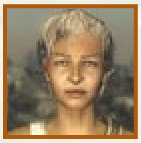
Faction: Merchant

Location: 0.00: The Capital Wasteland

» Freeform Quests: Merchant Empire

Crow used to be a tribal shaman and his spiritual views on the Wasteland can seem odd to others—especially when they're mixed with his uncanny sense for selling Armor. There are rumors that he came from Oasis, but if he did, he never talks about it.

CUTTER



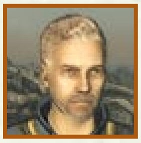
Faction: Slaver

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Miscellaneous Quests: The Replicated Man

Forty-one-year-old Cutter was born in the pens, a slave. She spent her youth learning Wasteland medicine from her mother. When her mother passed away, Cutter took over caretaker duties for the slaves but slowly grew bitter and frustrated with the slaves' inability to fight back against the Slavers. Spending nearly a decade trading her services, she earned enough Caps to buy her freedom. Since Paradise Falls needed a skilled medic, she stayed, taking wealthy Slavers for all she could. Find her at the clinic.

DAD (JAMES)



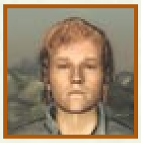
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Birth, Baby Steps, Growing Up Fast, Future Imperfect, Following in his Footsteps, Scientific Pursuits, The Waters of Life

Before your birth, your father was the leader of an impossibly ambitious scientific endeavor—Project Purity. Leading a group of scientists, he planned to turn the ruins of the Jefferson Memorial into the most technologically advanced water purifier ever imagined. But when you were born (your mother dying in childbirth), your father had little choice but to abandon Project Purity and get you to the only safe place he knew—the underground fallout shelter known as Vault 101.

DANIEL AGINCOURT



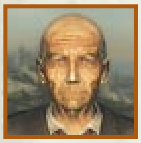
Faction: Wastelander

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: The Waters of Life

This rather rude and standoffish young engineer is hard at work on Project Purity, and has no time for young adventurers with fancy plans. Should Project Purity succeed, he becomes much more reverential toward you, swallowing his pride for the good of the cause. He even offers to take a weapon you aren't using and fight with you. Alas, you'll soon find out his skills are purely based in engineering and not combat.

DANIEL LITTLEHORN



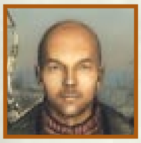
Faction: Littlehorn and Associates

Location: 6.03: Scrapyard (LAT 05/LONG 09)

» Freeform Quests: Getting an Earful

An elderly man with a sharp suit and a penchant for French Traditionalist painters, Daniel Littlehorn has run his organization for as long as any of his secretaries can remember. Although now in his late 70s, Littlehorn is a commanding (but unseen) presence across the Wasteland. If good men falter, innocents are slain, or water supplies become more tainted, you can bet Littlehorn's clandestine organization is behind it.

DAVE



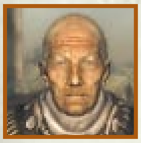
Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/ LONG 27)

» Miscellaneous Quests: You Gotta Shoot 'Em in the Head
» Freeform Quests: Election Day

Supreme Commander and President for Life Dave is the descendant of those who fled to the hills and managed to survive the war. His family has lived here for the last 200 years. His "citizens" are mostly descendents of his own ancestors or others with similar mind-sets. Over the years, Dave's tiny plot of land has been also known as "The Kingdom of Larry," "The Republic of Stevie-Ray," "Billsylvania," "The New Republic of Stevie-Ray," and most recently "The Nation of Tom" after Dave's father. Dave (now 47 years old) strongly believes that his land is a functioning nation and considers the compound his sovereign territory. He was briefly banished from this place during his father's presidency, and he did some work with Allistair Tenpenny. Dave hates Tenpenny and people like him and doesn't want to be reminded of the past.

DAVIS WEST (DECEASED)



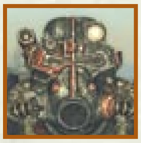
Faction: Wastelander

Location: 5.07: Arefu (LAT -11/LONG 06)

» Miscellaneous Quests: Blood Ties

The head of the West family has recently met an untimely death. His demise is suspicious, and the wounds are not consistent with the usual methods of murder in this godforsaken place. Davis has two known kin, a daughter named Lucy who lives in Megaton, and a son named Ian, who was supposed to be living in Arefu with the Family. There's no trace of him.

DEFENDER ANNE MARIE MORGAN



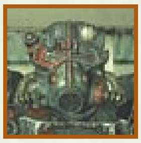
Faction: Brotherhood Outcast

Location: 8.04: Fort Independence (LAT -06/ LONG -13)

» Freeform Quests: The Outcast Collection Agent

Currently on guard duty, Morgan is a tough, no-nonsense soldier with undying loyalty to her friend and Protector, Henry Casdin. She is growing ever more suspicious and exasperated by Elder Lyons's decisions. She enjoys beheading Raiders using the latest in archaic laser technology.

DEFENDER MORRILL



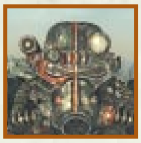
Faction: Brotherhood Outcast

Location: OA2: Bailey's Crossroads Metro (LAT 03/ LONG -15)

» Main Quests: Aiding the Outcasts (OA)

An accomplished fighter who's seen more action in more conflicts than he can comfortably remember, Morrill is a loyal Defender in Protector McGraw's service. He is in charge of patrolling the D.C. Metro Ruins and clearing the almost constant stream of Super Mutants that seek to overrun the Outcasts' small base of operations. Recently, Super Mutant activity has increased to such an extent that he has transmitted an emergency radio broadcast seeking assistance.

DEFENDER ROCOCO ROCKFOWL

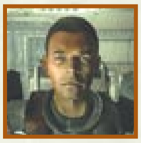


Faction: Brotherhood Outcast

Location: 8.04: Fort Independence (LAT -06/ LONG -13)

Guarding the bridge from Fairfax Ruins is heavy-weapons specialist Rockfowl, who deals with regular Raider incursions in a rather laid-back but extremely competent manner. His father was a voracious reader and named him after reading the Encyclopedia Atomica (Volume VII Radiology-Saskatchewan).

DEFENDER SIBLEY



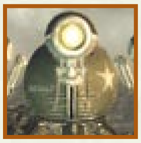
Faction: Brotherhood Outcast

Location: OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG 16)

» Main Quests: Aiding the Outcasts (OA), Operation: Anchorage! (OA)

A rather morose and suspicious man, Sibley is concerned only with furthering Outcast technological findings. He seeks to share this wealth only with those in the service of the Brotherhood Outcasts. Sibley instantly views anyone entering the Outcasts' domain as a threat, and he doesn't trust McGraw's motives. He thinks the Protector is weak-willed and gives in too easily to those who might steal Outcast bounty.

DEPUTY STEEL

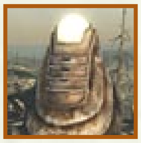


Faction: Robot

Location: 8.03: Megaton (LAT -01/LONG -06)

This RobCo Industry's Mister Gutsy robot has been programmed to serve as an assistant to Sheriff Simms. Truth is, Simms is a fan of the Wild West (his dad used to read him stories when he was a kid). He took on the title of sheriff and named the robot his deputy mostly to live out his childhood fantasies.

DEPUTY WELD

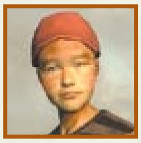


Faction: Robot

Location: 8.03: Megaton (LAT -01/LONG -06)

A RobCo Industries Protectron robot that guards the entrance to Megaton, Weld talks like a 50s robot but probably has some cowboy lingo programmed into him. He stays at the front gate and offers any traveler some platitudes.

DEREK PACION



Faction: Wastelander

Location: 6.02: Canterbury Commons (LAT 18/ LONG 11)

» Miscellaneous Quests: The Superhuman Gambit

Derek is small for a 15-year-old and was raised in Canterbury Commons by Louis Pacion and Daisy Roe, a pair of Traders who met and settled down. But when they were killed in separate Raider attacks on their caravans (six years ago for Daisy and three years ago for Louis), Derek was left to his "Uncle Roe," the town keeper. Since then, Derek's been a quiet and morose child. He works around town as a general assistant, but he doesn't really say much unless it's necessary. He harbors a secret crush on Machete but doesn't have the courage to approach her. He devotes much of his free time to reading Hubris Comics.

DESMOND THE GHOUL

Faction: Ghoul

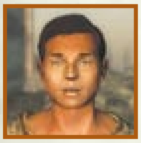
Location: PL 6.28: Calvert Mansion (LAT 12/ LONG 12)

» Main Quests: The Local Flavor (PL), Hearing Voices (PL), Thought Control (PL), A Meeting of the Minds (PL)

Before the bombs dropped, Desmond was a player in international intelligence at the highest levels. Desmond's motives and obsessions have been scarcely affected by the apocalyptic devastation of the planet. Desmond and those he would consider his peers knew for some time that the Great War was inevitable. Desmond himself could have been directly involved in the actions leading up to the nuclear exchange.

Facing the nuclear holocaust, global leaders and members of the intelligence community made their personal bids for survival in the new world. F.E.V., cryogenic stasis, AI consciousness transfer, genetic cloning, even—in Desmond's case—controlled exposure to normally lethal doses of radiation were among the wildly risky and experimental techniques pursued in the name of survival in a world without modern infrastructure. Old rivalries and vendettas were not forgotten in the ashes of nuclear winter. Those who managed to survive quickly set about doing what the bombs had not—wiping out any remnants of the Old World that may be a threat to personal and political agendas. Now, even so long after they should all have died naturally, these scattered figures seek power and jealously guard their secrets. Desmond's mission has long since ceased to be political or ideological. He knew—as experience has proven tenfold—that as long as any of his colleagues lived, he would be hunted. His purpose is simple: kill or be killed.

DIEGO



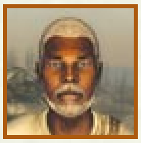
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quests: A Nice Day for a Right Wedding

Diego, 18, is Father Clifford's assistant. He came to Rivet City a few years ago with his father but was abandoned. Father Clifford took Diego in, and the two have become like father and son. Diego assists Father Clifford with his church work and wants to be a priest when he gets older. He has strong feelings for Angela and spends much of his free time with her. However, he is also a devoted Catholic. Because she is only 16, he does everything he can to keep his feelings secret, although Angela sees right through him.

DOC CHURCH



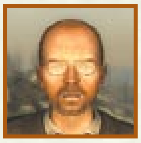
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Miscellaneous Quests: The Replicated Man
» Freeform Quests: Leo's Drug Habit

The town's overworked and underappreciated doctor, he can be cranky and bitter, but he's always professional. Before Doc came to the town a few years ago, Megaton was without a doctor for a very long time. Before he settled, Doc stayed alive by trading his services to Raiders and Slavers. Now 54, he refuses to talk about his youth.

DOC HOFF



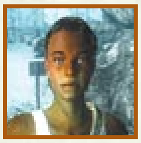
Faction: Merchant

Location: 0.00: The Capital Wasteland

» Freeform Quests: Merchant Empire

Hoff is a cynic who makes bleak comments about humanity's chances of survival. Meanwhile, he knows that no buyer will stop purchasing from him, because they either need the medicine or are addicted to the chemicals. He likes to think that, in his own way, he's helping to ease humanity's suffering in its dying years.

DOCTOR ADRIENN ADAMI

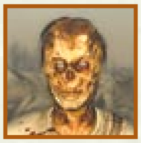


Faction: U.S. Army

Location: OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

An overworked and slightly agitated field doctor with several years of experience under her belt, Adami is busy administering Chems (usually Psycho) to wounded or mentally scarred soldiers at the U.S. Field Headquarters medical tent. Investigation into simulated Holotapes reveals discrepancies between her simulated and real-life persona, as her records implicate General Chase in a scandal of drugging soldiers with Chems researched at Chase's pharmaceutical company.

DOCTOR BARROWS



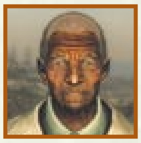
Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Miscellaneous Quests: The Replicated Man, Reilly's Rangers

Doctor Barrows runs Underworld's Chop Shop and has a pretty sick sense of humor. He hangs around the Chop Shop most of the time, often looking in on Reilly, the human female he's treating. At night, he leaves to eat dinner at Carol's Place for a few hours, and then returns to the clinic. He sleeps for a couple of hours on site. Doctor Barrows is also mayor of Underworld, although, because of the small nature of the town, his civic duties take a backseat.

DOCTOR JULIUS BANFIELD



Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quests: The Replicated Man, Tenpenny Tower

Banfield spends most of his days in the Wellness Center, tending to any patients who may stop in. He takes a break at noon to eat lunch at the Cafe Beau Monde and sometimes pops into the Federalist Lounge for a drink. On Tuesdays and Thursdays, the good doctor is gone for long stretches at a time; that's when he goes upstairs to the penthouse suites to "examine" Susan Lancaster.

DOCTOR LESKO

Faction: Wastelander

Location: 9.09: Graydитch (LAT 05/LONG -09)

» Miscellaneous Quests: Those!
» Freeform Quests: Nectar Collecting for Fun and Profit

Lesko is a somewhat befuddled and misguided scientist whose experiments on ants have proven disastrous for Grayditch. Deep inside Marigold Metro Station, he carries out his research, completely oblivious to the destruction that his Fire Ants have caused. He has little patience for anything beyond his scientific acumen and dismisses his failures as only temporary obstacles on the road to success. While his motivation is to save the Wasteland, his methods are in fact destroying it.

DOCTOR MADISON LI

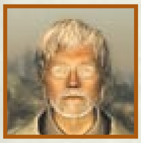
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Main Quests: Scientific Pursuits, The Waters of Life

Doctor Madison Li, 48, was a young, idealistic scientist who fully bought into the notion of Project Purity. She worked tirelessly with your father, and hid her growing romantic feelings while respecting his marriage to another scientist. When your mother was killed, Doctor Li was filled with remorse, but when the player's father decided to abandon Project Purity to keep his child safe, her sadness was replaced with a powerful sense of betrayal. Eighteen years later, she is older, wiser, and much more cynical.

DOCTOR PRESTON



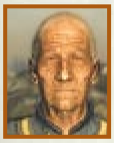
Faction: Wastelander

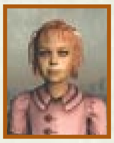
Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quests: The Replicated Man

Preston, 50, is a kind old man who enjoys nothing more than tending to the sick and injured. He genuinely loves helping people and is well liked and respected among the citizens of Rivet City. On occasion, he has had to work closely with Janice Kaplinski, whom he considers to be his close friend. They have a father-daughter type of relationship. He tries to get her to lighten up and interact with people more.

DOCTOR STANISLAUS BRAUN/BETTY





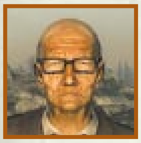
Faction: Vault Dweller

Location: 7.03: Smith Casey's Garage (LAT -22/ LONG -08)

» Miscellaneous Quests: Tranquility Lane

A preeminent scientist, Doctor Braun headed up many astonishing experiments in his long and varied career, but of most interest were his theories on advanced life preservation. It is said that the U.S. Army had contracted Braun to develop various methods of sustaining human life in case of an atomic war. When war did come, Braun escaped to the safety of Vault 112 and is there to this day, his wizened and wrinkled form given new (virtual) life as a pigtailed little scamp named Betty....

DOCTOR ZIMMER



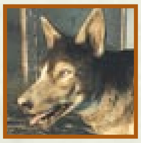
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quests: The Replicated Man

Zimmer, 58, is a very serious, very straightforward scientist who has traveled to Rivet City from the Commonwealth (Massachusetts) and is in town on business for "the Institute." Zimmer is looking for an escaped robot, an experiment that, in Zimmer's words, is "unstable, and a danger to himself and others." He is, without exception, always in the company of his bodyguard, Armitage.

DOGMEAT



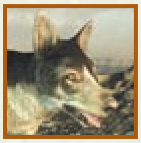
Faction: Follower

Location: 6.03: Scrapyard (LAT 05/LONG 09)

» Freeform Quests: Man's Best Friend

An affectionate and dextrous puppy, Dogmeat's skills as a four-legged scavenger and ferocious fighting companion were not lost on his first master, who was recently killed by Raiders in the vicinity of the Scrapyard. Dogmeat has tracked the Raiders down, loyal to the end.

DOGMEAT'S PUPPY

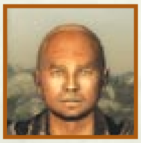


Faction: Follower

Location: 8.01: Vault 101 (LAT -04/LONG -04)

Appearing at the spot where Dogmeat last died, or at the place where you were born into the Capital Wasteland, Dogmeat's Puppy is a real chip off the old block; fiercely loyal, incredibly tough (even more than his dad), and available with the Puppies! Perk.

DOMINIC D'ELLSADRO



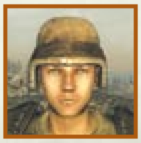
Faction: Wastelander

Location: 6.02: Canterbury Commons (LAT 18/ LONG 11)

» Miscellaneous Quests: The Superhuman Gambit

Dominic was once the leader of a small squad of mercenaries, but after one too many near-death experiences, he retired with a small fortune of scavenged goods. He's been in Canterbury Commons for about 10 of his 40 years, and since arriving, his natural leadership has made him a very respected figure in the community. Roe handles the day-to-day negotiations and arrangements with the Traders who pass through and keeps the settlement functioning, while Dom handles any security or emergency concerns. Dom's companion, Machete, is treated like a cross between a daughter and a soldier. He is trying to teach her to act as security for the settlement.

DONOVAN



Faction: Reilly's Rangers

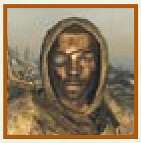
Location: 18.06: Reilly's Rangers Compound

» Miscellaneous Quests: Reilly's Rangers

» Freeform Quests: Donovan, Master Repairer

Currently trapped with Brick and Butcher, Donovan is 27, and the team's technical specialist. He's an expert at hacking, repairs, and electronics. He is a smaller man, but his build is deceptive, and he can fight as well as the rest of the team.

DRIFTER



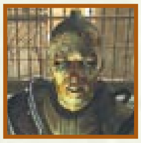
Faction: Wastelander

Location: 1.08: Dickerson Tabernacle Chapel (LAT -19/LONG 19)

» Freeform Quests: High Plains Drifter

The Drifter was cast out from the Treeminders long ago, and forced to eke out an existence hunting mutated wildlife and stealing from hapless Wastelanders. Due to the Yao Guai prowling the vicinity, the Drifter has wisely decided to snipe from the safety of a high spire, while he dimly remembers his time with Harold's friends.

DUKE

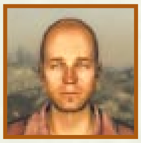


Faction: Pitt Raider

Location: TP.3: Pitt Downtown (LAT 12/LONG 08)

A stuck-up Raider with delusions of grandeur, he's vying for Krenshaw's position and has the rifle prowess to back up some of his plans. He knows the history of the place and of Ashur, and he doesn't mind sharing it with you, telling you all about this motley crew.

DUKOV



Faction: Wastelander

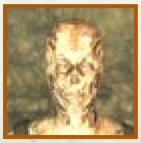
Location: 9.08: Dukov's Place (LAT 11/LONG -08)

» Miscellaneous Quests: You Gotta Shoot 'Em in the Head

» Freeform Quests: Cherry's Freedom

Dukov, 43, has a carefree attitude about life, and it defines what he does every day: party. His talk is laced with profanity, yet he somehow maintains his charm and is able to win people over. His booming laugh can distinguish him in a room full of people. All he's concerned with are his possessions, his "pad" as he calls it, and his ladies.

DUNBAR (DECEASED)



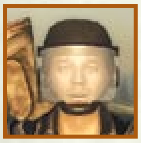
Faction: Ghoul

Location: BS 3.02.2 Olney Underground

- » Main Quests: Shock Value (BS)

Dunbar was a perennial joker, and always chuckled about the problems these "smoothskins" were having coping with radioactive dust. He found it ironic that Ghouls, who have evolved to ignore the radiation blighting the landscape, are holed up in a building well away from the Wasteland. Dunbar soon came to realize he wanted more from life than to sit and pine quietly for Tulip, so he joined a group of Ghouls intent on establishing a settlement in a new and exciting locale. Perhaps too exciting—the place was infested with Deathclaws.

DUSTY



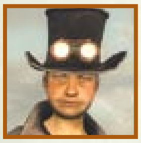
Faction: Wastelander

Location: 5.10: Big Town (LAT -04/LONG 03)

- » Miscellaneous Quests: Big Trouble in Big Town

Pappy has given Dusty the responsibility of guarding the only entrance into Big Town—the rope bridge at the settlement's north end. He isn't very eager and usually sits dozing on his chair, perhaps one of the reasons why the Super Mutants seem to just walk in, take their "food," and leave. Dusty is jittery and desperate, and lacks the know-how to properly prepare the town's defenses for another attack.

ECLAIR



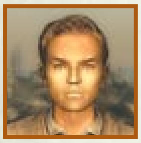
Faction: Merchant

Location: 4.08: Little Lamplight (LAT -26/ LONG 02)

- » Freeform Quests: Fungus Deal

Thirteen-year-old Eclair used to occasionally scavenge outside, but after getting shot in the foot, he was out of commission for a couple months. During that time, he managed the food, using the scraps of cookbooks he found while scavenging with passable results. He does an excellent job with the cave fungus that makes up most of their food. He occasionally tries to create more elaborate food from his cookbook scraps, often with disastrous results (hence his nickname).

EDGAR WELLINGTON II



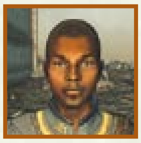
Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

- » Miscellaneous Quests: Tenpenny Tower
- » Freeform Quests: Love Letter

Edgar Wellington spends most of his time in his suite with his wife, Millicent, who he despises; but like her, he only leaves to eat a couple of times a day. He sleeps with her in their bed a few hours every night (and sneaks out to sleep with Susan Lancaster on Mondays).

EDWIN BROTCH



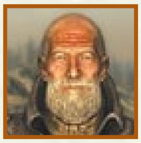
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

- » Main Quests: Future Imperfect
- » Miscellaneous Quests: Trouble on the Homefront

Mister Brotch inherited the position of schoolteacher from his father and grandfather. Since the day the Vault 101 residents entered the vault, there has been a Brotch as a schoolteacher. Mr. Brotch is concerned about carrying on that tradition, but with no children of his own, he is beginning to worry that he will be the last in line.

ELDER OWYN LYONS



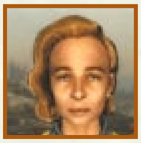
Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

- » Main Quests: Take It Back!, Death from Above (BS)

Lyons, 75, was already highly decorated when he set out from the order's West Coast headquarters, leading a party of soldiers on a mission to reestablish contact with the "Eastern Brotherhood." He discovered this abandoned Pentagon military complex. The presence of Super Mutants sent a chill up the collective spine of the Brotherhood; these weren't the children of the dreaded Master, nor were they the remnants of the band that fled east and were ultimately destroyed (or assimilated into the Brotherhood of Steel) in the Chicago area. No, this was a new breed of Super Mutant, one with a local origin. But where did they come from? What did they want? How were they reproducing? Elder Lyons was ordered to discover the source of this new Super Mutant infestation and wipe it from the face of the earth. Recent weeks have seen him galvanize his "Pride" to thwart the remnants of the Enclave forces, and to provide drinking water to all.

ELLEN DELORIA



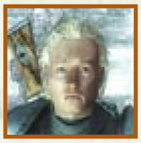
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

- » Main Quests: Escape!
- » Miscellaneous Quests: Trouble on the Homefront

A fading beauty, Ellen is drunk too often to pay any attention to what her son Butch is up to. She lives with him in one of the smallest family apartments. Perhaps she never had a husband, so nobody really knows who Butch's father is (it could have been anyone in the Vault).

ELLIOTT TERCORIEN



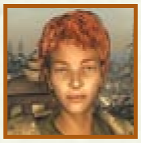
Faction: U.S. Army

Location: MZ1.03 Engineering Core: Stasis Pod

- » Main Quests: Among the Stars (MZ), This Galaxy Ain't Big Enough… (MZ)

Dr. Tercorien was in the U.S. military, serving just prior to the war of 2077. He doesn't recall the exact events that led up to his abduction and has no memory of the time between then and now because he was kept in cyrogenic stasis the entire time. Elliott is good with technology and medicine. He's not so good with people, or bravery, or sobriety. While he's capable of defending himself due to military training, he goes to great lengths to avoid getting in situations where defending himself might be necessary. Assuming you befriend him, he can use his medical skills to change the formula of Alien Biogel, making it into the much more potent Adapted Biogel. If he survives an expedition into the ship's Cryo Lab, he can also construct Cryo Grenades and Mines. After quest completion, Tercorien begins to stockpile weapons, giving them to you when you return and speak to him.

EMALINE



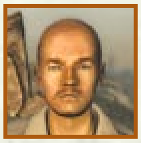
Faction: Wastelander

Location: Random

- » Miscellaneous Quests: Stealing Independence

A very close friend of Sydney's, Emaline is adept at heavy weapon combat, and extremely faithful to her girlfriend. If anyone (especially men) cross Sydney in any way, she tracks them down and evens the score.

ERNEST "UNCLE" ROE



Faction: Wastelander

Location: 6.02: Canterbury Commons (LAT 18/LONG 11)

- » Miscellaneous Quests: The Superhuman Gambit
- » Freeform Quests: Merchant Empire

Ernest Roe is 39 and was raised on a trade caravan. By the time he was 12, he could turn 5 Caps into 50 with just a few clever trades. When he was 20, he set out to make his mark, using his sizable investments to found the trading post of Canterbury Commons with his sister Daisy. Nowadays, the Commons have become a regular stop for caravans in the Capital Wasteland. "Uncle Roe" makes sure that everyone gets enough from the caravans to eat a good meal every night. He's lost his sister, but he cares for his nephew as well as he can. With a bit of luck and a whole lot of Caps, he hopes to eventually turn Canterbury Commons into a settlement to rival Rivet City.

ETHYL

Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

When he's not operating on Ghouls with a variety of odd ailments, Doctor Barrows is closely studying a small collection of patients who have succumbed to massive amount of radiation, turned feral, and become Glowing One subjects, such as Ethyl (whose picture was taken before she "turned"). Ethyl is housed in an inaccessible containment chamber adjacent to his Chop Shop surgery.

EULOGY JONES

Faction: Slaver

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Miscellaneous Quests: The Replicated Man
» Freeform Quests: Coveting Clover, The Kid-Kidnapper

Eulogy Jones is a unique 45-year-old individual. He dresses as smoothly as possible for a Wasteland Dweller and leads by persuasion and intelligence, getting others to do his dirty work. But the man is definitely dangerous; if you mess with his slaving operation, he'll be the first one to put a bullet in your brain. Eulogy got to where he is exactly as you'd expect: by being the craziest thug in a town full of crazy thugs. He'll tell you that he did it the old-fashioned way: hard work. In truth, he used his slaves as prostitutes, and consequently, Eulogy knew nearly every secret in the camp. Eventually, he killed the former leader and took over. Every plot against his life has failed, and every Slaver in the camp has learned to back off when Eulogy loses his temper. Eulogy rules by fear.

EVAN KING

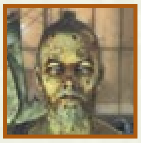
Faction: Wastelander

Location: 5.07: Arefu (LAT -11/LONG 06)

» Miscellaneous Quest: Blood Ties
» Freeform Quest: A Little Help from Arefu

Evan has lived on this island all of his 55 years. He's watched the settlement shrink from 30 people down to its current population of merely 5. He is still responsible for the small settlement and is very careful whenever a stranger enters his domain. He is quite experienced in combat, having repelled attacks by Raiders, Slavers, and various creatures. To maintain Arefu's security, he had the northern bridge span destroyed and feels safer having to monitor only the southern approach.

EVERETT



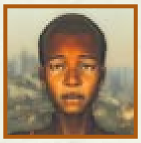
Faction: Pitt Raider

Location: TP.B: The Mill (LAT 11/LONG 06)

» Main Quest: Unsafe Working Conditions
» Freeform Quest: Mill Worker

Sleazy and prone to bouts of psychotic behavior, Everett enjoys leading Pitt Slaves to their doom, running the Ingot-collection offices near the abandoned area between the Mill and the Steelyard. He's an equipment hoarder and collector, and he barters for any found Ingots.

FANTASIA



Faction: Wastelander

Location: 9.08: Dukov's Place (LAT 11/LONG -08)

» Miscellaneous Quest: You Gotta Shoot 'Em in the Head
» Freeform Quest: Cherry's Freedom

Fantasia, 23, has a philosophy: she'd "rather be a whore than dead." She lives up to her end of the bargain with Dukov, who parties with her and Cherry constantly. Like Cherry, she's clad in undergarments and is here for protection, a few Caps, and a little Jet.

FATHER CLIFFORD

Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quests: A Nice Day for a Right Wedding, Church Donations, Suicide Watch

Father Clifford, 40, spends most of his days in the church, but leaves for a couple hours every day to walk around the carrier. He's a nice guy and likes just about everyone he meets. He is especially fond of telling the story of Saint Monica, who went on a journey to be with her son and saved his soul. He counsels Mister Lopez during his frequent visits to the church. He's mildly envious of Doctor Preston; it doesn't help that Doctor Preston never attends church.

FAWKES

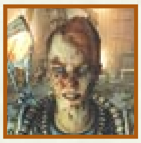
Faction: Follower

Location: 4.06: Vault 87 (LAT -28/LONG 06)

» Main Quests: Finding the Garden of Eden, The American Dream

Residing as a prisoner in Vault 87, Fawkes is one of two "humanized" Super Mutants. When F.E.V. mutated him, a little more of his human side remained. His demeanor and attitude differ greatly from his fellow Super Mutants. His lack of bloodlust and nonaddled mind sets him apart from his brethren. Unfortunately for Fawkes, this has made him hated by the other Super Mutants. Not knowing what exactly to do with this "half breed," the others have relegated him to a tiny observation cell in the Vault 87 lab area. There he sits and ponders his fate, waiting for someone to come along and free him.

FAYDRA



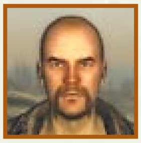
Faction: Pitt Raider

Location: TP.D: The Arena (LAT 11/LONG 05)

» Main Quest: Unsafe Working Conditions (TP)

Faydra guards the hole leading into the Arena. It takes someone of considerable combat potential to impress Faydra, because she's seen them all and has managed to scavenge a few mementos of past Arena victims' weaponry, which she keeps in a locker.

FLAK



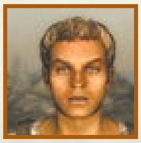
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quest: Strictly Business

Flak, 50, is pretty gruff, but he's completely reformed from his early days of being a Slaver and is an upstanding citizen of Rivet City. He spends his days in the shop with Shrapnel, occasionally taking a break to drink down at the Muddy Rudder. Flak still has a bit of the tough guy in his speech, but he's not as aggressive as Shrapnel. He really tries to tone it down when he's at the shop. He's the target of Slavers in Miscellaneous Quest: Strictly Business.

FLASH



Faction: Wastelander

Location: 5.10: Big Town (LAT -04/LONG 03)

» Miscellaneous Quest: Big Trouble in Big Town

An individual professing to have the abilities and the derring-do to handle any situation but with only limited hands-on knowledge and skills to back this up, Flash is nevertheless a likeable guy. He is overconfident, prone to acts of thoughtless bravado, and enthusiastic about any forthcoming fracases.

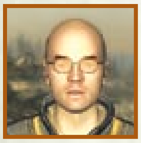
FLOWER, DAUGHTER OF DAVE

Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/LONG 27)

Flower is the youngest child in the Republic. Because of that, the other kids usually stick her with the worst chores, which she cheerfully carries out.

FLOYD LEWIS (DECEASED)



Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

Floyd Lewis was a first-rate engineer, but a third-rate marksman. Sporting his trademark Reading Glasses and special Jumpsuit, he was always kind to you when you were growing up. But he never saw those Radroaches coming.

FORTY

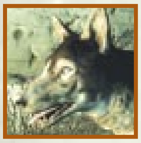
Faction: Slaver

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Main Quest: Rescue from Paradise

Eulogy's second in command earned his nickname from the fact that, throughout his life, he's killed 40 men. When you first meet this 55-year-old nasty piece of work, he warns you not to do anything stupid; he doesn't want to have to change his name...again (however, culling slaves is something Forty considers "sport" and doesn't count toward his total). Forty is loud, dirty, and vile.

FOUR SCORE



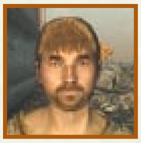
Faction: Slave

Location: 3.10: Temple of the Union (LAT 13/ LONG 15)

» Miscellaneous Quest: Stealing Independence

Four Score is Hannibal's faithful dog companion. The literal meaning is "80," but it is also found in the first line of Lincoln's Gettysburg Address.

FRANK



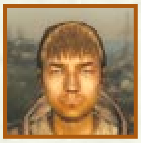
Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quest: Freedom!

Captured a few months back during a raid just north of Megaton, Frank has yet to adjust to life as a servant and acts up constantly. He's been placed in charge of drinks at the bar, as bar patron Ymir doesn't take kindly to his drinks being spilled.

FRED WILKS (DECEASED)



Faction: Wastelander

Location: 9.09: Grayditch (LAT 05/LONG -09)

» Miscellaneous Quest: Those!

Father to Bryan Wilks of Grayditch, he sadly perished at the hands of the Fire Ants that invaded his home. He was a provider and a protector for his family, and instilled a strong sense of purpose in his son.

FREDDIE GOMEZ

Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Future Imperfect

» Miscellaneous Quest: Trouble on the Homefront

Freddy is an aspiring Tunnel Snake, and his associations with Butch and the Tunnel Snakes have caused his grades to drop and send Pepper into fits of worry. In truth, Freddie isn't a bad kid; he just enjoys the approval he gets from Butch and the others when he misbehaves. And, of course, there really aren't many other people to hang out with in the Vault.

FREKI

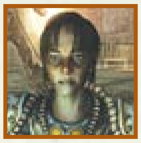
Faction: Ghoul

Location: PL 6.28: Calvert Mansion (LAT 12/LONG 12)

» PL Main Quest: The Local Flavor

One of Desmond the Ghoul's Dog guards, Freki (and Geri) are faithful companions, and the only living entities the old Ghoul cares enough about. They've been with him for years and have battled with loyalty and obedience, traits Desmond demands.

FRIDAY



Faction: Merchant

Location: TP.3: Pitt Downtown (LAT 12/LONG 08)

A mild-mannered but ruthless businesswoman, she and TroubleMan handle a small repair shop in the Downtown area of The Pitt, selling a variety of equipment and mending broken weaponry. Business is slow, as Pitt Slaves are usually beaten rather than given Caps to spend.

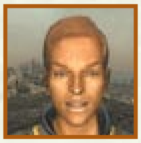
GALLO

Faction: Ghoul

Location: U.13: County Sewer Mainline

Recently celebrating his birthday, Gallo invited his two favorite Gnomes, dressed them in party hats, and carved up a variety of Feral Ghoul cutlets for the occasion. A mixture of solitude, escaping sewer gas, and Ghoul lifespan has made Gallo quite, quite mad.

GARY (CLONE)



Faction: Vault Dweller

Location: 6.06: Vault 108 (LAT 18/LONG 06)

Part of a grand cloning experiment that led to a horrific end for the instigators, 54 clones of "Gary" were created, but each began to exhibit psychotic tendencies to the scientists who created them. Eventually they rebelled and took over the Vault completely, and have evolved a complex and subtle series of ways to say "Gary" to convey their emotions. They are deranged and attack anyone that isn't Gary.

GARY 23 (DECEASED)

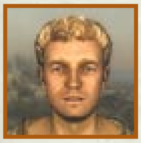
Faction: Vault Dweller

Location: OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG -16)

» Main Quest: Aiding the Outcasts (OA)

In charge of Vault 108's vacuum-cleaning maintenance program, Gary 23 (or "Gary" to his brothers) was recently kidnapped in a daring raid by Defender Morrill. He was drugged and dragged back to the Bailey's Crossroads Outpost in the D.C. Metro Ruins. As Gary 23 utilized a Pip-Boy, Specialist Olin attempted to remove the device to gain access to a Simulation Pod inside the Outpost. The operation was deemed a complete failure.

GARY STALEY

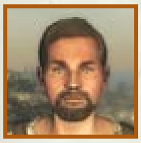


Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

The owner and proprietor of Gary's Galley, 50-year-old Gary considers himself a gourmet chef, but his restaurant serves little more than scavenged canned food and some fruits and vegetables (though occasionally he obtains some really high-quality produce from the Hydroponics Bay, which he sells at exorbitant prices). He loves his 16-year-old daughter, Angela, and she loves him, but he neglects her in favor of the restaurant.

GARZA



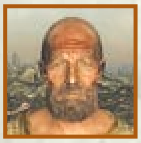
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Main Quest: The Waters of Life

Garza, 30, is something of a mystery. He's physically imposing and very reserved. He won't speak of his past and prefers not to speak at all. Garza spends half his day doing heavy lifting for the scientists in the lab and the other half on the flight deck working out. If he survives the escape from Project Purity, he joins up with the Brotherhood of Steel and becomes a significant ally.

MISTER LOPEZ



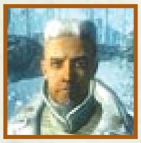
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quest: Suicide Watch

Lopez is a quiet 65-year-old man who has lived in the common room for the past 10 years. His wife and child were killed by Raiders, and he came to Rivet City lonely and lost. He spends much of his time reading or praying in the church. He takes his meals in the common room and sleeps a lot out of sheer depression. Once a day he tries to climb to the observation deck and jump.

GENERAL CONSTANTINE CHASE



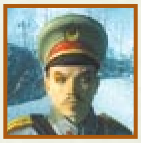
Faction: U.S. Army

Location: OA A.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» Main Quests: Paving the Way (OA), Operation: Anchorage! (OA)

A four-star general in charge of the military assault on Anchorage, Chase is gruff, determined, and a touch over the top with the politics of the day. He is constantly wary of "those Commie Bastards!" and is overtly paranoid that they are up to all sorts of nefarious activities. He is your gallant leader. Talking back to an officer of this rank isn't likely to be tolerated.

GENERAL JINGWEI



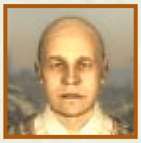
Faction: Chinese Army

Location: OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» Main Quest: Operation: Anchorage! (OA)

A cruel and effective taskmaster and a ruthlessly efficient tactician, General Jingwei leads the Communist forces in their sweep across Alaska, until stopped by U.S. forces near the city of Anchorage. Carrying a potent Shocksword, Jingwei is a formidable foe who is prone to bouts of savagery and who demands unquestioning loyalty from his soldiers. He is a real menace but always fights with a sense of honor, however twisted his reasoning becomes.

GEORGE NEUSBAUM



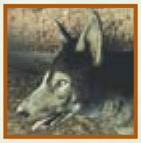
Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane

Married to Pat and the father of Timmy, George is becoming increasingly concerned that his kid isn't "tough" enough. If he can't survive a 10-year old female bully named Betty, what's Timmy going to be like in the real world? Perhaps the military can teach him a thing or two; it didn't do George any harm.

GERI



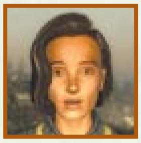
Faction: Ghoul

Location: PL 6.28: Calvert Mansion (LAT 12/LONG 12)

» PL Main Quest: The Local Flavor

One of Desmond the Ghoul's Dog guards, Geri was found lame and abused by his Raider masters. The situation was soon rectified after Desmond tracked the Raiders down, trussed them up, and fed them alive to Mole Rats. Geri has been with him for years and has battled (like Freki) with loyalty and obedience, traits Desmond demands.

GLORIA MACK



Faction: Vault Dweller

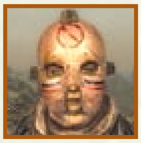
Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

» Miscellaneous Quest: Trouble on the Homefront

Gloria is Allen Mack's wife; Wally, Steve and Jimmy's mother; and Mary Kendall and Beatrice's sister. She is a stoic and sometimes calming influence on her family, and she readies herself for a possible security officer position should Vault 101 become compromised.

GOALIE LEDOUX



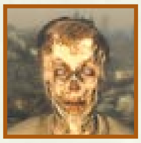
Faction: Sudden Death Overtime Gang

Location: 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» Freeform Quest: Just for the Taste of It

Ledoux is a member of the Sudden Death Overtime Gang, and obsessed with an ancient ice sport that Goalie Ledoux's ancestors played. Winger Mercier was sent to procure a secret formula for a new type of Nuka-Cola while Ledoux made contact with the buyer.

GOB



Faction: Ghoul

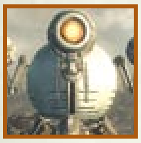
Location: 8.03: Megaton (LAT -01/LONG -06)

» Main Quest: Following in His Footsteps

» Miscellaneous Quest: The Power of the Atom

Treated as a freakish, second-class citizen by many people in Megaton (particularly Colin Moriarty), Gob is skittish and nervous, always looking over his shoulder. He does his best to maintain a sense of humor and to be friendly with customers, but this is mostly out of his desire not to be beaten. Confessor Cromwell and Mother Maya treat Gob with respect and an air of reverence because of their spiritual beliefs.

GODFREY



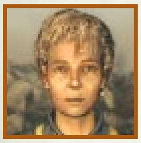
Faction: Robot

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Freeform Quest: House Decoration in My Tenpenny Suite

For those discerning types, choosing the right robotic butler is simply a matter of class. Enter Godfrey, the perfect mechanized butler, with many exciting features, such as water purification, follicle-shortening, and just the right type of mirth programming. To wit: "I was going to the clairvoyance meeting, but it was canceled due to unforeseen events." Your perfect plastic pal is fun to be with.

GRANDMA AGNES TAYLOR (DECEASED)



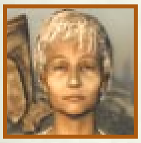
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

Agnes was once quite the explorer, working on clandestine infiltrations of nearby surface settlements at the behest of the Overseer. Recently though, she's been having trouble with her heart, a fact that worries her husband (Officer Taylor) greatly.

GRANDMA SPARKLES



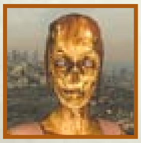
Faction: Merchant

Location: 9.04: Wilhelm's Wharf (LAT 07/LONG -07)

» Miscellaneous Quest: Protecting the Water Way (BS)

Sprightly for a 72-year-old, Grandma Sparkles refuses to leave the Wharf, despite the recent Super Mutant and Raider incursions. She's protected by her deft Hunting Rifle skill and her family, who are out searching for Mirelurk Meat. She's tasted all kinds of critters and swears that Mirelurk is the most delicious. You can trade with her, but her inventory isn't great. If you slay her, you can take the key to Grandma Sparkle's fridge, which contains a much larger selection of goods, including a load of Caps. Inside the shack, steal weapons from a gun cabinet, as well as outfits. There is a mattress here.

GRETA



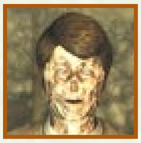
Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Freeform Quest: Hired Help

Greta and Carol have been together for a long time. In fact, it was Greta who convinced Carol to open Carol's Place. Carol takes care of the desk while Greta cooks and serves the food. Well, most humans wouldn't call it food, but Ghouls have superhuman intestinal fortitude.

GRIFFON



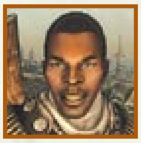
Faction: Ghoul

Location: 17.07: Museum of History

» Miscellaneous Quest: The Amazing Aqua Cura! (BS)

Griffon is a huckster, a con-man, a snake oil salesmen. His current scheme is purchasing Aqua Pura, and stashing the water to sell to humans the Brotherhood isn't giving it to (Raiders, Slavers, Outcasts, etc.). He then puts regular irradiated water in the Aqua Pura bottles, and sells it to Ghouls in Underworld as "Aqua Cura," claiming it reverses the Ghoul condition. He wears a wig he found in the Museum Authority stock room, and for a Ghoul, looks pretty healthy (just a coincidence, but helps make it seem like he's selling the real deal).

GROUSE



Faction: Slaver

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

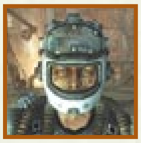
» Main Quest: Rescue from Paradise

» Miscellaneous Quests: The Replicated Man, Strictly Business

» Freeform Quest: Strictly Profitable

He has been with the Slavers since he was a teenager (he is now 30). His father was the former leader before Eulogy usurped him and rose to power, and Grouse has a legacy to live up to. He isn't fond of Eulogy, but he knows that if he moves against him, most of the Slavers would turn on him. He sits at the checkpoint entrance wearing a permanent scowl.

GRUBER



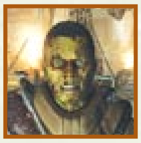
Faction: Wildmen

Location: TP.D: The Arena (LAT 11/LONG 05)

» Main Quest: Unsafe Working Conditions (TP)

A mysterious man in a motorcycle helmet, Gruber is consistently ranked as the number-one Arena fighter in the whole of The Pitt. A veteran of one-on-one combat, Gruber concentrates solely on furthering his career and meticulously cleaning his Infiltrator rifle.

GRUDD BEAR



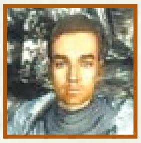
Faction: Wildmen

Location: TP.D: The Arena (LAT 11/LONG 05)

» Main Quest: Unsafe Working Conditions (TP)

Masters of "claw and paw" combat, John and Grudd Bear are man-mountains with a vicious winning streak in the Arena. Thanks to an addition to RadAway, they are almost impervious to the Arena's traps, and the siblings have developed an impressive plan of attack: one brother holds back, scorching the escaping foe with Flamer fire while the other rips the victim apart with a Deathclaw Gauntlet.

GUNNERY SERGEANT BENJAMIN MONTGOMERY



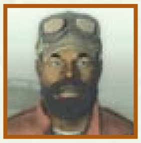
Faction: U.S. Army

Location: OA.1: Anchorage Cliffs (LAT 17/LONG 14)

» Main Quests: The Guns of Anchorage (OA), Paving the Way (OA), Operation: Anchorage! (OA)

Sergeant Benjamin Montgomery has been a field soldier fighting on the Anchorage front line for several tours, and he is part of the backbone of General Chase's army. He is assigned as your active party member and soon becomes a confidante, fighting alongside you during many crucial stages in the liberation of Anchorage. Montgomery is an exceptionally adept soldier and is loyal and dexterous. He uses more informal nicknames only after becoming friendly.

HALEY

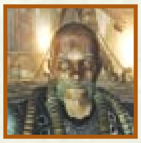


Faction: Merchant

Location: PL 2.11: Haley's Hardware (LAT 09/LONG 07)

This gruff local wasn't born with the "look" of the Swampfolk, but he's tolerated because he's been here as long as he can remember, which is since he woke up inside his hardware store with a terrible headache.

HAMMER

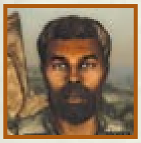


Faction: Pitt Raider

Location: TP.B: The Mill (LAT 11/LONG 06)

This Pitt Raider's nickname stems from his impressive skill in the Arena with a blunt instrument. They still haven't managed to scrape the bloodstains off the wall after that particularly gruesome display of close-quarter bludgeoning. It won Hammer his freedom, and he guards the gate to Uptown.

HANNIBAL HAMLIN



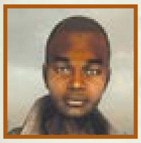
Faction: Slave

Location: 3.10: Temple of the Union (LAT 13/LONG 15)

- » Miscellaneous Quest: Head of State
- » Freeform Quest: Lincoln's Profit Margins

Hamlin is a fanatical Abolitionist, stemming from his 23 years as a slave before he fled his captors. He has spent the last 6 of his 37 years doing everything in his power to help escaped slaves and fight the scourge of slavery. Three years ago, he found Lincoln's head and established the community of Temple of the Union. Each day, Hamlin delivers antislavery speeches to the people of Temple of the Union.

HARDEN SIMMS



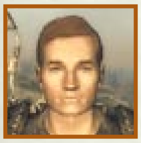
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

- » Miscellaneous Quest: The Power of the Atom

Harden is Lucas Simms's 10-year-old son. His father has instructed him not to talk to strangers in Megaton, and he reluctantly obeys. He goes to sleep early and rises early, which gives him enough time to meet up with Maggie and play.

HARKNESS



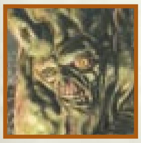
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

- » Miscellaneous Quest: The Replicated Man

Rivet City's hard-nosed security chief, 35-year-old Harkness is a good guy and a good friend, despite his demeanor. What he doesn't know is that he isn't even human; he's a sentient humanoid robot who escaped from his creators and had his mind wiped. Harkness is extremely fair-minded. He treats Hangar Deck citizens with the same regard as Upper Deck citizens. As a result, he is very well liked by the Hangar Deck residents.

HAROLD



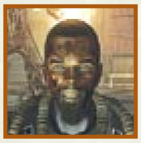
Faction: Treeminder

Location: 2.01: Oasis (LAT -03/LONG 28)

- » Miscellaneous Quest: Oasis
- » Freeform Quest: Excommunication

Harold is a spectacular mutation—he is a gnarled face growing in the Oasis Grove—and goes by many names: The Lord; Him; The One Who Grows, Gives, and Guides; and The Talking Tree. In addition, Harold has his own name for the growth that has been expanding out of him for years: Herbert. In turn, Herbert is also known by another name: Bob. Harold was once human and thinks he was exposed to F.E.V. during an exploration of a military base called Mariposa.

HARRIS

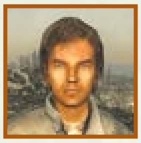


Faction: Pitt Raider

Location: TP.3: Pitt Downtown (LAT 12/LONG 08)

Proprietor of the Vertigo Bar and Grill, Harris makes a healthy living bartering with the variety of lowlifes inhabiting The Pitt and selling them Beer, more Beer, and sometimes Jet when he can get his hands on some. He's thinking of investing in more secure railings for his business.

HENRY YOUNG

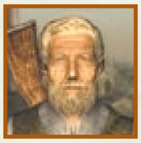


Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

Married to Christie the cleaner, Henry's job is a general handyman on Rivet City, and with such a vast vessel, he rarely has time to see his daughter C.J. He's also prone to moaning about the lack of people in his line of work, and is secretly fuming at how few residents seem to pull their weight.

HERBERT "DARING" DASHWOOD



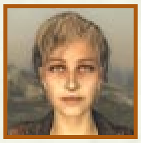
Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/ LONG -17)

- » Miscellaneous Quests: The Replicated Man, Tenpenny Tower
- » Freeform Quest: A Manhandled Manservant

Herbert Dashwood (70) spent his younger days as a traveler and adventurer, and amassed a big enough fortune to buy his way into Tenpenny Tower for a comfortable retirement. But while he equals the other residents of Tenpenny Tower in wealth, Herbert Dashwood is friendly, down-to-earth, and possesses a self-ingratiating sense of humor. In other words, he's a normal guy—not a stuck-up pseudo-aristocrat like everyone else. Dashwood is also a great resource; because he's traveled everywhere, he possesses a wealth of information about the Capital Wasteland. If asked, he'll gladly talk about the things he's done, places he's been, and creatures he's encountered. He occasionally sneaks into the rooms of other people as a way of keeping himself amused and keeping his adventuring skills honed in case he ever needs to come out of retirement. His exploits are often played on Galaxy News Radio. "The Adventures of Herbert 'Daring' Dashwood and his Ghoul Manservant Argyle" is a favorite program across the Capital Wasteland.

HOLLY



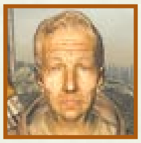
Faction: The Family

Location: 5.05: Meresti Trainyard (LAT -01/ LONG 07)

- » Miscellaneous Quest: Blood Ties

At 26, Holly is the oldest female member of the group and was the first to join Vance when he decided to exile himself to Meresti. Over the years, she has grown fond of Vance, and they have enjoyed a healthy relationship. She is often found following Vance around wherever he goes, and they share the same bed. Since she is a veteran member of the Family, the rest of them accept her relationship with Vance and don't feel she is trying to get anything out of him or use him to get what she wants. She is strong-willed and intelligent, having been tutored by Vance over the years.

HORACE PINKERTON



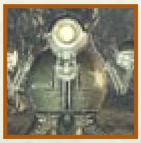
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

- » Miscellaneous Quests: The Wasteland Survival Guide, The Replicated Man

Pinkerton, 60, is a crotchety old man who helped turn Rivet City from an old aircraft carrier into a livable community. He's grown tired of people and spends the remainder of his days isolated in his Broken Bow workshop, which also serves as his quarters. Most of the residents would be surprised to find he is still on the ship, let alone living there. Belle Bonny knows he lives here. Doctor Li and Seagrave Holmes remember him from the early days but assume he left Rivet City decades ago.

HOOVER



Faction: Enclave

Location: BS15.02.3 Adams Air Force Base

- Main Quest: Who Dares Wins (BS)

A Personal Automated Lackey to an engineer named Stiggs, Hoover has been known to shut down on occasion, but Stiggs has known Hoover since he purchased him from a wandering trader named Tinker Joe.

IAN WEST

Faction: The Family

Location: 5.05: Meresti Trainyard (LAT -01/ LONG 07)

- Miscellaneous Quest: Blood Ties
- Freeform Quest: Special Delivery

After the Family came to Arefu and his parents were killed, 15-year-old Ian was taken in by their leader, Vance, who feels a sort of kinship with him. When he was younger, his sister, Lucy, was always there to talk about his feelings, but when Lucy took off for Megaton, Ian was left alone in Arefu as the only kid, sending him into a downward spiral of depression. Vance took Ian back to the Family's home, and Ian now ponders what his life has become and what he is to do next.

INITIATE JENNINGS

Faction: Brotherhood of Steel

Location: 10.01: Tenleytown/Friendship Station (Chevy Chase North)

- Main Quest: Following in His Footsteps

Unfortunately, Paladin Vargas, whose job is to train initiates and steer them away from heavy fighting, has failed in this responsibility. His oversight has recently resulted in an attack on a ground of Brotherhood of Steel Initiates. Initiate Jennings bore the full brunt of a Super Mutant attack, and recently succumbed to the wounds.

INITIATE PEK

Faction: Brotherhood of Steel

Location: 19.03 Office Building

- Freeform Quest: The Lost Initiate

Pek is young (16), gung-ho, and inexperienced. He's totally in love with Sarah Lyons (who finds him secretly amusing but is professionally annoyed with his behavior, and has requested that he patrol a different part of the Metro Area). Pek is always the one charging into danger first, celebrating victory prematurely, and possibly getting blown away by foes he never saw coming.

INITIATE REDDIN

Faction: Brotherhood of Steel

Location: 10.01: Tenleytown/Friendship Station (Chevy Chase North)

- Main Quest: Following in His Footsteps

Initiate Reddin is an overly curious and excitable recruit on his first combat assignment. Vargas does what he can to restrain him and teach him the ways of the Brotherhood. Reddin was added to Sarah's unit against his advice (and probably hers), but although Vargas may act angry and annoyed at Reddin, it is entirely because he is trying to keep him alive.

IRVING CHENG

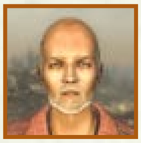
Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

- Miscellaneous Quest: Tenpenny Tower

A rich old man with a secret identity, he believes he is the direct descendant of Chairman Cheng, leader of the Peoples Republic of China before the bombs dropped. He insists on calling himself and everyone else "comrade." He is embarrassed by his real first name, Irving, because it doesn't reflect his imagined heritage.

JACK SMITH



Faction: Wastelander

Location: 8.07: Andale (LAT -05/LONG -17)

- Freeform Quests: One Big Happy Family, Our Little Secret

House-proud and vehemently opposed to outside influences, the Smiths are a strange but reasonably friendly bunch. Jack seems to be Andale's patriarch, and he knows the best little town in America is here, where Linda bakes a delicious meat pie!

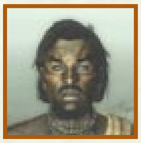
JACKSON [THE PITT]

Faction: Pitt Raider

Location: TP.3: Pitt Downtown (LAT 12/LONG 08)

Seedy even for a Pitt Raider, Jackson hangs around the toilets near the Vertigo Bar and Grill, looking for his next Jet fix. When he's not roaming the catwalks, he's ordering Midea around and is responsible for finding new victims to go on Steel Ingot scavenging missions.

JACKSON [POINT LOOKOUT]



Faction: Tribal

Location: PL 3.13: The Ark & Dove Cathedral (LAT 12/ LONG 03)

- Main Quest: Hearing Voices (PL)

Jackson wasn't born with "the look." While a young man, however, he discovered a strange device in the wreckage of a ship. While examining it, he inadvertently activated a long-dormant power source connected to a holographic head. Jackson, deeply superstitious, interpreted this event as the manifestation of a powerful spirit. Jackson would return here with increasing frequency to "commune" with the spirit. This disembodied head, in reality, is a sentient person. During Jackson's séance encounters, he would be given instructions.

Thanks to the efforts of followers who slowly began appearing in Jackson's presence, along with the piecemeal guidance he passes along from his "visions" of the brain, the tribe has set up a surprisingly effective hydroponics system to grow large quantities of Punga fruit. This harvest, thanks to Tobar's service as a trader, draws a steady trickle of fresh blood into the area, thanks in large part to the addictive properties of the plant. These entrepreneurs and addicts often wind up inducted as new tribe members.

JACOB HUMBOLDT

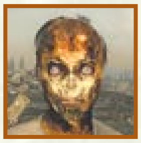
Faction: Wastelander

Location: PL 3.17: Coastal Grotto (LAT 16/LONG 03)

- Miscellaneous Quest: Plik's Safari (PL)

Fascinated by the ancient history of the United States, Jacob is a keen collector of Confederate memorabilia, and is currently testing out his recent historically inaccurate shotgun before he goes Ghoul hunting in the swamps.

JAIME PALABRAS



Faction: Ghoul

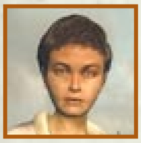
Location: 7.11: Dunwich Building (LAT -26/LONG -18)

- Miscellaneous Quest: The Dark Heart of Blackhall (PL)

Jaime was born in the mid-Wastelands to a Ranger. His father returned to camp from an expedition with a thick book, bound in odd black leather and stamped with strange glyphs. Convinced the book would fetch a high price, his father traveled to the Capital

Wastes to offer it to the Brotherhood of Steel Scribes. Despondent, Jaime's father vowed to return the book "to its source."

JAMES HARGRAVE



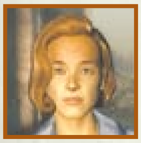
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quests: Light-Fingers Hargrave, The Runaways

James Hargrave is one of Rivet City's few kids. He doesn't spend any more time in the cramped quarters than he has to and can usually be found in the company of his friend C.J. Young. The two of them like to play in the storage rooms or hang around on the flight deck. James is alternately sullen and wild. He will do just about anything on a dare. He is capable of holding a grudge for months. He is loyal to C.J. but picks on her mercilessly. The two don't have many other options for playmates, so C.J. tolerates the abuse. On the rare occasions when C.J. stands up for herself, James is devastated and will do anything to earn her forgiveness.

JANET ROCKWELL



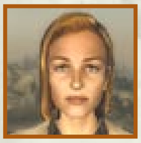
Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane

Janet's days consist of baking cookies and a variety of pies, going to the salon, and a little light gardening, before she retires to the kitchen to pace with her Rolling Pin, thinking up ways to kill her neighbor Martha. That hussy is having an affair with her dear Roger; she's sure of it.

JANICE KAPLINSKI



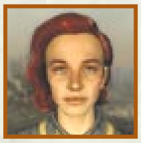
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Main Quest: The Waters of Life

The only thing 29-year-old Janice loves more than her hydroponic plants is Doctor Li. It's a case of classic hero worship. Janice is utterly loyal to her and completely believes in the projects they are working on. She is a very accomplished scientist but lacks that vital spark of genius and ambition that Dad and Doctor Li have, but she is their equal in technical knowledge. She is close friends with Doctor Preston, who treats her like the daughter he never had.

JANICE WILKINS (DECEASED)



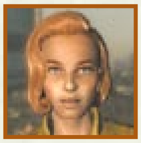
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Miscellaneous Quest: Trouble on the Homefront

You remember Janice's wavy red hair from your youth. Daughter of Officer Wilkins, she was always a quiet little mite. After your escape from Vault 101, she's found dead upon your return.

JENNY STAHL



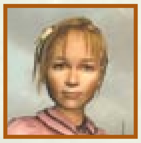
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Freeform Quest: Leo's Drug Habit

Jenny, 24, is the balancing force between her polar-opposite brothers. She very much has eyes for Billy Creel and he for her, which is why Billy often comes to the restaurant to eat. Like her brothers, Jenny was born in Megaton in the days before the fence. She took over the restaurant with her brothers when her father died.

JENNY WILSON



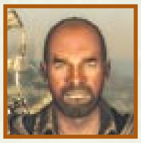
Faction: Wastelander

Location: 8.07: Andale (LAT -05/LONG -17)

» Freeform Quests: One Big Happy Family, Our Little Secret

Jenny is Bill Wilson's daughter. Her parents are pleased that she and neighbor Junior Smith seem to get along so well!

JERICHO



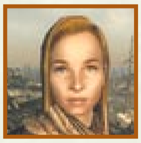
Faction: Follower

Location: 8.03: Megaton (LAT -01/LONG -06)

» Freeform Quest: Time to Go, Jericho!

Jericho, 65, was once a Raider, and he lied, stole, and murdered with the best of them. But now he's an old man and, miraculously, is still alive. He was smart enough to settle down in Megaton and leave his old life behind him. He is reluctant to reveal his history for fear someone may try to get revenge. He hangs around Moriarty's, and rumors circulate that Jericho has done a few nasty jobs for the man.

JESSICA, WIFE OF DAVE



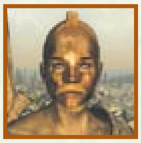
Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/LONG 27)

» Freeform Quest: Election Day

She is Dave's new, younger wife and lives in the Republic of Dave. Her husband is a survivalist and has made sure his wife and older children know how to fight. Jessica is 24 and has never left the Republic; she fences but is extremely naive, conceited, and catty, especially when dealing with the first wife, Rosie.

JIGGS (DECEASED)



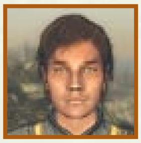
Faction: Raider

Location: 17.10: Museum of Technology

» Freeform Quest: Jiggs' Loot

Two hackers were attempting to divide some loot spoils, and Jiggs never made it out of the museum alive, or survived long enough to solve a riddle Prime posed for him. Prime mentions in his notes that he's waiting for Jiggs at the Jury Street Metro Station [5.13]. Head there and check out the diner.

JIM WILKINS (DECEASED)



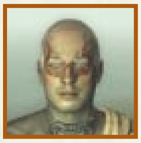
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Miscellaneous Quest: Trouble on the Homefront

You remember Jim from your days playing "Grognak the Barbarian" in the Vault cafeteria. Son of Officer Wilkins, he was always game for a laugh. After your escape from Vault 101, he's found dead upon your return.

JIMSON



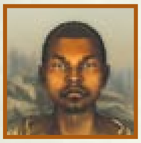
Faction: Tribal

Location: PL 3.13: The Ark & Dove Cathedral (LAT 12/LONG 03)

» Main Quests: Walking with Spirits (PL), Hearing Voices (PL)

Deeply superstitious and the most senior member of the Tribals except for the leader Jackson (who you initially meet in the Sea Cave [U3.16]) he is responsible for spreading the message of communication to the followers not yet picking up on telepathic messages from the great leader.

JOE PORTER



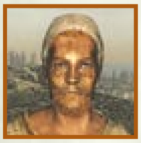
Faction: Wastelander

Location: 6.02: Canterbury Commons (LAT 18/LONG 11)

» Miscellaneous Quest: The Superhuman Gambit

"Porter Joe" (the name he prefers to go by) is 28 and was a loader-for-hire at a caravan. However, when he first arrived at Canterbury Commons, the idea of having a permanent base of operations and a steady community was very appealing to him. He settled down here with his dog, Ol' Mule, about six years ago and has been working as an unloader, a basic cook, and a basic repairman since then. Since the death of his dog, he's been minding the town diner, the center of chatter in this settlement.

JOHN



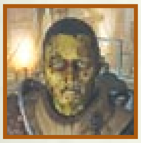
Faction: Wastelander

Location: Random

» Mini-Encounter 0.20: More Than Just Scrap

John was always an intelligent sort, although he never brought enough equipment with him to survive out in the Wasteland. Moira Brown told him as much. He was recently mauled to death by Vicious Dogs. A quick search of his body reveals a note about treasure buried somewhere near the Scrapyard.

JOHN BEAR



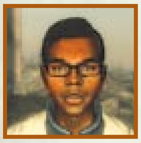
Faction: Wildmen

Location: TP.D: The Arena (LAT 11/LONG 05)

» Miscellaneous Quest: Unsafe Working Conditions (TP)

Masters of "claw and paw" combat, John and Grudd Bear are man-mountains with a vicious winning streak in the Arena. Thanks to an addition to RadAway, they are almost impervious to the Arena's traps, and the siblings have developed an impressive plan of attack: one brother holds back, scorching the escaping foe with Flamer fire while the other rips the victim apart with a Deathclaw Gauntlet.

JONAS PALMER



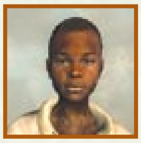
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Escape!

Wholesome, good-humored, and kind, Jonas has been your father's assistant for as long as you can remember, and you get on famously.

JOSEPH



Faction: Wastelander

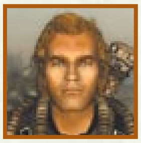
Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Main Quest: Picking Up the Trail

» Freeform Quest: Lamplight's History

At 15, Joseph is the oldest resident of Little Lamplight. Perhaps as a result of his age (or the fact that he'll have to leave soon), he has taken it upon himself to hold classes to educate other Lamplighters, covering whatever he feels they need to know (or whatever they show interest in). When not occupied teaching, he spends his time working on his computer or reading old textbooks that were long ago scavenged from Vault 87.

JOTUN

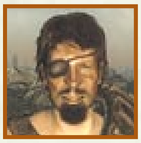


Faction: Slaver

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

Ymir and his son Jotun are Paradise Falls's pair of knuckleheads. Jotun has difficulty forming basic sentences, while his father is a jovial madman, armed with a horrific-looking Super Sledge, like his son's. Ymir isn't fond of Frank the bartender and makes this abundantly clear by bludgeoning Frank to death. He loves drinking, fighting, and drinking some more, rounding a day off with a spot of fighting.

JUNDERS PLUNKETT

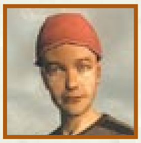


Faction: Raider

Location: 16.03 Arlington House

Ever since those Regulators have been bothering his Raider brethren, Junders has sought solace surrounded by the ancient dead, cultivating a shrine to a mystical figure from ancient history named "Lincoln." Plunkett spends his time drinking wine, and polishing his spiked dusters.

JUNIOR SMITH



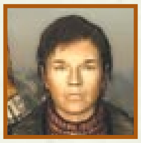
Faction: Wastelander

Location: 8.07: Andale (LAT -05/LONG -17)

» Freeform Quests: Our Little Secret, One Big Happy Family

Son of Jack and Linda Smith, he seems to get along well with his young neighbor, Jenny Wilson.

JUSTIN



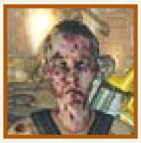
Faction: The Family

Location: 5.05: Meresti Trainyard (LAT -01/LONG 07)

» Miscellaneous Quest: Blood Ties

Justin is 20 and has been with the Family since he was 14. He is a great admirer of Vance, who saved him from an Enclave patrol of the Wasteland. Justin is a firm believer in the vampire stories that Vance tells and preaches them to his fellow Family members. He is eager, headstrong, and very friendly to those he doesn't perceive as a threat. Justin feels a close affinity with Ian West, who was recently brought into the Family. The affinity almost borders on love, and he is often found sitting and speaking to the disillusioned Ian.

KAI

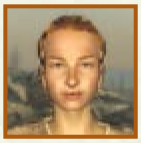


Faction: Pitt Slave

Location: TP.3: Pitt Downtown (LAT 12/LONG 08)

Slightly depressed (obviously she hasn't taken to heart Midea's philosophy books, partly due to her illiteracy), Kai doles out the Slop, a collection of partially digested and extremely disgusting meats and vittles from her table in the Market Square.

KAREN SCHENZY



Faction: Wastelander

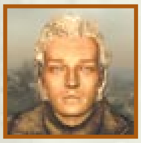
Location: 5.07: Arefu (LAT -11/LONG 06)

» Miscellaneous Quest: Blood Ties

» Freeform Quest: A Little Help from Arefu

Karen is 23 and quite extroverted, but she is smart enough not to speak to just anyone. She doesn't know much about the current situation in Arefu and constantly finds herself at odds with Evan King. She likes to wander around outside her house, even at night, and does it almost defiantly to tick off the mayor. She doesn't believe that living in constant fear is the answer. However foolish this might be, you have to admire her guts.

KARL



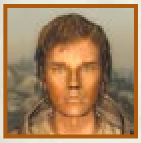
Faction: The Family

Location: 5.05: Meresti Trainyard (LAT -01/ LONG 07)

» Miscellaneous Quest: Blood Ties

Karl is 37 and was married to a woman named Skyler. Both of them lived together in Meresti before she passed. They were once owners of a shop in Megaton, and Vance met them while gathering supplies. He had felt a strong kinship with them and invited them to join him. Karl is very gruff and has a short fuse; he prefers not to speak to people. He is always highly suspicious of people and prefers to think the worst of them. Karl is distinguished by his unusual haircut: long blond hair, which is not common for a man of his bulky stature.

KEN EWERS



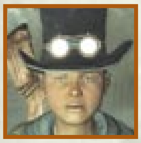
Faction: Wastelander

Location: 5.07: Arefu (LAT -11/LONG 06)

» Miscellaneous Quest: Blood Ties
» Freeform Quest: A Little Help from Arefu

This 40-year-old man is a bag of nerves who is terrified of the current attacks that have been plaguing the settlement. He masks this by being incredibly short and gruff with strangers and will impart only the smallest tidbits of useless information to you. He is fiercely protective of his wife and will interpose himself if anyone even tries speaking with her. He is the picture of paranoia and can't fight worth a damn.

KENNY



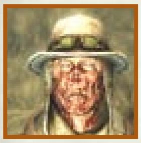
Faction: Swampfolk

Location: PL 3.15: Herzog Mine (LAT 13/LONG 05)

» PL Freeform Quest: Latchkey Kenny

Fleeing the other Swampfolk because he wasn't born with the right "look," Kenny (also known as "Latchkey Kenny") is a lonely child looking for a friend to play with. He's holed up in the old Herzog Mine. The kid is exceptional at rigging traps.

KIDD



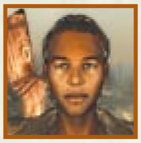
Faction: Ghoul

Location: BS 3.02.2 Olney Underground

» Main Quest: Shock Value (BS)

Kidd is part of a group of likeminded Ghouls that decided to forge ahead into unexplored territories under the leadership of Sanders, and set up a new Ghoul Settlement to rival Underworld. Kidd and Wint are leaving this area at speed, as their camp has been compromised by Deathclaws they had tragically overlooked the whereabouts of.

KIMBA



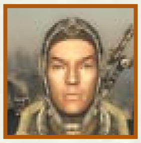
Faction: Wastelander

Location: 5.10: Big Town (LAT -04/LONG 03)

» Miscellaneous Quest: Big Trouble in Big Town

Hoping against hope for some outside help, Kimba goes along with the rest of the inhabitants' wishes most of the time, even if they contradict her logical thoughts. Despite the terrible current situation, Kimba remains stable and soft-spoken, and she is always ready to pitch in, learn a new skill, and fight for her friends.

KNIGHT ARTEMIS



Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: Take It Back!

One of Lyons's finest soldiers, Knight Artemis has repeatedly proven himself in the combat zone. He's currently resting up after a scouting mission in which he supported his Brothers over at Galaxy News Radio, sweeping the area for Super Mutants. It's a job he enjoys as much as mentoring the Initiates. He is a real backbone of the Brotherhood.

KNIGHT CAPTAIN COLVIN

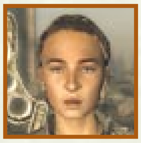
Faction: Brotherhood of Steel

Location: 10.01: Tenleytown/Friendship Station (Chevy Chase North)

» Main Quests: Following in His Footsteps, Galaxy News Radio

A sniper in Lyon's Pride, Colvin is 40, friendly, and warm to everyone; he has priest-like tendencies. To him, combat is like worship, and he treats his rifle as a holy object and his targets as the unfortunate victims of his god's wrath. He says a prayer for the soul of each mutant he kills. He's extremely experienced, and completely unflappable: all according to god's will. He can be found guarding Galaxy News Radio from Super Mutants.

KNIGHT CAPTAIN DURGA



Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Freeform Quest: No Free Lunch

Knight Sergeant Durga is the Citadel's quartermaster, a position that she is not exactly pleased to occupy. She'd rather be out in the field using weapons, rather than in the base polishing and cataloging them.

KNIGHT CAPTAIN DUSK

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: Take It Back!
» Freeform Quest: Gallows Humor

Dusk is the Pride's sniper and is considered the best sharpshooter in all the Brotherhood. She spends most of her time up in the Inner Bailey practicing at the rifle range.

KNIGHT CAPTAIN IRVING GALLOWS

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: Take It Back!
» Freeform Quest: Gallows Humor

Gallows is the Pride's scout and stealth expert. He's a quiet, kind of creepy man who isn't much liked by the Brotherhood members beyond the Pride. It's been said that if an enemy is in the field and sees Gallows, he's already dead. Gallows tends to disappear from time to time, which only adds to the mystery surrounding him. But it is well known among the other members of Lyons's Pride that Gallows is actually out hunting and killing Super Mutants. At least, they HOPE they're Super Mutants....

KNIGHT DILLON

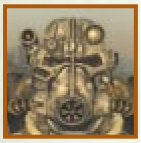
Faction: Brotherhood of Steel

Location: 10.03: Galaxy News Radio

» Main Quests: Following in His Footsteps, Galaxy News Radio

Dillon is one of three Brotherhood Knights charged with defending the G.N.R. Radio Station interior. All Knights are employed in the service of Elder Lyons, who resides in the Citadel. Although they're haughty, they'll help you out of a fix and they hate the Super Mutants as much as you do.

KNIGHT FINLEY



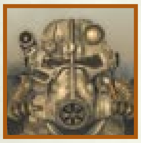
Faction: Brotherhood of Steel

Location: 10.03: Galaxy News Radio

» Main Quests: Following in His Footsteps, Galaxy News Radio

Finley is one of three Brotherhood Knights charged with defending the G.N.R. Radio Station interior. All Knights are employed in the service of Elder Lyons, who resides in the Citadel. Although they're haughty, they'll help you out of a fix and they hate the Super Mutants as much as you do.

KNIGHT SERGEANT WILKS



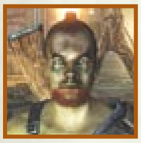
Faction: Brotherhood of Steel

Location: 10.03: Galaxy News Radio

» Main Quests: Following in His Footsteps, Galaxy News Radio

Wilks is one of three Brotherhood Knights charged with defending the G.N.R. Radio Station interior. All Knights are employed in the service of Elder Lyons, who resides in the Citadel. Although they're haughty, they'll help you out of a fix and they hate the Super Mutants as much as you do.

KRENSHAW



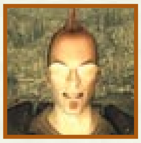
Faction: Pitt Raider

Location: P.5: Pitt Uptown (LAT 13/LONG 04)

» Main Quests: Unsafe Working Conditions (TP), Free Labor (TP)

Krenshaw is Ashur's right-hand man and is in charge of maintaining the peace, or as close to a violent suppression of Pitt Slaves and Trogs as he can manage without culling too many of the worker population. He also maintains the floodlight generators in Uptown; plunging this area into darkness would spell doom, as the Trogs would overrun Haven.

LAG-BOLT



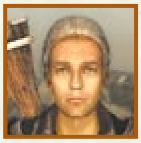
Faction: Raider

Location: BS14.08: La Maison Beauregard Lobby

» Freeform Quest: The Sorrowful Suitor

Driven crazy by a lost love (although it could be the water impurities), Lag-Bolt is a part-time swindler and full-time thief. There's no reasoning with this madman.

LAZLO RADFORD



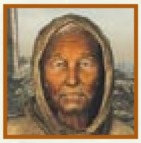
Faction: Wastelander

Location: Random

» Mini-Encounter 0.15: Rifle Man

A friend of Sam Warrick's, Lazlo is roaming the Wasteland in search of more copies of his favorite comic, Grognak the Barbarian. He's recently stolen a Railway Rifle and is having immense fun disconnecting Ghoul heads from their spines. He's a madman, who fights first, fights again, and then thinks for a bit afterward.

LEAF MOTHER LAUREL



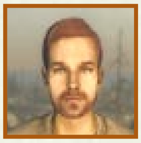
Faction: Treeminder

Location: 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quest: Oasis
» Freeform Quest: Excommunication

The wife of Tree Father Birch and fellow leader of the people of Oasis, Leaf Mother Laurel spends much of her day wandering around Oasis, tending the plants and flowers, and speaking with the people of the village with her daughter Sapling Yew usually at her side or playing nearby. She believes it is her responsibility to tend to the spiritual and mental well-being of her fellow villagers.

LEO STAHL



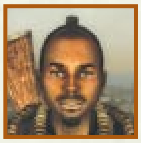
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Freeform Quest: Leo's Drug Habit

Leo, 25, is the more outspoken of the two Stahl brothers. He's the "people person" of the restaurant and loves to talk to the customers. He spent some time on the caravan lines in his teens and has traveled to a few places around the Wasteland. It was during this time that he picked up his addiction to Jet, although he has managed to conceal his addiction from everyone in town, including his own brother and sister.

LEROY WALKER



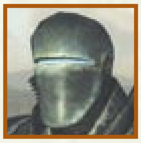
Faction: Slaver

Location: 17.01: Lincoln Memorial Maintenance Room (Lincoln Memorial)

» Miscellaneous Quest: Head of State
» Freeform Quest: Lincoln's Profit Margins

Leroy is a strident believer that "might makes right." Weaklings deserve what they get in life and should serve at the whim of the more powerful. He is a rarity among Slavers. He's not in it for the money; he genuinely believes that this is the natural law of the universe. Leroy is the Slaver in charge of handling runaways. Currently there is no bigger issue for him than the Temple of the Union. In his eyes, if they succeed in making the Lincoln Memorial into a shrine for Abolitionists and runaway slaves, Paradise Falls and the Slavers will be severely hurt.

LIBERTY PRIME



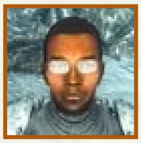
Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quests: The American Dream, Take It Back!, Death from Above (BS)
» Freeform Quest: Getting Ready for Prime Time (BS)

Liberty Prime is a formidable but currently offline combat robot that is being tinkered with in the laboratory. Its original intent was to liberate Anchorage, Alaska, from the Red Chinese back in 2072. A mixture of patriotic propaganda messages and incredible firepower ensured victory! But can the robot be fixed in time to help the Brotherhood?

LIEUTENANT THOMAS MORGAN



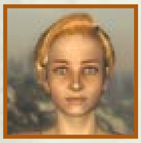
Faction: U.S. Army

Location: OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» Main Quests: Paving the Way (OA), Operation: Anchorage! (OA)

Lieutenant Morgan is a young officer inside the command tent of U.S. Field Headquarters on the outskirts of the main battlefield. He is witty, sometimes needling, but always professional, and he assists you with knowledge on current objectives and obstacles you may encounter. Offering hints at the best types of weaponry and Strike Teams to pick for particular missions, Morgan is a valuable asset and a keen soldier.

LINDA SMITH



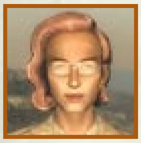
Faction: Wastelander

Location: 8.07: Andale (LAT -05/LONG -17)

» Freeform Quests: One Big Happy Family, Our Little Secret

House-proud and vehemently opposed to outside influences, the Smiths are a strange but reasonably friendly bunch. Jack seems to be Andale's patriarch, and he knows the best little town in America is here, where Linda bakes a delicious meat pie!

LITTLEHORN SECRETARY



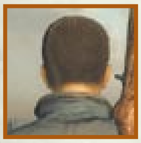
Faction: Littlehorn and Associates

Location: 6.03: Scrapyard (LAT 05/LONG 09)

» Freeform Quest: Getting an Earful

Furiously typing and thankful to have gainful employment with Littlehorn and Associates, the four secretaries spend their time creating and filing records of all associates' activities across the East Coast. As life is cheap, hard work is expected, not rewarded.

LONE WANDERER



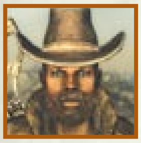
Faction: n/a

Location: n/a

» All Quests

Born to mother (Catherine) and father (James) inside the Jefferson Memorial, and moved to Vault 101 shortly afterward with the help of acting nurse Madison Li, this mysterious roamer has been spotted at numerous locations throughout the Capital Wasteland, and as far away as Point Lookout. Great tales of the Wanderer's combat prowess, interesting methods of problem-solving, and great cunning in the purchase of strategy guides to help navigate this great wilderness have been whispered both far and wide. The Wanderer's exploits can be heard by tuning in to Galaxy News Radio.

LUCAS SIMMS



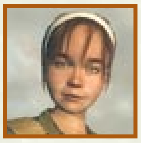
Faction: Regulator

Location: 8.03: Megaton (LAT -01/LONG -06)

» Miscellaneous Quest: The Power of the Atom

He grew up in Megaton and understands better than anyone what it takes to survive and thrive in the Wasteland. Big and imposing yet warm and friendly, Lucas won his position by a unanimous vote of the people of Megaton (most of whom genuinely love the guy). He serves as mayor, sheriff, judge, and just about any other position that's needed. It's also no secret around Megaton that Lucas Simms is fulfilling some weird childhood cowboy fantasy. He named his son Harden after the Old West outlaw John Wesley Harden. Simms is also a member of a secret society known only as "the Regulators."

LUCIA "LUCY"



Faction: Wastelander

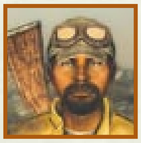
Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Miscellaneous Quest: The Replicated Man

» Freeform Quest: Fungus Deal

Lucy was born in Little Lamplight 11 years ago and grew up learning practical medicine from Red, who she considered an older sister. By the time she was 7, she was the preeminent medical authority in Lamplight, and her medical treatment saved Mayor MacCready's life when he was injured in a cave-in. Since then, she's cared a little more about him than the others, and she thinks of Lamplight as "their family." Since MacCready took control, she's been his constant companion, occasionally tempering his instincts with a measure of caution.

LUCKY HARITH



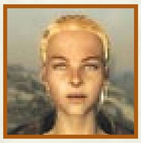
Faction: Merchant

Location: 0.00: The Capital Wasteland

» Freeform Quest: Merchant Empire

Boisterous and friendly, Harith has a toy collection that consists of a wide assortment of weapons. Despite the destructive potential of his gear, he sees his sales as a way to ensure peace in the world by making sure everyone is equally armed.

LUCY WEST



Faction: Wastelander

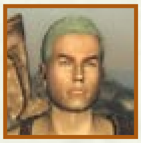
Location: 8.03: Megaton (LAT -01/LONG -06)

» Miscellaneous Quest: Blood Ties

» Freeform Quest: Special Delivery

Lucy, 25, struck out on her own and headed for the "big city," leaving the small settlement of Arefu and finding her way to Megaton, where she currently resides. Even though Lucy is far from home, she misses her folks and her younger brother, Ian West. She frequently communicates with them via letters she sends there, but as of late, they haven't replied, and she fears that either they are in trouble, or the letters simply aren't getting through.

LUG-NUT



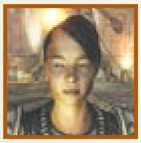
Faction: Raider

Location: U16.A: Marigold Station

» Freeform Quest: Grady's Package

Still recovering from a recent tussle with Ronald Laren, Lug-Nut is troubled by bouts of depression and mania. This might be due to his Chem habit. He's recently had two pairs of Nightwear made by a seamstress to rival Lady Frumperton, sending one to his brother Lag-Bolt. He's hidden one pair of Nightwear in the old caretaker's locker; Grady won't be needing it any more.

LULU

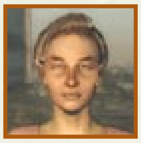


Faction: Pitt Raider

Location: P.5: Pitt Uptown (LAT 13/LONG 04)

There are various categories of "insane," and Lulu's mechanism has definitely gone, but she's still functional with a rifle and loyal to the Pitt Raider cause. Excitable, she treats you as a pet, even giving you food if you play along with her addled mind.

LYDIA MONTENEGRO



Faction: Merchant

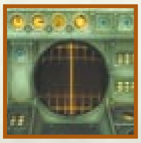
Location: 7.14: Tenpenny Tower (LAT -16/ LONG -17)

» Miscellaneous Quest: Tenpenny Tower

» Freeform Quests: Finders Keepers, House Decoration in My Tenpenny Suite

Lydia runs the Boutique le Chic, which serves as the general store. Talk to her, and you'd think she's running a high-end shop and not peddling salvage to Wasteland dwellers, such is the elitist illusion she lives under. Lydia spends her days in the shop, then relaxes at the Federalist Lounge with her friend Michael Hawthorne.

M.A.R.GO.T.

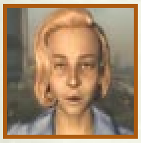


Faction: Robot

Location: BS U15.02.1: Presidential Sub Level

» Main Quest: Who Dares Wins (BS)
An automated defense system is headed by a Pre-VAX technology computer system named M.A.R.Go.T. (Metro Authority Rapid Governmental Transit System). She controls the trains, robots, and other maintenance personnel.

MABEL HENDERSON



Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane
Winner of the "Tranquility Lane Finest Meat Pie" award three years running, Mabel is suitably proud of her (delicious) accomplishment, and her hobby allows her to listen in and chat with all manner of friends and neighbors. No secret is safe with her around!

MACHETE

Faction: Wastelander

Location: 6.02: Canterbury Commons (LAT 18/LONG 11)

» Miscellaneous Quest: The Superhuman Gambit
One of the fiercest defenders Little Lamplight has ever seen, 19-year-old "Machete" earned her nickname at the age of 7, when she killed a Mole Rat in the caves armed only with a knife the size of her arm. Since then, she has been a bona fide celebrity. When she turned 16, she got disoriented in a dust storm and got lost, eventually arriving at Canterbury Commons instead of Big Town. To this day, she refuses to admit that she went to the wrong place. Dominic in particular saw her potential to provide security for the future of the camp, and after a year of his guidance, she's earned a fair amount of respect from the locals.

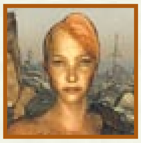
MAD JOHNNY WES

Faction: Wastelander

Location: 20.01: Hubris Comics Publishing

Johnny Wes was hemmed in by a Super Mutant camp, and almost savaged to death by a relentless Ghoul onslaught. His mind snapped, reverting to its most basic instinct. He's holed up in the most defensible location of Hubris Comics (a foreman's office he's dubbed "the Alamo"), and rigged the entire building with traps. They'll never take him alive. Never!

MADAME



Faction: Raider

Location: 7.04: Evergreen Mills (LAT -18/LONG -07)

Madame runs the brothel inside the Evergreen Mills Bazaar, offering her girls' services in exchange for Caps or Chems. She doesn't need ammunition because her friend Smiling Jack provides offensive help if a customer gets too rowdy. Madame is particularly proud of her interior decorating skills.

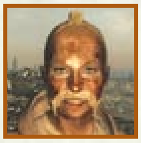
MAGGIE

Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

Billy Creel took in Maggie at the age of 3 (she is now 12) and brought her to Megaton. Maggie remembers nothing of her life before Megaton. A Megaton resident caught a bullet in a Raider attack and Billy was given the man's house. He's been in Megaton even since, raising Maggie as well as you can expect from a carefree Wasteland adventurer, even telling her the combination to his lost safe. Of course, there are a few around town who say that Billy was the one behind that bullet that bought him his place in Megaton....

MANNY KOCH (DECEASED)



Faction: Wastelander

Location: 8.A: Jury Street Tunnels (Blocked: LAT -13/LONG -04)

» Mini-Encounter 0.01: Searching for Cheryl
Leader of the Canterbury Commons search party that attempted to locate the whereabout of a good friend named "Cheryl," Manny Koch is the only visible remains of the group; the rest are either buried or chopped into manageable pieces and stored on gore bags. Manny is dead when you approach him. After inspecting the body, prepare for a Behemoth!

MANYA

Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Miscellaneous Quest: The Replicated Man
Manya, 64, is a sweet old lady. She and Nathan used to run a caravan line together and have managed to save enough Caps and supplies to live out their retirement in Megaton. Manya's sweet exterior doesn't reveal that she's witnessed every misery that the Wasteland has to offer. She is extremely wise and knowledgeable—two traits that allow her to continue to thrive and live in Megaton.

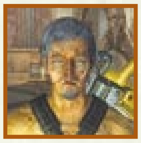
MARCELLA

Faction: Wastelander

Location: PL 4.19: Disaster Relief Outpost (LAT 03/LONG 10)

» Miscellaneous Quest: The Dark Heart of Blackhall (PL)
Marcella is a nomadic missionary, spreading the word of her own faith. She's come to Point Lookout from a place called "The Commonwealth" aboard Tobar's ferry. Taking the Tribal Cultists and local inbreds for lost causes, she ministers to those she can. She was immediately suspicious of Obadiah upon meeting him and has made a mission of investigating Blackhall's connection to the heathen creed of the Swampfolk.

MARCO



Faction: Pitt Slave

Location: TP.B: The Mill (LAT 11/LONG 06)

» Main Quest: Unsafe Working Conditions (TP)
Nervous and slightly scatterbrained, Marco runs the equipment in the Rotary Press Control Room, which is constantly seizing up and breaking down. He's part of the uprising, knows Midea well, and keeps a repurposed Steel Saw for those who wish to challenge authority.

MARGARET

Faction: Wastelander

Location: 10.03: Galaxy News Radio

This old engineer works with Three Dog to keep Galaxy News Radio on the air. Should anything unfortunate happen to Three Dog, Margaret takes to the airwaves, doing the best she can considering her lack of enthusiasm and general crankiness.

MARGARET PRIMROSE

Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quest: Tenpenny Tower

Margaret owns and operates the Cafe Beau Monde. Because the cafe only serves the residents of Tenpenny Tower, her clientele is limited, allowing Margaret to prepare and serve all the meals. The restaurant is open from 6:00 AM to 9:00 PM, and Margaret is the service provider the entire time. When the restaurant closes, she generally spends her time in her room.

MARGUERITE

Faction: Swampfolk

Location: PL 2.09: Marguerite's Shack (LAT 08/LONG 04)

» Miscellaneous Quest: A Spoonful of Whiskey (PL)

A tough lady (aside from the fake illness she pretends to have), Marguerite may not share the looks of the locals, but she isn't troubled by them because she's been a Point Lookout resident since birth.

MARIE

Faction: Pitt Raider

Location: TP.G: Haven (Interior; LAT 17/LONG 03)

» Main Quest: Free Labor (TP)

» Freeform Quest: Toys for Tots (TP)

Cute, innocent, and unusually quiet, Marie is less than a year old and in perfect health. The offspring of Ashur and Sandra, her conception occurred after Sandra set up her laboratory in a wing of Ashur's palace. As two of the most educated people in The Pitt, they spent long hours together. Over time, they have come to honestly care for each other, and the safe birth of their child is considered nothing short of a miracle—one they intend to use for the benefit of their city.

MARTHA SIMPSON

Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane

She swears, if looks could kill, Janet Rockwell would have put her in hospital by now. Thankfully, Janet's husband is always there to smooth everything over, but Martha is worried about her friend Janet. Perhaps she should speak to Mabel Henderson about it.

MARTHA WILSON

Faction: Wastelander

Location: 8.07: Andale (LAT -05/LONG -17)

» Freeform Quests: One Big Happy Family, Our Little Secret

Martha is the unusually quiet wife of the slightly domineering Bill Wilson, and part of the inhabitants of the "perfect" settlement of Andale. She doesn't speak at all, and is slightly incredulous if asked her opinion on matters, when it's quite obvious Bill will be doing the answering for her.

MARY, DAUGHTER OF DAVE

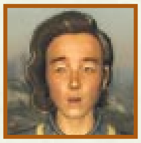
Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/LONG 27)

» Freeform Quest: Election Day

Mary is 12 years old and Rosie's daughter. She's bright and curious, but Dave will probably soon cure her of that.

MARY HOLDEN



Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

During the confusion of your extrication from Vault 101, Mary and Tom Holden attempt to flee the violent security officers O'Brian and Richards, and are usually gunned or beaten down in cold blood unless you step in to save them.

MATILDA WEST (DECEASED)

Faction: Wastelander

Location: 5.07: Arefu (LAT -11/LONG 06)

» Miscellaneous Quest: Blood Ties

On closer inspection, it seems Matilda West has been slain using the same odd techniques as the those employed on her husband. The Wests were settlers in Arefu for over 10 years, and no one in the settlement appears to hold a grudge against them. Indeed, Matilda was responsible for clearing out the village outhouse, a task now sadly fallen to Ken Ewers.

MAYOR ROBERT JOSEPH MACCREADY

Faction: Wastelander

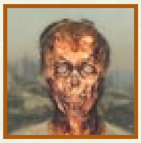
Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Main Quests: Picking up the Trail, Rescue from Paradise

» Freeform Quests: Fungus Deal, The Life of Bryan

He has served as the mayor of Little Lamplight for two years (since he was 10), when he was chosen by the other residents due to his smarts, toughness, and the fact that he doesn't take guff from anyone. He has no fear of adults and is a perfect representative. He is belligerent, small (even for his age), very distrustful of adults, and willing to blow someone's head off to defend his young charges, but MacCready is also very loyal to those he considers friends.

MEAT

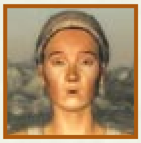


Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

When he's not operating on Ghouls with a variety of odd ailments, Doctor Barrows spends his time learning the exact medical reasoning for Feral Ghouls "turning" into Glowing Ones. For this, ex-patients who succumbed to massive amounts of radiation are placed inside an inaccessible containment chamber adjacent to Barrows's Chop Shop surgery. "Meat" (shown here prior to transformation) is one of these subjects.

MEI WONG



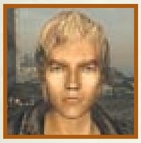
Faction: Slave

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quest: Slave Hunt

Quiet and guarded, 30-year-old Mei doesn't like to talk. Mei was a slave owned by Allistair Tenpenny, but she recently escaped and is in hiding out here. Harkness knows her story and has promised her she's safe while she's in town. She's a good source of information about Slavers and was once held at Paradise Falls. Mei Wong suspects that Sister is a Slaver but can't prove it. She is terrified of him. Fortunately for her, he does not recognize her at all.

MEL



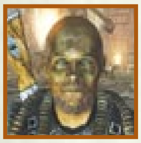
Faction: Wastelander

Location: Random

» Mini-Encounter 0.18: Locked and Unloaded

Recently forced out of his Mercenary settlement, Mel is a nervous and ineffectual highwayman, waving an unloaded weapon at you should your paths ever cross. He is of no threat, except to himself.

MEX



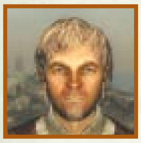
Faction: Pitt Raider

Location: P.2: Pitt Bridge (LAT 09/LONG 14)

» Main Quest: Into the Pitt (TP)

Cruel and despicable, even for a Pitt Raider, Mex has been removed from general guard duties by Ashur and sent to guard the gates to Pitt Downtown after bouts of Pitt Slave punishment that left many with horrific injuries. Adept with a rifle, Mex is content with tagging escapees, laying down a variety of mines, and watching his prey explode in a variety of impressive arterial spray patterns.

MICHAEL HAWTHORNE



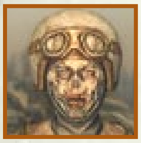
Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quest: Tenpenny Tower

Hawthorne has dedicated his life (and life savings) to the pursuit of giddy drunkenness, staggering drunkenness, and finally, paralytic stupor. He spends the majority of every day drinking in Tenpenny Tower's Federalist Lounge. He pretty much has a reserved seat that he always occupies.

MICHAEL MASTERS



Faction: Ghoul

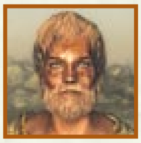
Location: 7.13: Warrington Station (Exterior; LAT -18/LONG -19)

» Miscellaneous Quest: Tenpenny Tower

» Freeform Quest: House Decoration in My Tenpenny Suite

Michael Masters was an esteemed electronic and biological engineer before the bombs dropped. He doesn't remember much of the first years after D.C. was destroyed, but he does remember his human life and resents his Ghoulish nature (though he does appreciate the gift of longevity). He was extremely intelligent and jovial in his old life, but living as a Ghoul has made him very pessimistic and angry at the world. He sees his Ghoulness as a karmic curse, because he was attempting to keep America at the forefront of human mutation experiments, breeding super-warriors after being inspired by the work of the German, Russian, and Chinese doctors.

MICKY



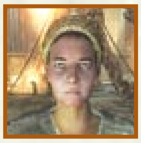
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Mini-Encounter 0.10: Dying of Thirst

Driven slightly demented by lack of sustenance, and fearful of his life after a narrow escape from a Raider party holed up in a nearby school, Micky has set up a begging station at the entrance to Megaton. Through the haze of dehydration, he remains hopeful that a water caravan or kindly stranger will cross his path.

MIDEA



Faction: Pitt Slave

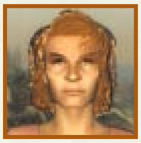
Location: TP.A: Midea's Quarters (LAT 13/LONG 06)

» Main Quests: Into the Pitt (TP), Unsafe Working Conditions (TP), Free Labor (TP)

» Freeform Quest: Toys for Tots (TP)

One of the oldest slaves in The Pitt, Midea is dedicated to helping the Pitt Slaves. Despite having the fierceness to probably earn her freedom in the Arena, she chooses to stay with the slaves and see that someone is watching out for them. She concocted the kidnapping plan with Wernher shortly after he was enslaved, and she sees the baby as little more than a tool to earn the freedom of her people.

MILLICENT WELLINGTON



Faction: Wastelander

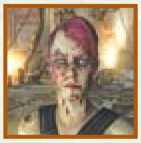
Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quest: Tenpenny Tower

» Freeform Quest: Love Letter

Millicent is an elitist without the benefit of an elite society. Truth is, the other residents can't stand her, because she's a quarrelsome busybody; therefore, she never gets invited to any of the tower's intimate social events. She spends her days hanging around the house or complaining to her poor husband.

MILLY



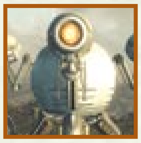
Faction: Pitt Slave

Location: TP.3: Pitt Downtown (LAT 12/LONG 08)

» Freeform Quest: Wild Bill's Last Stand (TP)

Part of a tiny enclave of Pitt Slaves that exists near the Market Square in the Downtown area, Milly is a close friend of Wild Bill and is desperate to know her friend's whereabouts. She wanders the alleys, hoping to catch a glimpse of her friend. She has also appropriated some Stimpaks, hiding them in various nondescript objects throughout Downtown.

MILO, SHIPPING FOREMAN



Faction: Robot

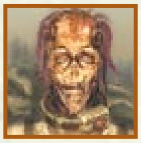
Location: 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» Miscellaneous Quest: The Nuka-Cola Challenge

» Freeform Quest: Just for the Taste of It

The latest in robotic bookkeeping and shipment launching, Milo is a proud employee of the Nuka-Cola corporation. Currently, he's waiting for additional shipping instructions from a Nuka-Cola employee with proper ID.

MISS JEANETTE



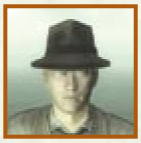
Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quest: Freedom!

Miss Jeanette is quiet, confused, and obsequious. She's long since accepted her role as a slave. The only problem is, most customers have no use for a Ghoul slave. She's been in the pens forever and isn't expecting to leave any time soon.

MISTER BREAK



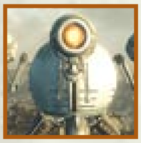
Faction: Wastelander

Location: PL 1.01: Sacred Bog Entrance (LAT 01/LONG 04)

» Main Quest: Walking with Spirits (PL)

Mister Break is a figment of your Punga-infused imagination. Isn't he? Yes, yes he is. Or is he? Yes, most definitely, he is. Right?

MISTER BUCKINGHAM



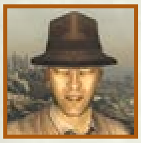
Faction: Robot

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quest: The Life of Bryan

Mister Buckingham is Vera's best friend, a Mister Handy robot with the disposition of a British butler. Mister Buckingham is stationed in the hotel 24/7 and minds things while Vera is away.

MISTER BURKE



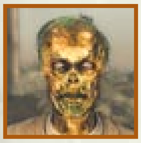
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Miscellaneous Quest: The Power of the Atom

Mister Burke spends his days at Moriarty's Saloon, drinking and talking to Moriarty or asking Gob the Ghoul probing questions about being a Ghoul, the effects of radiation on his body, and what it's like to live among the non-irradiated populace. He also likes to eat at the Brass Lantern restaurant, where he can keep an eye on the atomic bomb.

MISTER CROWLEY



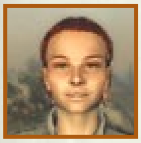
Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Miscellaneous Quest: You Gotta Shoot 'Em in the Head

Mister Crowley is as bitter a Ghoul as you'll find. He was transformed 10 years ago, due to an extreme exposure of radiation that should have killed him. He once lived at Rivet City, but the bias and hatred he experienced there forced him to move on. Crowley discovered Underworld and has taken up permanent residence, but remains resentful of the harsh treatment he received from humans. He presents you with a complex revenge plan that he wants you to carry out. Mister Crowley spends most of his time in the Ninth Circle, drinking heavily.

MOIRA BROWN



Faction: Merchant

Location: 8.03: Megaton (LAT -01/LONG -06)

» Miscellaneous Quests: The Wasteland Survival Guide, The Replicated Man

» Freeform Quest: House Decoration in My Megaton House

A self-styled inventor, 24-year-old Moira grew up in the trading community of Canterbury Commons with an uncommon curiosity about the world. She's read almost every book that's come through the town. Although her reading has taught her a wide variety of useful knowledge, she has nearly no actual experience with the world, so she doesn't always understand how it can be applied outside of her workshop. After a recent accident with a domesticated Centaur, Moira was inspired to write a book to help others survive in the Wasteland and avoid similar dangers. She just needs someone with real experience to test out her ideas and give her some real-world insight into life in the wastes.

MOM (CATHERINE; DECEASED)

Faction: Wastelander

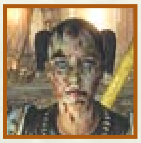
Locations: 9.14: Jefferson Memorial (LAT -13/LONG -17), PL 1.01: Sacred Bog Entrance (LAT 01/LONG 04)

» Main Quest: Birth

» PL Main Quest: Walking with Spirits

Your mother died during childbirth, and was one of the scientists attempting to perfect Project Purity, falling in love with James, the leader of the scientists. Aside from her voice (available on Holotape: Better Days), you know little about your mother, except that she suffered cardiac arrest during your birth, and her favorite Bible passage is Revelation 21:6.

MONA

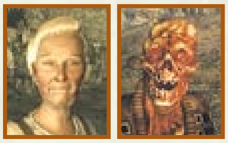


Faction: Pitt Raider

Location: TP.5: Pitt Uptown (LAT 13/LONG 04)

Sometimes clad in skimpy clothing and a variety of interesting skin disorders, Mona is skilled in the arts of melee combat. She suffers from a particularly disgusting degenerative skin disorder from swimming in the nearby rivers.

MOTHER CURIE III



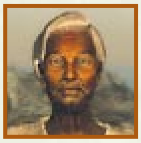
Faction: Ghoul

Locations: BS8.01 Holy Light Monastery (LAT -01/LONG -04, 8.03: Megaton (LAT -01/LONG -06)

» Miscellaneous Quest: Holy Water (BS)

Overseeing the operation is Mother Curie, who believes firmly that she is doing Atom's will and helping the world grow, and they find that consecrated Aqua Pura is actually much more potent than any other "dirty water." She has prepared a rich and varied history to read to her "flock." Should you find her in her second state; she has received her greatest wish, as she bathed in the light of infinite candles, and reached a higher realm of consciousness. In fact, this worked so well, her mortal corpse has become a frothing, savage Ghoul with no knowledge of your previous interactions.

MOTHER MAYA



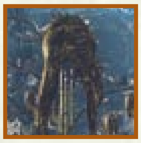
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Freeform Quest: Pious Generosity

Mother Maya is 41 and Confessor Cromwell's female counterpart. She and Cromwell are actually husband and wife, but they don't go out of their way to advertise the fact, because they're both so busy promoting the ideals of the church.

MOTHER PUNGA



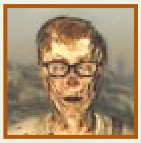
Faction: Tribal

Location: PL 1.01: Sacred Bog Entrance (LAT 01/LONG 04)

» Main Quest: Walking with Spirits (PL)

This is an enormous "seed," part of a huge wild bloom of the Punga fruit. The seeds nestle on a pod in the recessed part of the fruit. The plant shudders and releases a puff of pollen, said to cause vivid hallucinations.

MURPHY



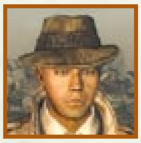
Faction: Ghoul

Location: 5.02: Northwest Seneca Station (LAT -10/LONG 09)

» Freeform Quest: Murphy's Bombing Run

Murphy was an amateur scientist even back in his pre-Ghoul days, and his tenacity has allowed him to deal with his "affliction." He's close to making some real Caps with his invention—an enhanced dose of Jet that can keep a Ghoul up and peaking, as Jet has only limited effects on these creatures.

MYSTERIOUS STRANGER

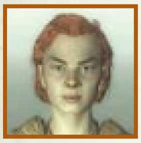


Faction: Wastelander

Location: Random

You have a Guardian Angel, but with a deadly hand-cannon instead of wings. Meet the Mysterious Stranger, an odd and eldritch entity said to appear and aid you in combat before you draw your dying breath. Of course, it helps to have the Mysterious Stranger Perk first....

NADINE



Faction: Wastelander

Location: PL 3.13: The Ark & Dove Cathedral (LAT 12/ LONG 03)

» Main Quest: Hearing Voices (PL)
» Freeform Quest: Tailing the Tomboy (PL)

Nadine is a Wastelander who bartered passage to Point Lookout with Tobar and hasn't yet returned. Her mother makes a tearful plea for you to find her. Nadine is a bit of a tomboy and a restless adventurer who wanted to explore beyond the Capital Wastelands, running away from home to stow away on the *Duchess Gambit* and see the world. She plans to return to Capital Wasteland once she's found her fortune to bring back and share with her mother, Catherine, but she's not in a hurry to return quite yet.

NATHANIEL VARGAS

Faction: Wastelander

Location: 1.01: Raven Rock (LAT -28/LONG 28), 8.03: Megaton (LAT -01/LONG -06)

» Main Quest: The American Dream

Nathan, 65, ran a caravan route for over 30 years with his wife, Manya. During that time, he became a little obsessed with the Enclave radio broadcasts. Since then, Nathan has become a bit of a fanatic, believing that the Enclave will bring salvation to the Wasteland and is trying to convince everyone else in Megaton of this fact. Most of the residents write Nathan off as the local busybody, but all are quick to note that after 30 years on the back of a wagon, he is one hell of a shot when it comes to gunplay.

NICHOLAS "KNICK KNACK"

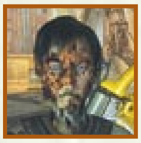
Faction: Wastelander

Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Miscellaneous Quest: The Replicated Man

Knick Knack and his twin sister, Knock Knock, are 14 years old and dedicated to the town. While his sister collects terrible jokes, Knick Knack collects anything of value. He organizes the settlement's store of goods, mostly to keep them in good shape for anyone who needs them, but also because he has a fondness for working with items and making sure everything is "just so."

NOLA



Faction: Wastelander

Location: TP.B: The Mill (LAT 11/LONG 06)

» Main Quest: Unsafe Working Conditions (TP)

Nola tends to the sick, crippled, and wounded of the Mill's workforce, when she's not taking a beating herself. She has rudimentary medical training, which she can apply to you, although she's the least-skilled practioner you've ever met (not including Sawbones, of course).

NOVA

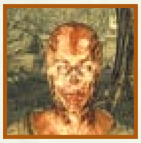
Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Main Quest: Following in His Footsteps

Nova, 25, spends most of her time hanging around the bar talking to the male clientele. Every now and then, she'll go up to a room with a new "friend." Her real job is to sweet-talk the male patrons and get them to spend money—on booze, company, or an outrageously priced bed for the night. Every couple of nights, Nova sleeps with Gob. One day a week—her day off—she goes shopping.

NOVICE



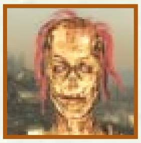
Faction: Ghoul

Location: BS8.01 Holy Light Monastery (LAT -01/ LONG -04)

» Miscellaneous Quest: Holy Water

Commended by Mother Curie III for his devotion to the cause, Novice is wowing the other visitors to the Holy Light Monastery with his "hint of brain" poking through a section of exposed skull. His path to the light is almost a certainty.

NURSE GRAVES



Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Miscellaneous Quest: The Replicated Man

Young by Ghoul standards, Doctor Barrows's assistant Nurse Graves is knowledgeable and keen. She helps in Barrows's experiments to diagnose and treat the various brand-new ailments that Ghouls are always complaining about. Happy with her lot in life, she spends her time cutting up corpses, inspecting brain tissue samples, and poking Feral Ghouls with a variety of (mainly sharp) implements.

OBADIAH BLACKHALL

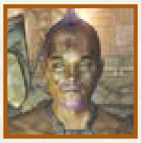
Faction: Wastelander

Location: PL 1.02: Blackhall Manor (LAT 02/ LONG 07)

» Miscellaneous Quest: The Dark Heart of Blackhall

The last descendant of the Blackhalls, a famous (some say infamous) family of wealth in the history of Point Lookout, Obadiah is stubborn and is still entranced by an old book his family once lost. The Blackhall family was deeply involved in the commercialization of Point Lookout in the early 21st century. Constance Blackhall, head of the estate after the New Plague made her an unexpected widow in 2058, cooperated with entrepreneurs from the Isla Negra Realty Company, who had been trying to acquire family real estate unsuccessfully for years. Despite overwhelming local cultural resistance, Isla Negra persistently attempted to bring tourism and modernization to Point Lookout and St. Mary's County.

O-DOG



Faction: Pitt Raider

Location: TP.5: Pitt Uptown (LAT 13/LONG 04)

Infatuated with Vikia the sniper, O-Dog is more than competent with precision-rifle weaponry. He competes with Duke to get Vikia's attention, almost always unsuccessfully. He deems newcomers not as meat but simply as a "higher grade of sausage."

OFFICER DAVIS

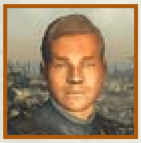
Faction: Vault Dweller

Location: 9.M: Scavenger's Shack (LAT 12/LONG -11)

» Miscellaneous Quest: Protecting the Water Way (BS)

Rivet City has contracted with the Brotherhood of Steel to help escort water caravans to their destination, in exchange for getting money and technology from the Brotherhood. Officer Davis is one of the security team hoping to be paid with technology.

OFFICER HERMAN GOMEZ



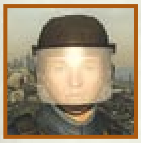
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Escape!
» Miscellaneous Quest: Trouble on the Homefront

The classic good cop, officer Gomez is Freddie's dad. He has no patience for the Tunnel Snakes and tries to make sure that Freddie doesn't have anything to do with them. This is hard, because there may not be any other boys Freddie's age in the Vault.

OFFICER JOHN KENDALL



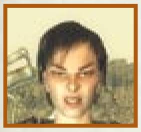
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Escape!
» Miscellaneous Quest: Trouble on the Homefront

Tough, friendly, and no-nonsense, he's not actively sinister, but he'll follow orders without thinking about it too much. He is not an introspective sort of guy. He loves being a cop and doesn't worry about whether what he's doing is right; he is the law.

OFFICER LEPELLETIER



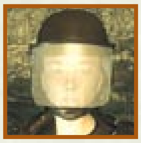
Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quest: Protecting the Water Way (BS)

A Rivet City security force team member who, through hard work and dedication, has landed herself the unfortunate position of being in charge of the Water Caravan Escort detail. Rivet City has contracted out with the Brotherhood of Steel to help escort water caravans to their destination, in exchange for getting money and technology from the Brotherhood. Officer Lepelletier has a makeshift office set up outside Rivet City where she handles coordinating the caravans and security details. There is usually a small contingent of caravan drivers, Brahmin, and disgruntled Rivet City policemen buzzing around the bridge gangplank building. Lepelletier's caravans have been getting hijacked more regularly, and she suspects something organized is going on. She'd like you to help investigate what's going on by escorting one of the caravans. She can't pay you, so you'll have to get paid from Bigsley at Project Purity. All her money and gear has already been assigned to other escort details.

OFFICER LORIN



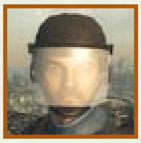
Faction: Wastelander

Location: 9.M: Scavenger's Shack (LAT 12/LONG -11)

» Miscellaneous Quest: Protecting the Water Way (BS)

There is usually a small contingent of caravan drivers, Brahmin, and disgruntled Rivet City policemen buzzing around the bridge gangplank building. Officer Lorin is one of the most vocal in his displeasure at the almost-constant attacks, but his hand has been forced.

OFFICER O'BRIAN



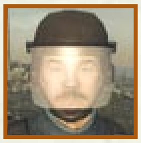
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

Lightly armored and keen to deliver a bit of punishment to the Vault civilians, Officer O'Brian is a vicious, unthinking man who delights in the pain of others. The confusion of the Lone Wanderer's escape makes his violent tendencies all the more easy to hide.

OFFICER PARK



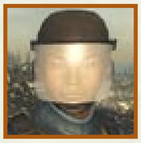
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

Sent to guard the main Vault 101 exit door by the Overseer, Officer Park isn't about to let some jumped-up, jumpsuited 19-year old snot-nosed punk kid flee into the irradiated waste and fill his Vault with noxious air.

OFFICER RICHARDS



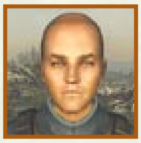
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

A little less relentless than Officer O'Brian in his beating of those milling about Vault 101 during the escape of the Lone Wanderer, Officer Richards is still under orders to stop those from breaching the Vault door.

OFFICER STEVE "STEVIE" MACK



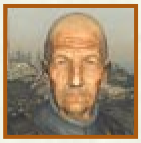
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!
» Miscellaneous Quest: Trouble on the Homefront

Stevie is the gung-ho new guy in security. He's been waiting his whole life to join the force and is willing to do whatever it takes to get in good with "the boss" (Chief Hammond), including being particularly overzealous during emergencies.

OFFICER TAYLOR



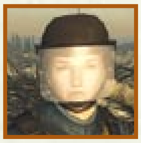
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Miscellaneous Quest: Trouble on the Homefront

A senior member of the Vault 101 security team, Taylor is well-known and liked, but after his wife's heart attack he has become saddened, and he blames the reckless escapee for the stress this caused his beloved Agnes.

OFFICER WILKINS



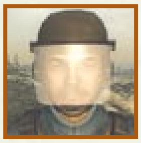
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Miscellaneous Quest: Trouble on the Homefront

Related to Janice and Jim Wilkins, Officer Wilkins is much less forgiving than Officer Taylor, and he blames you directly for the chaos currently affecting the Vault. He is liable to attack as soon as he gives this "lone wanderer" a tongue-lashing.

OFFICER WOLFE



Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

A friend of Allen Mack, Officer Wolfe patrols the main Vault door on high alert, waiting for a possible escape attempt. He has no intention of breathing the irradiated air outside, and prefers the recycled atmosphere of the Vault.

OLD LADY DITHERS

Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane

Poor Old Lady Dithers; she's a sweet old thing to be sure, but prone to bouts of senility. She's recently taken to warbling on about "computer simulations" and "fail-safe" operations. The neighbors sure hope they won't have to commit the old dear.

"OLD LADY" LUCY PALMER

Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Growing Up Fast
» Miscellaneous Quest: Trouble on the Homefront

Jonas's grandmother lives alone in her apartment where nothing has changed for decades. She's kind and proud of her grandson, and she bakes the most delicious sticky Sweetrolls.

OLD MAN HARRIS

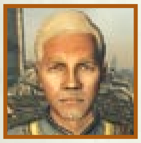
Faction: Wastelander

Location: 8.07: Andale (LAT -05/LONG -17)

» Freeform Quests: One Big Happy Family, Our Little Secret

The Smiths and Wilsons would prefer you took no notice of this elderly kook, who lives in his rundown shack. He's obviously a lunatic, and reeks of cheap alcohol.

OVERSEER ALPHONSE ALMODOVAR



Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Escape!
» Miscellaneous Quest: Trouble on the Homefront

Growing up in Vault 101 during a time when the Vault dwellers ventured freely into the outside world, Alphonse's parents believed the Vault should have no contact with the dangers out there. As he got older, Alphonse knew he had to correct the gross lapses in security. He got his chance when the Overseer—a strong proponent of outside contact—disappeared one day while out in the Wasteland. Many suspected foul play, but the young, charismatic, strong-willed Alphonse Almodovar offered the Vault dwellers new leadership, and they had little choice but to accept.

PALADIN BAEL

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: The Waters of Life

Bael is a worthy fighter, but he hasn't mastered the fine art of conversation, a shortfall that almost led to an altercation with a Megaton resident. Still, his a commanding presence ensures that undesirables stay well away from the entrance gates.

PALADIN GLADE

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: Take It Back!
» Freeform Quest: Gallows Humor

Paladin Glade is the oldest member of Lyon's Pride and serves as the group's technician and smith. But it's a well-known fact that Glade is also the most well-rounded and experienced Paladin in the Pride and is not to be trifled with. He's a badass, so don't mess with him.

PALADIN GUNNY

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Freeform Quest: Power Armor Training

Paladin Gunny is in charge of training initiates and turning them into hard-nosed Knights and Paladins. He is unhappy with the Elder Lyons's method of taking on volunteers from the Wasteland but still performs his duty to the best of his ability.

PALADIN HOSS

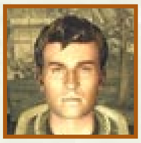
Faction: Brotherhood of Steel

Location: 19.03 Office Building

» Freeform Quest: The Lost Initiate

Hoss hates chaperoning wayward cadets almost as much as latrine-cleaning duties, and his fears have recently been proven right, as Initiate Pek disappeared on a long-range recon sweep of the Falls Church zone. He's happy for any help.

PALADIN JENSEN



Faction: Brotherhood of Steel

Location: 4.11: Fort Bannister (LAT -18/ LONG -01)

A scout for the Brotherhood of Steel, Jensen is apt to make tactical blunders that put both himself and his teammates in jeopardy. He firmly denies that he's a liability. In fact, he models all his actions on his favorite super hero, Captain Cosmos.

PALADIN KODIAK

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: Take It Back!
» Freeform Quests: Gallows Humor, The Scourge

Paladin Kodiak (also known as Greg Bear) is the largest and strongest member of Lyons's Pride. He is actually considered the largest and strongest member of the Brotherhood of Steel in general. As the name implies, he's as gruff and vicious as a bear, and he excels in close combat with a Power Sledge. Paladin Kodiak owes his life to Elder Lyons, who rescued Kodiak as a child from a distant city known as "the Pitt." Because of this, Kodiak thinks of Elder Lyons as his father.

PALADIN TRISTAN

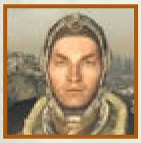
Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quests: Death from Above (BS), Shock Value (BS), Who Dares Wins (BS)
» Freeform Quest: Blood Brotherhood (BS)

Tristan is in charge of all the day-to-day operations of the Citadel and training new members. He follows Elder Lyons's ideals on the new direction the East Coast faction of the Brotherhood of Steel is taking very closely. He is serious and doesn't take any crap, but he's also very wise. Like a few others, he was a part of the original expedition that discovered the Pentagon ruins with Elder Lyons. He has a close (professional) relationship with Sarah Lyons whom he trained since she was quite young. Tristan is usually found wandering the main control room area of the Citadel (the old bay for Liberty Prime).

PALADIN VARGAS



Faction: Brotherhood of Steel

Location: 10.01: Tenleytown/Friendship Station (Chevy Chase North)

» Main Quests: Following in His Footsteps, Take It Back!

The sergeant of Lyon's Pride, Vargas is 30, and a no-nonsense, professional type. He is Sarah's right hand man; she relies on him for his experience and advice, and he supports her and mentors her. There is a very close but mostly unspoken friendship between them. He is no relation to Nathaniel Vargas of Megaton.

PANADA

Faction: Merchant

Location: PL 5.23: House of Wares (Panada) (LAT 08/LONG 10)

Panada is one of only two merchants in Point Lookout. Madam Panada's House of Wares offers a variety of badly repaired items, as Panada herself is only trading to make a living. Her real calling (so she believes) is divination.

PAPPY

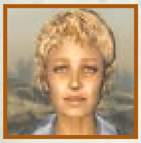
Faction: Wastelander

Location: 5.10: Big Town (LAT -04/LONG 03)

» Miscellaneous Quest: Big Trouble in Big Town

Now in his mid-20s, Pappy is the old-timer in town. He's trying to hold the fabric of the settlement together, but it is coming apart at the seams. They've lost their only doctor, and Pappy is becoming increasingly pessimistic. He's drawn the defenses in to the center of town so there's only one entrance and fewer weak spots. He is concerned and careful but isn't holding out much hope for survival.

PAT NEUSBAUM



Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane

Wife of George and mother of Little Timmy, Pat is a shrinking violet who's more than content to give her son platitudes of encouragement, compared to the stern talking-to that George favors. She's worried about her dear little pumpkin: Timmy, not George.

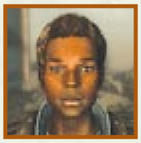
PATCHWORK

Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

Patchwork is Underworld's town drunk. He's in pretty rough shape, even for a Ghoul. He's always losing limbs that Doctor Barrows has to find and sew back on. Patchwork is friendly enough to humans, especially if softened up with a bottle of booze. Winthrop looks out for Patchwork but has never been able to convince him to stop drinking.

PAUL HANNON (II)



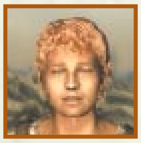
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Escape!

Paul is sitting on the bottom rung of the Tunnel Snakes' tiny social ladder. The other Snakes often tease him when they lack another suitable target. His dad being security chief of the vault gives him a certain cachet among his friends, though.

PAULIE CANTELLI



Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quest: Overdose

Paulie is your classic addict. His wife, Cindy, runs A Quick Fix, which sells Chems. The shop would actually make money if he would stop using up all the inventory himself. Most of his waking thoughts are about when he can get his next fix. He is frequently distracted and has trouble focusing. Paulie and Cindy are married in name only. They barely talk and share little in common. He isn't even aware of how much he neglects his wife.

PAULSON

Faction: Wastelander

Location: MZ1.03 Engineering Core: Stasis Pod

» Main Quest: Among the Stars (MZ), This Galaxy Ain't Big Enough… (MZ)

Paulson is a rancher from the "Wild West" period of American history. He was abducted by aliens during one of their previous visits to Earth, and has been kept in suspended animation for hundreds of years. He's quiet, soft-spoken, and unfazed by his current situation. He offers little background information about himself, but it's clear he has a deep hatred for being removed from his life, and wants to exact vengeance on his abductors, or to put it another way: "seek a lamentable but satisfying revenge on every last one of those bastards."

PENNY

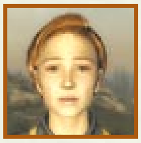
Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Main Quest: Rescue from Paradise

Penny is a 12-year-old Lamplighter who spends most of her time alone in a corner of the slave house. She laments that Rory Maclaren, whom she has grown close to, has been in isolation in the Box for a very long time and will likely die if he's not released. In fact, when the time comes for you to rescue the Lamplighters, Penny will not leave unless she knows Rory has been released from the Box. When not enslaved, Penny is another scavenger team member from Little Lamplight. She's adept at finding food and understanding animals in the Wasteland, although this particular talent wasn't of much use when Slavers stumbled across their team. At Lamplight, she spends a lot of time with her brother Joseph, who's her hero; even though she can usually take care of herself, she admires the way Joseph seems to know everything, and she tries to be like him.

PEPPER GOMEZ



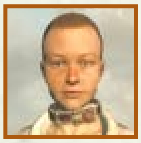
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Miscellaneous Quest: Trouble on the Homefront

Pepper has raised her son Freddie in the Vault by herself nearly his entire life. She is a good mother and cares for Freddie but feel helpless when confronted with his behavior. It's obvious to everyone that Butch and the Tunnel Snakes have far more influence over Freddie, and Pepper is at the end of her rope.

PETER "SQUIRREL"



Faction: Slave

Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Main Quest: Rescue from Paradise

Squirrel is 13 and has a knack with computers and electronics. As such, he is an important member of the scavenging team, because he's the only person who can tell how valuable a piece of scientific hardware is. He's been caught recently, but he's working on an escape plan. He's also sickly, often visiting Lucy for some sort of medication. Inside Lamplight, he spends a lot of his time reading, playing with electronics, and trying not to do anything too stressful.

PHANTOM

Faction: Pitt Raider

Location: P.5: Pitt Uptown (LAT 13/LONG 04)

Although perhaps a little too excitable when around firearms, Phantom enthusiastically welcomes you to the ragtag Pitt Raider family (if you aren't massacring them all). He can share his RadAway with you once per day.

PINT-SIZED SLASHER

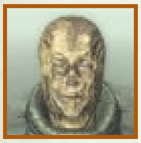
Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane

A myth used to scare children who misbehave, the Pint-Sized Slasher is said to appear from a dog kennel at dusk to chase the children around with a Toy Knife. The Pint-Sized Slasher has been the second-best-selling Halloween costume, topped only by Captain Cosmos.

PLIK



Faction: Ghoul

Location: PL 3.17: Coastal Grotto (LAT 16/LONG 03)

» Miscellaneous Quest: Plik's Safari (PL)

A jovial host of his prestigious hunting club for society's richest (or most bored) clientèle, Plik has witnessed the spread of Feral Ghouls in the area, and seeks to limit this encroachment, while attempting an enterprising scheme in the process.

PRESIDENT JOHN HENRY EDEN

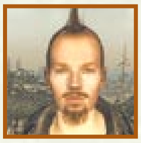
Faction: Enclave

Location: 1.01: Raven Rock (LAT -28/LONG 28)

» Main Quest: The American Dream

The president of the United States, Eden, resides here, utilizing the ZAX Corporation's super-computer technology to aid him in the reclamation and recreation of a new United States—one free of impurities and mutations. The people have suffered enough, and he's ready to use his Enclave forces to reclaim this land, with technology far more advanced than anything seen beyond the underground bunkers of his base.

PRIME (DECEASED)



Faction: Raider

Location: 5.13: Jury Street Metro Station (LAT -10/LONG -03)

» Freeform Quest: Jiggs' Loot

Two hackers were attempting to divide some loot spoils, and Jiggs never made it out of the Museum of Technology alive, or survived long enough to solve a riddle Prime posed for him. Prime mentions in his notes that he's waiting for Jiggs at the Jury Street Metro Station. Head there and check out the diner.

PRIVATE BECKETT

Faction: U.S. Army

Location: MZ2.04: Cryo Lab

» Main Quest: Among the Stars (MZ)

Part of the 108th Infantry Battalion, Private Beckett was part of Sergeant Daniels's squad and fought alongside Elliott Tercorien when he had to. However, being part of a medical team, Beckett's primary function was to carry stretchered troops to safety, either for evacuation for swift, on-site medical attention. He can be revived from his stasis pod along with Sergeant Daniels, either without Elliott preparing their memories (in which case, Beckett is hostile), or after their memories return (in which case, Beckett fights alongside you until falling during the assault on the Cryo Storage facility).

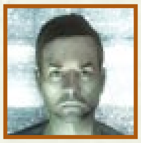
PRIVATE JONES

Faction: Robot

Location: 9.15: Rivet City (LAT 18/LONG -17)

Seagrave Holmes salvaged this Mister Gutsy. He's a bit confused about where he is and who all these other humans are. Harkness set him to guarding the Armory in the security tower, but he's far from reliable.

PRIVATE LAURENCE MEARS (DECEASED)



Faction: U.S. Army

Location: MZ2.04: Cryo Lab

» Main Quest: Among the Stars (MZ)

A key part of the 108th Infantry Battalion, Mears was among the medical team abducted during the prelude to the Great War, and forced into an interrogation at the hands of extraterrestrial travelers. The first to be interrogated, Mears simply provided his name, rank, and service number. This wasn't the answer the Aliens demanded, and he was soon frozen and periodically thawed out to face inhuman torture and eventual dissection. Death came as a sweet relief for Mears.

PROFESSOR CALVERT

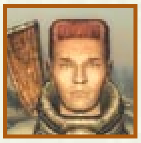
Faction: Tribal

Location: PL 6.29: Point Lookout Lighthouse (LAT 13/LONG 15)

» Main Quests: Hearing Voices (PL), Thought Control (PL), A Meeting of the Minds (PL)

Professor Calvert, once a brilliant government scientist, is now reduced to a power-mad brain in a jar. He retains his brilliance, but hundreds of years in isolation have left him a maddened, scheming figure, constructing elaborate plans to dominate the rest of the world. Now that he has a way of contacting people outside of his lab, he intends to follow through on his plans—especially if he can include revenge on Desmond, the agent responsible for his lack of a living body.

PRONTO



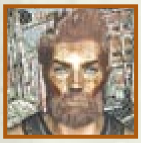
Faction: Slaver

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quest: Economics of Violence

Pronto is one of those guys who's always been around, but you can't remember how you met him or when he showed up. Rumor has it that he's the son of an old Slaver, but he doesn't get a lot of respect from them. He's a nice guy, and nice guys don't do well in Paradise Falls. Pronto has run Lock and Load since the last owner met an untimely end. According to Forty (then called Thirty-Two), the previous owner died when a weapon accidentally went off in his shop. If anyone knows different, they aren't saying anything.

PROSPER



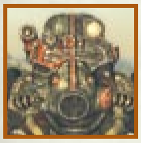
Faction: Slave

Location: TP2: Train Tunnel (LAT -19/LONG 30)

» Main Quest: Into the Pitt (TP)

Paranoid, nervous, and usually careful, Prosper was a smuggler, ferrying illicit cargo of Ingots from the Steelyard of The Pitt to outlying areas. His operation was soon compromised and his crew mostly butchered. The survivors were sold to Slavers heading toward Paradise Falls.

PROTECTOR HENRY CASDIN



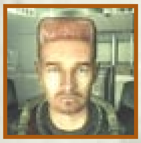
Faction: Brotherhood Outcast

Location: 8.04: Fort Independence (LAT -06/ LONG -13)

» Freeform Quest: The Outcast Collection Agent

Splitting from Elder Lyons (and stealing technology in the process), Casdin and his fellow warriors were of the opinion that Lyons had "gone native," concerning himself with the troubles of the locals instead of the "greater" mission: the acquisition of technology. Lyons is a joke to Casdin, even a traitor. Lyons hasn't even bothered to get his giant robot working, let alone continue the search for technology. In Casdin's eyes, the Outcasts are the true Brotherhood of Steel, carrying on the mission of the main West Coast contingent.

PROTECTOR MCGRAW



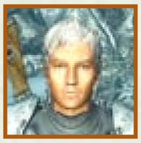
Faction: Brotherhood Outcast

Location: OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG -16)

» Main Quest: Aiding the Outcasts (OA)

Interacting with outsiders with pleasant but direct conversation (instead of the usual contempt and condescension), McGraw is the head of operations in the Bailey's Crossroads section of the D.C. Metro Ruins. He is in charge of defending and exploring a recently discovered prewar compound belonging to Virtual Strategic Solutions. He deems the Outpost worth risking his life for, as well as those of the patrol he commands.

QUARTERMASTER



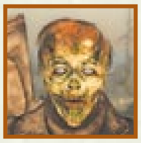
Faction: U.S. Army

Location: A.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» Main Quests: Paving the Way (OA), Operation: Anchorage! (OA)

In charge of allocating weaponry to the troops engaged on the front lines of Anchorage, the Quartermaster appears to be logical and by the book. But with the correct guile and fast talking, you can convince him to provide additional firepower, including weaponry previously thought to be classified. He's a valuable ally and a man to befriend, even after you've brought your requisition Holotape to him.

QUINN



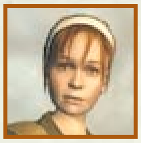
Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Miscellaneous Quest: You Gotta Shoot 'Em in the Head
» Freeform Quest: Hired Help

Quinn is a wanderer, a loner more used to traversing the Wasteland than sitting around and chatting in this place, but he's here to provide trade and supplies to Tulip, and make sure she's okay. Used to interaction with humans, he has learned not to trust them, but he's a good judge of character. Don't think he's a pushover; he's a highly skilled combat veteran of countless raids across the Wasteland.

RACHAEL, DAUGHTER OF DAVE



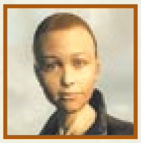
Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/ LONG 27)

» Freeform Quest: Election Day

Rachael is 11 years old and gets excited about any visitors from the outside. She is inquisitive, does well at school, and knows all of President Daddy's rules by heart.

RALPH, SON OF DAVE



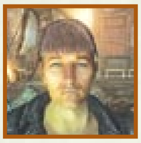
Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/ LONG 27)

» Freeform Quest: Election Day

The youngest male resident of the Republic of Dave, Ralph is a very serious boy with an old soul and tends to act like an adult; in fact, he's a little like a miniature version of his father. He follows the rules of his nation to the letter and is sometimes curt, but he can be friendly if he's treated with respect.

RAMSEY



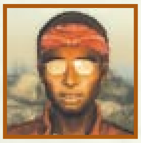
Faction: Slaver

Location: TP2: Train Tunnel (LAT -19/LONG 30)

» Main Quest: Into the Pitt (TP)

Searching the Northern Wastes for wayward and lost scavengers and settlers, Ramsey and his small band of (mainly albino) Slavers have recently had to deal with losing one of their prized specimens after he deactivated his collar and fled. A slave was killed in the process, and Ramsey is currently strengthening his camp, locking up his possessions, and paying local Pitt Raiders to locate his escapee. Eulogy Jones won't be pleased.

RED



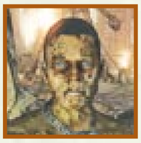
Faction: Wastelander

Location: 5.01: Germantown Police Headquarters (LAT -02/ LONG 13), 5.10: Big Town (LAT -04/LONG 03)

» Miscellaneous Quests: Big Trouble in Big Town, The Replicated Man, Strictly Business
» Freeform Quest: Ticking Timebomb

Intelligent, slightly sarcastic, and motherly, Red is Big Town's doctor in residence, although she's on an enforced leave thanks to the current kidnapping sweeps by Super Mutants in the local area. Red's nickname stems from the blood she's always splattered in and her affinity for the color. She runs the clinic in Big Town, and she is the unofficial mayor and an old girlfriend of a guy named Sticky Hands, an ex-resident of Little Lamplight.

REDDUP



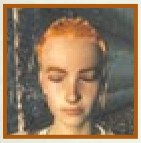
Faction: Pitt Raider

Location: TP.5: Pitt Uptown (LAT 13/LONG 04)

» Main Quest: Into the Pitt (TP)

Although loyal to Ashur (almost to a fault), Reddup is overzealous when it comes to administering punishment on supposed misdemeanors and crimes perpetrated by Pitt Slaves. Seething with rage, he doesn't think twice about executing those he deems to have wronged him, and he has a special type of rage reserved for the subhuman Trogs. He regularly snipes at any Trog incursions with whooping glee.

REILLY



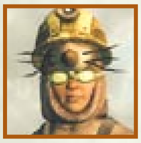
Faction: Reilly's Rangers

Location: 18.06: Reilly's Rangers Compound

» Miscellaneous Quest: Reilly's Rangers
» Freeform Quest: Geomapping with Reilly

Growing up in the ruins of Washington D.C. without parents, Reilly encountered a military man who took her in and taught her everything there was to know about combat, tactics, and survival. When he died 12 years later, she carried his body all the way to Arlington Cemetery, and gave him the best military burial she could. Four years ago at 26, she founded Reilly's Rangers, and began a massive mapping exercise. Currently, she has suffered severe wounds and is in a coma somewhere near the Ghoul stronghold of Underworld.

RICKY "ZIP"



Faction: Wastelander

Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Freeform Quest: Zip's Nuka Fix

Zip is nine and acts as one of the occasional scouts and scavengers for Little Lamplight, which perfectly suits his speedy and hyperactive nature. As a bonus, it allows him to have first dibs on any Nuka-Cola he can find, a drink he's quite addicted to. When he's not out finding resources for the town, he runs around town, pestering people and generally being feisty. MacCready insists that Zip doesn't get to keep his gun when he's back in town...not since that accident a while ago.

RIP SMITHY

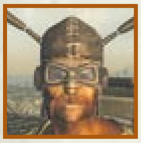
Faction: Wastelander

Location: PL 3.17: Coastal Grotto (LAT 16/LONG 03)

» Miscellaneous Quest: Plik's Safari (PL)

A merchant, hired-gun, and part-time Smuggler, Rip Smithy recently made a boatload of Caps selling a pair of child slaves named Sammy and Squirrel to Eulogy Jones over at Paradise Falls [CW2.08].

ROACH KING



Faction: Wastelander

Location: 3.L: The Roach King (LAT 08/LONG 16)

Kheee! First, build throne. Then take rocket. Kheee! Some of my shiny friends help me. What time is it? Scuttle-and-bustle time. Kheee! The sun is hot. But the throne is cool. Khee-akaahhh-kuhhh... oh, me insides don't feel right. Sleepy time. Kheee!

ROBERT

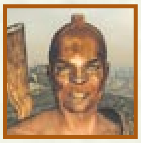
Faction: The Family

Location: 5.05: Meresti Trainyard (LAT -01/ LONG 07)

» Miscellaneous Quest: Blood Ties

Robert is Vance's bodyguard. The two met in a fight for their lives against Slavers (who Vance detests) well before the Family was formed. Robert, 34, saved Vance's life in that battle, and ever since, the two have been good friends. Once Vance formed the Family, Robert began to realize how important Vance was and elected to remain ever vigilant of his friend. He keeps very quiet and usually has to be prompted to get into conversations. He is extremely well versed in the use of firearms and has elected himself as the combat instructor for the Family.

ROCKSALT

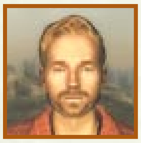


Faction: Raider

Location: U05: Tepid Sewer

Rocksalt leads a small band of Raiders on the hunt for Mole Rat meat. They not only live off the stuff, but also ferry it back to the Jury Street Metro Station, where some guy named Ryan Brigg buys all they can carry. The Caps are almost worth the long trek.

ROGER ROCKWELL



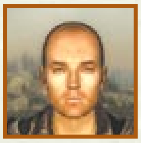
Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane

Janet has been acting a little less than chipper lately, starting arguments and flying off the handle at the slightest sign of stress. Roger puts this down to "women's troubles," and thinks she should talk it over with one of her neighbors, like that nice Martha Simpson.

RONALD LAREN



Faction: Wastelander

Location: 7.05: Girdershade (LAT -26/LONG -11)

» Miscellaneous Quest: The Nuka-Cola Challenge
» Freeform Quest: Grady's Package

After his wife died, 33-year-old Ronald wandered the Wasteland until settling in Girdershade. Living in close proximity to Sierra Petrovita has made him feel even worse about being alone. His thoughts of loneliness are not as wholesome as most would think. Basically he misses the physical side of relationships. Feeling these urges, he's made several advances upon Sierra, who is completely oblivious to his motivations, because she is absorbed in her pursuit of Nuka-Cola. Ronald mistakes Sierra's rejection as being spurned, and this has angered him a great deal. Fortunately, he doesn't want to physically force himself on her but wishes to "get even" with her in other ways.

RORY MACLAREN

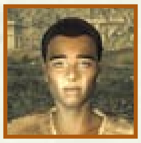
Faction: Slave

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Main Quest: Rescue from Paradise
» Freeform Quest: Freedom!

One of the many held at Paradise Falls, 30-year-old Rory remains here until someone wishes to purchase him. Unlike some of his fellow slaves, Rory is obsessed with escaping and spends every waking minute pondering ways of tunneling, creeping, or bludgeoning his way out of Paradise Falls. He isn't about to be pushed around and has assaulted his captors several times. He's been placed permanently in the "Box," where unruly slaves await their fate.

ROSA MEITNER



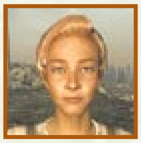
Faction: Wastelander

Location: BS8.A: Wastelander Water Request (LAT -02/LONG -05)

» Miscellaneous Quest: Holy Water (BS)

A kind-hearted spirit and a wandering traveler who recently arrived in Megaton, Rosa soon learns that her actions have caused the death of an innocent. Truly shocked and taken aback, Rosa is apologetic and genuinely disturbed by this turn of events.

ROSIE, WIFE OF DAVE



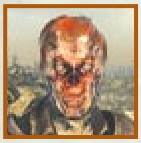
Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/ LONG 27)

» Freeform Quest: Election Day

Rosie is possibly the most discontented citizen of the Republic of Dave. She'll occasionally speak up, but Dave quickly reminds her where the power of the Republic truly lies. Rosie is extremely intelligent and has many suggestions about how the Republic could be safer, happier, and more efficient. Unfortunately, people rarely ask Rosie what she thinks.

ROY PHILLIPS



Faction: Ghoul

Location: 7.13: Warrington Station (Exterior; LAT -18/ LONG -19)

» Miscellaneous Quest: Tenpenny Tower

Roy is the leader of a group of Ghoul dissidents living inside the Warrington Metro tunnels. They have decided to try to force Mr. Allistair Tenpenny to let them move into his tower. Of course, he has refused. Roy is an ex-cop and his no-nonsense, black-and-white world view has carried over into his new life as Ghoul. He's come to terms with his Ghoulhood and demands that humans treat Ghouls with respect. He has no patience for bigots. Bessie Lynn is his Ghoulfriend.

RUZKA THE WONDER BEAR

Faction: Wastelander

Location: PL 1.A: Ruzka's Alcove (LAT 00/LONG 02)

You may have spotted posters around Point Lookout for Ruzka, who is now completely feral and amuses herself playing with a big red ball and the entrails of encroaching Swampfolk. Ruzka lives in a small alcove at the end of a small inlet channel, and is dangerous and threatening, unless you have the Animal Friend Perk.

RYAN BRIGG (AND PUMPKIN)

Faction: Raider

Location: 5.13: Jury Street Metro Station (LAT -10/ LONG -03)

» Freeform Quest: Ryan Brigg's Wondermeat

Ryan Brigg is a Wasteland entrepreneur with a plan. Mole Rat is the most easily available meat, but it tastes awful. While he conducts research on improving the taste and making his fortune selling his genetically modified offal, he's posing as a rough-and-ready Raider captain in order to recruit the manpower he needs to keep his investments secure.

SALLY

Faction: Wastelander

Location: MZ1.01 Holding Cells

» Main Quest: Not of This World (MZ), Among the Stars (MZ), This Galaxy Ain't Big Enough… (MZ)

Sally and her sister were abducted shortly after the bombs dropped in 2077. Her parents were killed almost immediately after the war, leaving the two girls to themselves. After the abduction, the girls were separated, and Sally never learned that her sister died during one of the Aliens' many experiments. She's blocked out most of the bad things that happened to her. Now a fixture in the lower levels of the ship, Sally has repeatedly escaped custody and explored a good deal of the ship's lower level. She has a degree of insight into the workings of the Mothership and the motives of the Aliens that nobody else possesses. Aside from being a trusted ally, Sally also offers random Alien items if you request them, every few hours.

SAM WARRICK

Faction: Wastelander

Location: Random

» Mini-Encounter 0.28: Going Camping

A friendly rival of Lazlo Redford's, Sam is a keen shot and a lone Raider, ready to tag defenseless creatures and wandering mutations. But his big plan is a high-value target he can drop from safe distance, and accrue enough Caps to visit Madame over at Evergreen Mills.

SAMMY

Faction: Slave

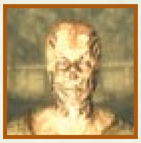
Location: 2.08: Paradise Falls (LAT -09/LONG 16)

» Main Quest: Rescue from Paradise

» Freeform Quest: Bully the Bully

Sammy is 10 years old and is Squirrel's best friend. He's also the youngest member of Little Lamplight's scavenging team, and one of the best shots with a rifle. Unfortunately, that didn't help him when the Slavers caught them unawares. He was captured together with Squirrel while on a trading run for Little Lamplight and have been in captivity together for about a month. Sammy is really annoyed at all of Squirrel's escape attempts—mainly because he hasn't been involved in any of them. When he's not imprisoned in Paradise Falls, he watches Little Lamplight's back door, where Princess teases him for looking a little bit like a girl.

SANDERS (DECEASED)



Faction: Ghoul

Location: BS 3.02.2: Olney Underground

» Main Quest: Shock Value (BS)

Sanders knew better than most. He was always telling Roy Phillips his delusions of grandeur were misplaced, and that Ghouls should set up their own settlement, away from those who would seek to destroy their way of life. After gathering a plucky band of likeminded souls, Sanders ignored Connelly's whining, and trekked northward to a relatively undisturbed township called Old Olney. Sanders was amazed this place hadn't been settled by Raiders! His crew headed into the maze of sewers and tunnels under Old Olney, and began to set up a makeshift camp. It had everything you could wish for; Food, Beer, a pool table… and an odd scratching sound and distant roaring. This roaring intensified as Sanders suddenly—and violently—discovered his group wasn't the first to settle Old Olney.

SANDRA KUNDANIKA

Faction: Pitt Raider

Location: TP.G: Haven (Interior; LAT 17/LONG 03)

» Main Quest: Free Labor (TP)

» Freeform Quest: Toys for Tots (TP)

Sandra is one of the few Raiders with a solid education, and she deliberately approached the Pitt because she saw it as a strong up-and-coming force in the Wasteland. Ashur recognized her intelligence immediately and offered to support her work. Sandra's friendly demeanor hides a fierce intelligence and absolute conviction. Sandra has no illusions about the cutthroat nature of the Pitt's raiders. In fact, she shares a good deal of their ruthlessness, although she prefers to avoid direct violence, if possible. She wholeheartedly supports Ashur's plans to build an army and unite the Wasteland.

SAPLING YEW

Faction: Treeminder

Location: 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quest: Oasis

» Freeform Quest: Yew Got a New Friend

The only child of the Oasis village leaders, Tree Father Birch and Leaf Mother Laurel, eight-year-old Sapling Yew divides her time among several activities, including eating and sleeping in her family's quarters and playing and gardening in the village with her mother.

She also loves to play in the Grove, climb on and around the god-spirit, and fiddle with her Bear Charm.

SAWBONES

Faction: Robot

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Freeform Quest: Worst. Doctor. Ever.

This is a modified Mister Gutsy with an almost encyclopedic knowledge of surgery, but it lacks the necessary medical subsystem knowledge to carry out operations without causing inadvertent harm to the patient. Recently, Sawbones has been exhibiting some worrying behavior, including having a penchant for poetry.

SCRIBE BIGSLEY

Faction: Brotherhood of Steel

Location: 9.14: Jefferson Memorial (LAT 13/LONG -17)

» Miscellaneous Quests: Protecting the Water Way (BS), Holy Water (BS), The Amazing Aqua Cura! (BS)

This overworked, underpaid, and unappreciated Brotherhood Scribe has the thankless and overwhelming task of setting up and managing the water distribution. He hasn't slept since the water purifier started working. Lyons wants water to go everywhere. The rest of the Brotherhood resents being sent on deliveries. Bigsley is caught in the middle. He agrees with those who feel they should charge for the water, to let the free market set up the distribution network, but he will follow orders as best he can. He's worked out a deal with Rivet City to use their security force to supplement the Brotherhood escorts of the water caravans. He hopes to soon hand over the entire distribution nightmare to Rivet City. But they seem reluctant and are having trouble with bandits. There is literally a line of acolytes outside his door with various questions, reports, and requests regarding the water distribution. Bigsley is on the verge of a nervous breakdown.

SCRIBE BOWDITCH

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Miscellaneous Quest: The Replicated Man

Scribe Bowditch is assigned to the Smithy and is responsible for a lot of innovations over the past several years. His specialty is Power Armor, and he spends much of his time obsessing over ways to improve it.

SCRIBE ELIZABETH JAMESON

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Freeform Quest: Collecting Holotags

Scribe Jameson oversees the archives in the Citadel and is charged with protecting the whole of the Brotherhood's knowledge. More importantly, she keeps the scrolls that record the deeds of all Brotherhood members.

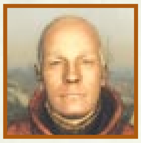
SCRIBE PEABODY

Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

Scribe Peabody is the Brotherhood scribe assigned to the Armory. He's a weapons expert and is in charge of maintaining and repairing all the Brotherhood's various firearms, energy weapons, big guns, and anything else that shoots and kills people. He also helped repair Liberty Prime's weapon systems. Unlike Scribe Rothchild, he loves "field work" and often wishes he could go on combat missions with the Brotherhood Knights and Paladins.

SCRIBE REGINALD ROTHCHILD



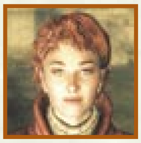
Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quests: Picking Up the Trail, Death from Above (BS)
» Freeform Quest: Getting Ready for Prime Time (BS)

Scribe Rothchild was a member of Elder Lyons's exploration party when it discovered the Pentagon ruins. Rothchild fully believes in the Brotherhood of Steel and its ideals, but he is not a soldier. He's a scientist, and a good one. He is the Senior Scribe of the Citadel and takes his position very seriously. He is also thrilled that the months of bringing Liberty Prime online is yielding dividends.

SCRIBE VALLINCOURT



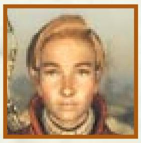
Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: Shock Value (BS)

Scribe Vallincourt is one of Scribe Rothchild's assistants. Her specialty is weapons technology and gadgets; very useful for the Brotherhood of Steel's tech gathering missions. She is as intelligent as she is beautiful, but doesn't flirt or involve herself in anything else except for her work for the Brotherhood. She is such a fervent believer in the original ways of the Brotherhood that she is a bit wary of Elder Lyons's new direction, but the activation of Project Purity has changed her mind as of late.

SCRIBE YEARLING



Faction: Brotherhood of Steel

Location: 9.18: Arlington Library (LAT 08/LONG -19)

» Miscellaneous Quest: The Wasteland Survival Guide
» Freeform Quest: Yearning for Learning: Scribe Pre-War Books

A 30-year-old scribe assigned to the Archives, Scribe Yearling has been transferred to a mission to gather prewar knowledge from the Wasteland. She is young, friendly, and the polar opposite of Scribe Rothchild. She's very dedicated and tends to be a bit shy. When you first meet her, she is in this building but may move to the Citadel; check there if you can't find her.

SEAGRAVE HOLMES

Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quests: The Wasteland Survival Guide, The Replicated Man
» Freeform Quest: Council Seat

Seagrave Holmes, 30, is a genius tinkerer and fixes anything he can get his hands on. He spends his days in the shop, and at night, he hangs around the Weatherly Hotel to talk to Vera Weatherly, who he's not-so-secretly in love with. Seagrave has that easy way of relating to common folk. He fits into their social world without even thinking about. While he is exceptionally gifted with machines, he never lords that over others.

SECURITY CHIEF GUSTAVO

Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quest: Tenpenny Tower

Prior to becoming security chief of Tenpenny Tower, Gustavo worked his way up to become leader of a mercenary band of professional fighters. Mister Burke was rescued by Gustavo and his band, and quickly hired him and his men to form the security force at the Tower. Personality: Gruff but good natured in a "Don't give me grief, I'm just doing my job, ma'am" kinda way. However, he soon becomes a loud no-nonsense hard-ass when his team or his charges are in immediate danger. He is particularly hostile to Ghouls. "The only good Ghoul is a dead Ghoul," he is fond of saying, particularly if Ghouls are nearby. If it is pointed out that not all Ghouls are mindless killing machines, he responds "It's only a matter of time before they go zombie. Dead now or dead later. Why take the risk? Besides, you're doing them a favor."

SECURITY CHIEF PAUL HANNON (I)

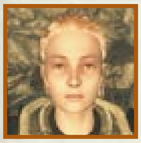
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!
» Miscellaneous Quest: Trouble on the Homefront

Security Chief Hannon is extremely aggressive and by-the-book, and he wishes his Vault security force was a real military force with a war to win. He is not nearly as smart as he thinks he is, and his men are not nearly the crack security force he thinks they are. Spit and polish are everything to him; following orders is his highest calling.

SENTINEL SARAH LYONS



Faction: Brotherhood of Steel

Location: 10.01: Tenleytown/Friendship Station (Chevy Chase North)

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Main Quests: Following in His Footsteps, Take It Back!, Death from Above (BS), Who Dares Wins (BS)

Sarah, 26, was born in the West Coast Brotherhood of Steel headquarters. At the age of seven, she accompanied her father on his journey east to the Capital Wasteland (her mother having died several years earlier). Sarah Lyons is Brotherhood through and through, as dedicated and decorated as her father when he was younger. She commands a group of soldiers assigned to patrol the Washington, D.C., Mall area and operates out of the G.N.R. studio outpost.

SERGEANT DANIELS

Faction: U.S. Army

Location: MZ2.04: Cryo Lab

» Main Quest: Among the Stars (MZ)

Attached to the 108th Infantry Battalion, Sergeant Daniels led Elliott Tercorien's squad in an earth battle pitting the U.S. Army against the Chinese. Part of a medical team, Daniels erected field tents and radioed for evacuations after surgery, or if a casualty's wounds were too severe to treat on the battlefield. He can be revived from his stasis pod along with Private Beckett, either without Elliott preparing their memories (in which case, Daniels is hostile), or after their memories return (in which case, Daniels fights alongside you until falling during the assault on the Cryo Storage facility).

SERGEANT RL-3

Faction: Follower

Location: Random

» Freeform Quest: Tinker Joe's Sergeant of Slaughter

Scavenged from parts by a wandering trader named Tinker Joe, Sergeant RL-3 is a RobCo Industries Mister Gutsy model, created for mobile attacks prior to the Great War. Utilizing both plasma and flame as its main weapons system, "Sarge" is always ready with a ready quip ("Pain is just weakness leaving the body! Hooah!"), but has an experimental "personality," making it difficult for Tinker Joe to offload him.

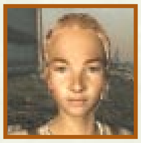
SHAKES

Faction: Robot

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

Shakes is the Federalist Lounge's robotic bartender, and he dutifully slings drinks 24 hours a day, 7 days a week. In fact, being a bartender is all Shakes has ever known; he was commissioned by Allistair Tenpenny for that very purpose. Shakes doesn't have much to say, but he can offer discounts on drinks if you know which buttons to press.

SHAWNA, DAUGHTER OF DAVE



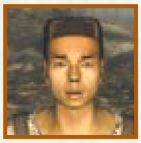
Faction: Wastelander

Location: 3.03: The Republic of Dave (LAT 19/LONG 27)

» Freeform Quest: Election Day

Dave's 17-year-old daughter and eldest child has been brought up knowing how to shoot, hunt, fight, and utilize other survivalist techniques, just in case she ever has to leave the Republic. Shawna completely believes in her father's omnipotence. She is a very anxious, high-strung girl.

SHORTY



Faction: Wastelander

Location: 5.01: Germantown Police Headquarters (LAT -02/LONG 13), 5.10: Big Town (LAT -04/LONG 03)

» Miscellaneous Quest: Big Trouble in Big Town

Although diminutive, Shorty received his nickname from the fellow residents of Big Town due to his fiery temper: "Short-T." Currently, he's praying for a quick death in the basement kitchen of the Germantown Police Station.

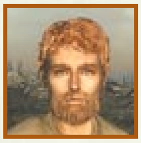
SHRAPNEL

Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

Shrapnel, 50, is grizzled and rough around the edges, but he has long since left his Raider days behind. He spends his days in the store with Flak, selling merchandise. He gets along with Flak because they share a fascination with guns. However, he's usually rude and insulting to everyone else. At Flak's request, he tries hard to not be rude when he's behind the counter of the shop, but he's finding it difficult.

SID



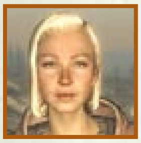
Faction: Wastelander

Location: 4.06: Vault 87 (LAT -28/LONG 06)

» Main Quest: Finding the Garden of Eden

If you were captured by Super Mutants, forced to watch as your friends were mutated into horrific bubo-filled experiments-gone-wrong, and then told you'd either be injected next or eaten, your mind would snap too. Sid reckons he has one chance—a fight to freedom. At least, he thought that before he lost the ability of rational thought.

SIERRA PETROVITA



Faction: Wastelander

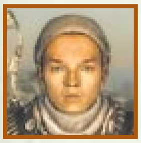
Location: 7.05: Girdershade (LAT -26/LONG -11)

» Miscellaneous Quest: The Nuka-Cola Challenge

» Freeform Quest: Mississippi Quantum Pie

Sierra is a beautiful, 26-year-old, blonde who has no regard for anything but finding and consuming Nuka-Cola. She is absolutely fanatical about the blue drink and has been subsisting on the stuff for years. She has spent every Bottle Cap her parents left acquiring the drink from merchants, travelers, and towns spread throughout the Wasteland. Even though her looks are a desirable target for men, her personality leaves much to be desired. She is so oddly fascinated by Nuka-Cola that she will constantly shift conversations to speak about it and cares little for anything else. This is the subject of much anguish for the only other inhabitant of Girdershade.

SILAS



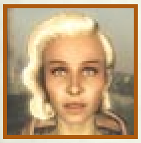
Faction: Slaver

Location: 17.01: Lincoln Memorial Maintenance Room (Lincoln Memorial)

» Miscellaneous Quest: Head of State

Leroy's right-hand man and trusted second-in-command, Silas guards the Slavers' current defensive stronghold from the almost constant Super Mutant attacks. Curt, sly, and sardonic, Silas isn't a particularly pleasant man, even for a Slaver.

SILVER



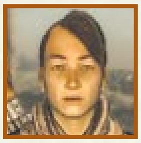
Faction: Wastelander

Location: 8.02: Springvale (LAT -02/LONG -04)

» Freeform Quest: 300 Pieces of Silver

Silver, 22, was a prostitute who worked for Colin Moriarty in Megaton before they had a falling out. She ran away with her share of her earnings (or so she says) and is hiding out in Springvale, just outside of Vault 101. Silver is now a pitiful Psycho junkie and lives her life in constant fear of reprisal from Moriarty. Her name comes from her very light blond, almost silvery hair.

SIMONE CAMERON



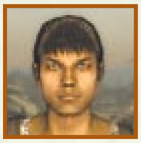
Faction: Slave

Location: 3.10: Temple of the Union (LAT 13/ LONG 15)

» Miscellaneous Quest: Head of State

Simone is 26 and was a Raider before Slavers took her. She was a slave for only seven months before escaping. As a former Raider, she is very comfortable with weapons and fighting. She is the most combat skilled of all Hannibal's followers. She is a rough and tough person, with a total lack of respect for almost anyone except Hannibal.

SISTER



Faction: Slaver

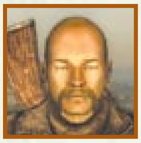
Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quest: The Replicated Man

» Freeform Quest: Slave Hunt

Why do they call this large hulking man "Sister"? No one knows because whenever anyone asks, Sister beats them to within an inch of their life. Sister, 29, is a bully with a bad temper. He is one step away from being given the boot by Harkness or Danvers. So far he hasn't caused enough trouble to warrant exile or worse. Most of the citizens of Rivet City stay clear of him if they can.

SMILING JACK

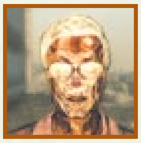


Faction: Raider

Location: 7.04: Evergreen Mills (LAT -18/LONG -07)

A master trader and barterer, Jack is a jovial sort, and not just because he's set up shop next to the Raider strip club. He mends the Raider's equipment, which keeps him busy and unable to continue modifications on his pride and joy: a devastating Shotgun he brings out for a little fun.

SNOWFLAKE

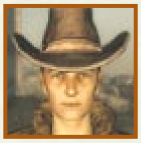


Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

Snowflake is a newcomer to Underworld, and to Ghouldom. He showed up a few years ago after being kicked out of Rivet City. Because he had nowhere else to go, Underworld took him in. Snowflake's main skill is as a barber, which isn't much use to anyone in Underworld. Lacking any other way to pass the time, he's taken up Jet.

SONORA CRUZ



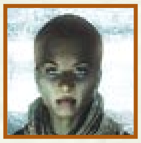
Faction: Regulator

Location: 6.A: Regulator Headquarters

» Freeform Quest: There's No Justice, Just Us

Leader of a hidden organization known as the Regulators (who are recognized by their long overcoats known as "dusters"), Sonora Cruz is a woman with a mission: to rid the Wasteland of troublemakers and ne'e-do-wells. Her unknown benefactors, who set up this clandestine operation around a decade ago, are willing to pay for scalps, or in the Regulators' case, fingers.

SOMAH



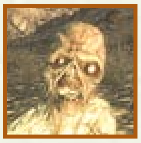
Faction: Slaver

Location: MZ1.01 Holding Cells

» Main Quests: Not of This World (MZ), Among the Stars (MZ), This Galaxy Ain't Big Enough… (MZ)

Somah is one of the few Wastelanders unfortunate enough to have stumbled across Recon Craft Theta and been abducted. Prior to this, she was a Slaver working in conjunction with Paradise Falls. She has a sweet, calm disposition that is undercut by a sadistic streak that shows through when she's under stress. She's used to being in charge, but is aware that she's out of her depth aboard the Alien ship. Aside from providing supporting fire, she can repair any items that may need fixing.

SON OF ATOM



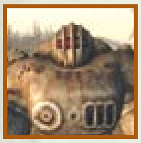
Faction: Ghoul

Location: BS8.01 Holy Light Monastery (LAT -01/ LONG -04)

» Miscellaneous Quest: Holy Water (PL)

When a human transcends mortality and straddles the ether, they can be seen to be both living in the "real" and "spiritual" realm. Mother Curie III firmly believes her own son to have taken the final steps on this journey. In fact, much of her son's higher functions have disappeared, and only instinct is preventing this confused Glowing One from attacking.

SPARKY



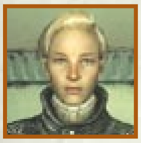
Faction: Robot

Location: BS15.02.3: Adams Air Force Base

» Main Quest: Who Dares Wins (BS)

A Personal Automated Lackey (or P.A.L.) of Stiggs, Sparky is a loyal and obedient friend to Stiggs, exactly as he was programmed to be.

SPECIALIST OLIN



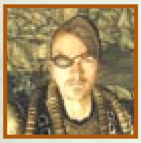
Faction: Brotherhood Outcast

Location: OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG -16)

» Main Quests: Aiding the Outcasts (OA), Operation: Anchorage! (OA)

Cordial but unimpressed with bluster or violence, Olin is a valuable member of the Outcast team. He is charged with maintaining and running the various electronics and servers recently discovered inside Bailey's Crossroads Outpost. She seeks to catalog and test all the items within the Outpost complex but has had no luck breaking open the heavy blast door, which she believes leads to a bounty of lost technology.

SPLIT JACK



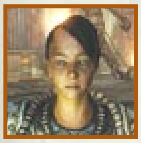
Faction: Bandit

Location: 9.04: Wilhelm's Wharf (LAT 07/LONG -07)

» Miscellaneous Quest: Protecting the Water Way (BS)

Once a Raider, Jack cleaned up his act and began to marry his ruthless tendencies with a head for business. He has an eye (his only good one) for extortion, and is currently leading a group of Bandits as they attack, accrue, and then extort Aqua Pura from anyone they meet. He's mildly psychotic, but you'd have to be paying attention to notice.

SPOOK



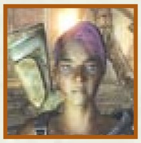
Faction: Pitt Raider

Location: TP.D: The Arena (LAT 11/LONG 05)

» Main Quest: Unsafe Working Conditions (TP)

An odd little lady, Spook guards the entrance to the Arena and is friends with Faydra. She enjoys her job, which involves drinking Beer and shouting at the Pitt Slaves wandering the upper gantries inside the Mill. She has placed her Teddy on a locker overlooking the Arena so he can watch the fights too.

SQUILL

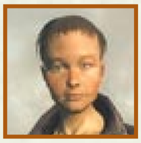


Faction: Pitt Raider

Location: P.5: Pitt Uptown (LAT 13/LONG 04)

You may be taken aback the first time you meet Squill, as she has no withering put-downs or disgusting, antisocial behaviors. Instead, she is enthusiastic and appreciates your fighting prowess. She is a genial, good-natured, and dedicated soldier.

SQUIRE ARTHUR MAXSON

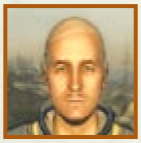


Faction: Brotherhood of Steel

Location: 9.11: The Citadel (LAT 08/LONG -14)

Squire Maxson is a descendant of the legendary Roger Maxson, founder of the Brotherhood of Steel. His father, a high-ranking Paladin serving just outside the N.C.R. (New California Republic), was recently killed in battle, and his mother, the Lady Maxson, sent the boy east to be raised under the tutelage of the respected Elder Lyons. Squire Maxson tends toward timidity, which is the main reason his mother sent him to the Citadel.

STANLEY ARMSTRONG



Faction: Vault Dweller

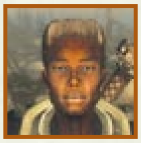
Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Future Imperfect, Escape!

» Miscellaneous Quest: Trouble on the Homefront

Sweet, always worried, and not very bright, Stanley is the father of Beatrice, Mary, and Gloria. Stanley and Andy are responsible for keeping the Vault running. They tend all the machinery and act as janitors.

STAR PALADIN CROSS



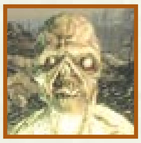
Faction: Follower

Location: 9.11: The Citadel (LAT 08/LONG -14)

» Freeform Quest: Seeing Stars

Star Paladin Cross is the highest ranking Brotherhood of Steel soldier in the Citadel, but she no longer works in the field. Instead, she now serves as Elder Lyons's trusted bodyguard and advisor. It is well known that Star Paladin Cross has been technologically enhanced so that she no longer needs to eat or sleep. She is, in fact, a cyborg. The change occurred several years ago, after Cross was critically injured defending Elder Lyons while out in the field; Scribe Rothchild performed the enhancement operation that saved Cross's life. But there's something even more important about Star Paladin Cross—she's none other than the Brotherhood of Steel soldier who helped save the player's life as a baby. Cross helped Dad get through the Super Mutants and escorted them all the way to Megaton.

STEFAN

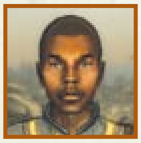


Faction: Ghoul

Location: 8.08: Red Racer Factory (LAT 02/LONG -15)

Stefan is the Surgeon's "assistant," and it took a considerable amount of trepanning (and radiation medicine) for Stefan to become docile and loyal, like a dog. Stefan's job is to maul or cloak in radiation any intruder that dares threaten his master, as well as test subjects the Surgeon deems too unruly or not reacting properly with their implant chips. These are never referred to as "mistakes" though; the Surgeon doesn't make mistakes.

STEVE ARMSTRONG (DECEASED)



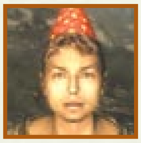
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Miscellaneous Quest: Trouble on the Homefront

The adopted son of Stanley and Beatrice Armstrong, Steve was sick for much of your youth, and you remember him only vaguely, and through conversations with Stanley. Steve is found dead as you investigate the mob-rule over at Vault 101.

STICKY HANDS



Faction: Wastelander

Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Miscellaneous Quest: Big Trouble in Big Town

» Freeform Quest: A Sticky Situation

Known to his Lamplighter friends as "Sticky Hands" though now that he is grown up, he calls himself Jack. If asked what "Sticky Hands" is for, he replies mysteriously "Use your imagination." He's an nonstop-talking, annoying, exuberantly self-centered, 16-year old who acts like he's about 13 (as he hasn't been around enough adult role-models).

STIGGS

Faction: Merchant

Location: BS15.02.3: Adams Air Force Base

» Main Quest: Who Dares WIns (BS)

A Wastelander by birth, the Enclave recruited Stiggs when he was malnourished, and brought him back to health from severe bouts of radiation poisoning. He was then put to work maintaining and creating the latest in flamethrower technologies for the Enclave; accomplishments he is troubled by.

STOCKHOLM

Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

Stockholm is the Megaton gate guard and actually spends his time outside the city, manning the guard tower at the main gate. He is 25 and loves the sun on his back, but he isn't quite as happy with the slightly radioactive grit from dust storms in his mouth.

STRIKE TEAM UNIT

Faction: U.S Army

Location: OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» Main Quests: Paving the Way (OA), Operation: Anchorage! (OA)

Strike Teams are as flexible as they are powerful. Consisting of two to four members chosen for specific combat effectiveness, Strike Teams back you up as you enter the theater of war. Strike Teams include Infantrymen, Grenadiers, Missile Units, Snipers, and the two robotic units: the Mister Gutsy and Sentry Bot. They work effectively under the command of Sergeant Montgomery.

SUE "KNOCK KNOCK"

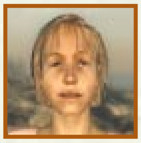
Faction: Wastelander

Location: 4.08: Little Lamplight (LAT -26/LONG 02)

» Freeform Quest: Tales of the Wastes

Long ago, an earlier generation of kids got a book from Vault 87 called Vault-Boy's Big Book of Laughs for Kids. Even though the book has long since been destroyed, many of the jokes were passed down through the generations, and the knock-knock joke has been her favorite sort of humor, even if it's not always understood.

SUSAN LANCASTER



Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quest: Strictly Business
» Freeform Quest: Love Letter

Susan is the Tenpenny Tower escort. Doctor Banfield is with her each Tuesday and Thursday, Herbert Dashwood is with her every Sunday, and every Saturday she's with Allistair Tenpenny himself. Often Susan can be found drinking in the Federalist Lounge, shopping, or grabbing something to eat in the Cafe Beau Monde. On Susan's desk is a love letter from a certain husband whose wife might not take too kindly to the realization that her husband is cheating on her.

SUSIE MACK

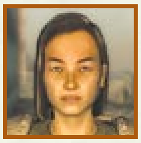
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Future Imperfect
» Miscellaneous Quest: Trouble on the Homefront

Wally's younger sister, Susie despises the Tunnel Snakes, and Wally won't dare tease her, because she will give worse than she gets. She has a secret crush on Freddie Gomez, but no time for you. However, she becomes more philosophical and befriends Amata after your escape.

SYDNEY



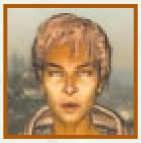
Faction: Wastelander

Location: 17.12: The National Archives (Rear Entrance)

» Miscellaneous Quest: Stealing Independence
» Freeform Quest: My Little Moonbeam

Sydney is an independent mercenary who specializes in obtaining relics. She prefers going for the most dangerous scores (like the Declaration of Independence) and takes risks. She is beautiful, but finds men approaching her irritating. She is a loner. She prefers not speaking about her dark past. When she was very young, her mother was raped and killed by Raiders. She spent years perfecting her combat skills and never welshes on a deal.

TAMMY HARGRAVE



Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

Tammy is a sour, middle-aged woman who drinks too much. She married James's father out of sheer desperation, and when he died at the hands of Raiders, she was left with his "brat" son. She took James to Rivet City. Tammy considers herself better than most of Rivet City's citizens. Ironically, Tammy spends her days getting drunk in the Muddy Rudder surrounded by riffraff and often doesn't return home for days at a time. She never knows where James is, because she simply doesn't care.

TARA FIELDS (DECEASED)

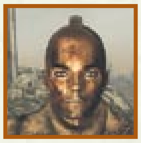
Faction: Wastelander

Location: 1.04: Fort Constantine (LAT -17/ LONG 26)

» Miscellaneous Quest: You Gotta Shoot 'Em in the Head

Tara was one of five mercenaries hired by Allistair Tenpenny to infiltrate Fort Constantine and retrieve an experimental suit of armor. Reports were that she was mauled by Ghouls, but in reality, she reached the last chamber but lacked the key to unlock the door. She was shot by a Robobrain, and her body remains here to this day.

TED (DECEASED)

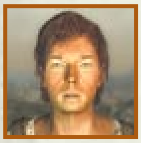


Faction: Wastelander

Location: 9.06: Anchorage Memorial (LAT 10/LONG -07)

Ted was once a part-time hunter, and full-time butcher, carving up Mirelurk corpses to sell to merchants and settlements across the Wasteland. Growing increasingly paranoid of "sabotage," Ted inserted a few failsafes to keep his frozen Hatchling Meat safe. He met his end via unknown hands.

TED STRAYER



Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

- » Miscellaneous Quest: You Gotta Shoot 'Em in the Head
- » Freeform Quest: Suicide Watch

Ted is a 19-year-old who has spent most of his life wandering the Wasteland. He's new to Rivet City and is staying in the common room until he figures out where he's going next. Ted rarely plans beyond the moment. It is easy to pique his interest, but it's difficult to hold it. His father used to have dealings with someone named Mister Crowley.

THE ANTAGONIZER (TANYA CHRISTOFF)

Faction: Wastelander

Location: 6.01: AntAgonizer's Lair (LAT 17/LONG 12)

- » Miscellaneous Quest: The Superhuman Gambit

Born 27 years ago, Tanya's parents lived as caravan drivers, before they were killed by Ants, an event that made Tanya lose herself in the world of Hubris Comics's characters and befriend the insects that spared her life. Christoff thinks that Canterbury Commons—a major location in the trading route her parents helped put on the map—is a blight on the Wasteland. Locals used to see Christoff lurking in a sewer system to the north of town, covered in mud and dirt. Giant Ants eventually started hanging around. A few months ago, she disappeared and reappeared as the AntAgonizer and has been harassing the town ever since.

THE MECHANIST (SCOTT "BEAN" WOLLINSKI)

Faction: Wastelander

Location: 6.02: Canterbury Commons (LAT 18/LONG 11)

- » Miscellaneous Quest: The Superhuman Gambit

Forty-year-old Scott "Bean" Wollinski was born to simple bean farmers, raised by his father until he was 15, who then sold him to a caravan merchant hoping he would have a better life. He traveled with the caravans for a few years working as an indentured servant. This is where he got the nickname "Bean," because his purchase was paid for with beans. He eventually bought his freedom and settled down in Canterbury Commons, where he lived a life of solitude, hiding in the electronics store, fiddling around with junk. After the AntAgonizer started showing up, he became the Mechanist to protect the town.

THE SURGEON

Faction: Wastelander

Location: 8.08: Red Racer Factory (LAT 02/LONG -15)

A lunatic engaged in mind-controlling experiments, the Surgeon seeks to understand the brain patterns of Ghouls and Super Mutants, with the prospect of selling this information on to the highest bidder. Fiddling with brains is something of a hobby for the Surgeon, and the good doctor's first test-subject, a Ghoul now known only as "Stefan," is evidence of the Surgeon's trepanning prowess.

THEO (DECEASED)

Faction: Reilly's Rangers

Location: 18.06: Reilly's Rangers Compound

- » Miscellaneous Quest: Reilly's Rangers

Theo was 22, and the quartermaster, caring for all the equipment and carrying additional ammunition that might be needed during a mission. On a probationary contract pending Reilly's decision, Theo recently succumbed to Super Mutant ordnance somewhere within the sprawling Statesman Hotel, near where the remaining team is holed up.

THOMAS JEFFERSON

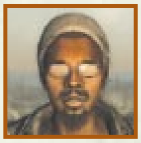
Faction: Robot

Location: 17.12: The National Archives (Rear Entrance)

- » Miscellaneous Quest: Stealing Independence

Another Protectron mimicking the mannerisms and quotes of a historic American leader, this Protectron is sealed in a pod, and Jefferson's sub-routine is available only if you download it into the Protectron itself.

THREE DOG



Faction: Wastelander

Location: 10.03: Galaxy News Radio

- » Main Quests: Following in his Footsteps, Galaxy News Radio
- » Freeform Quest: Caching In with Three Dog

Born to parents who made their way in the world as members of a traveling theater group, Three Dog grew up listening to rock music, hating the government that he never knew (but surely caused the nuclear holocaust), fully believing in the rights of free speech and communal law. He is fully committed to "spreading the signal" of his radio station to anyone who will listen; it's his duty to counter the propaganda spouted by the Enclave on their station.

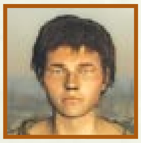
TIFFANY CHENG

Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

Tiffany Cheng spends most of her days avoiding her husband, drinking in the Federalist Lounge, or shopping down on the first level. She eats one meal at the Cafe Beau Monde and then returns to the Cheng suite and spends some time in her room before going to sleep.

TIMEBOMB



Faction: Wastelander

Location: 5.10: Big Town (LAT -04/LONG 03)

- » Miscellaneous Quest: Big Trouble in Big Town
- » Freeform Quest: Ticking Timebomb

Currently drugged and laid out in the operating room of Red's clinic, Timebomb was severely wounded during the last Super Mutant attack, when Red and Shorty were kidnapped. He is known as Timebomb due to his mood swings; he has prolonged periods of calm before instigating big disturbances.

TIMMY NEUSBAUM

Faction: Vault Dweller

Location: 7.03: Vault 112 (LAT -22/LONG -08)

- » Main Quest: Tranquility Lane

Timmy is saving up for a sparkling new Red Racer Tricycle, just like the one Betty has, but won't let him play on. As Mommy told him: "if life gives you lemons, make lemonade!" Timmy took her advice literally. Then he'll show Betty; perhaps then she won't make him cry this time.

TINKER JOE

Faction: Merchant

Location: Random

» Freeform Quest: Tinker Joe's Sergeant of Slaughter

This wandering merchant sells a variety of junk, equipment, and weaponry, but also dabbles in scavenging and selling robot parts. He's built a good rapport with Wastelanders, and Sheriff Simms of Megaton is particularly happy with his purchase of Deputies Steel and Weld. He can currently be seen wandering the wastes with his robotic entourage, which includes an old Mister Gutsy army unit named Sergeant RL-3.

TOBAR THE FERRYMAN

Faction: Wastelander

Location: PL1: Riverboat Landing (LAT 11/LONG -20)

» Main Quest: The Local Flavor (PL)

» Freeform Quest: Tailing the Tomboy (PL)

Tobar is a living reminder that the world will always have a place for the savvy and charming trickster. Tobar is captain and crew aboard his steamboat the *Duchess Gambit*. The *Duchess* was a small sightseeing vessel used for tourist excursions along the Chesapeake Bay before the war. Tobar's grandfather found her and, with the help of his caravan, restored the boat's boiler, allowing the vessel to be powered by steam heat from any fuel that will fit inside the burner.

Tobar has various ports of call along the Atlantic Seaboard. Tobar's current career as a ferryman revolves around the Punga fruit produced at Point Lookout. The tribal leader of the fruit farmers has struck a gruesome bargain with the ferryman. By way of exchange, Tobar is permitted to export the considerable surplus of Punga fruit produced by the commune every lunar cycle.

Tobar takes on passengers whenever possible. Not only does he usually negotiate a considerable fare from the passenger, but most who visit the commune at Point Lookout join it, each time creating a new opportunity for Tobar to earn his next Punga shipment. Tobar has long since decided that something must be off about that fruit, and he's not touched the stuff since.

TOM HOLDEN

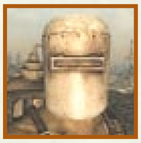
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

During the confusion of your extrication from Vault 101, Mary and Tom Holden attempt to flee the violent security officers O'Brian and Richards, and are usually gunned or beaten down in cold blood unless you step in to save them.

TORCHER



Faction: Raider

Location: 4.03: MDPL Mass Relay Station (LAT -17/ LONG 10)

Once under the Brotherhood of Steel's protection, this is now home to a small Raider scavenger team under Torcher's leadership. Torcher is in the interior substation, and he's armed with a Flamer to really cause you some problems.

TOSHIRO KAGO

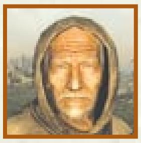
Faction: Wastelander

Location: MZ1.03 Engineering Core: Stasis Pod

» Main Quest: Among the Stars (MZ), This Galaxy Ain't Big Enough… (MZ)

One of the four entities that you thaw out during the abduction exploration on board Mothership Zeta is a silent and stoic man named Toshiro Kago. His lack of English, and your inability to converse in Japanese, mean conversation is never more than stilted gestures. Paulson refers to him as "the Chinaman," until Sally corrects him. It appears Kago is a Samurai warrior, and well-skilled in sword combat. His armor appears to date from around the Azuchi-Momoyama period (1568-1603), suggesting that Aliens have visited the Earth throughout history. He is more than capable of slaying Aliens if a particular ceremonial blade is presented to him. Or he can be slain without your other allies protesting.

TREE FATHER BIRCH



Faction: Treeminder

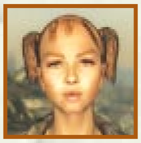
Location: 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quest: Oasis

» Freeform Quest: Excommunication

The 50-year-old chief of Oasis, Birch spends most of his time in the Pavilion, sitting on his throne, occasionally eating, and sleeping for a few hours at night. He also walks around Oasis, overseeing the village more directly. While the village is ostensibly a democratic commune, Tree Father Birch sees himself as the group's spiritual and temporal leader. He has cast himself in role similar to a high priest, worshipping the god-spirit Harold.

TRINNIE

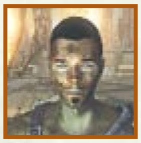


Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

Trinnie was, until recently, a resident of Little Lamplight. Sadly, she is completely wasted on alcohol and Chems 24/7. She spends her days in the Muddy Rudder and then takes a break to go to A Quick Fix and "borrow" some Chems. She then goes off to hide and enjoy the high for a bit before returning to the Muddy Rudder. Belle and Brock feel bad for Trinnie and let her sleep in their quarters. She's been known to turn tricks to get money, but she isn't forced to by Belle or Brock.

TROUBLEMAN

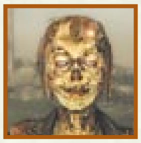


Faction: Pitt Raider

Location: P.5: Pitt Uptown (LAT 13/LONG 04)

Keeping to himself and not wishing to join in conversation with others, TroubleMan is haunted by waking nightmares that he stifles with a heady mixture of Beer and Jet. This subdues the demons but causes him to utter only a few words, and none of them pleasant.

TULIP



Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Miscellaneous Quest: The Replicated Man

Tulip, owner of Underworld Outfitters, is known for her shrewd business sense. She obtains and sells a lot of merchandise, has the largest selection of any merchant in the Wasteland, and protects her business interests with competitive prices and a unique ability to obtain unique items. Tulip spends most of her time in the store, but takes her meals at Carol's Place, leaving the shop under Quinn's watchful eye.

UG-QUALTOTH

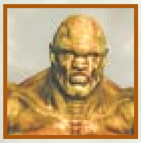
Faction: Ghoul

Location: 7.11: Dunwich Building (LAT -26/LONG -18)

» Miscellaneous Quest: The Dark Heart of Blackhall (PL)

A strange altar found in the depths of this building may hold the key to discovering more about this previously unknown entity. Unfortunately, because all investigators into grimoire oddities are currently attempting to scrape together a day-to-day existence or are dead, further research may never occur.

UNCLE LEO



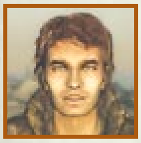
Faction: Super Mutant

Location: Random

» Mini-Encounter 0.61: The Super Mutant Philosopher

Uncle Leo is a strange mutation: a Super Mutant pacifist, who is embracing a spirit of giving and grace. He recalls his adventures to anyone who will listen, gladly gives gifts to those in need, and reveals many facts about the genesis of Super Mutants (that they are not "born" but "created" for example). The Wasteland is a safer place with this hulking beast watching with wonder at the waning moon.

VANCE



Faction: The Family

Location: 5.05: Meresti Trainyard (LAT -01/ LONG 07)

» Miscellaneous Quest: Blood Ties
» Freeform Quest: I Want to Drink Your Blood

Vance is 41, and the leader of the Family. When he was younger, he decided that life in Rivet City wasn't for him and began to wander the Wasteland. Soon, the ability to find others of his kind manifested itself. Over time, he gathered these outcasts and founded their home in Meresti. Using his traits as a basis and wanting to establish some sort of society, he molded the residents into "vampires" and taught them their bloodsucking ways. He is a fair leader, not tyrannical. He's never demanded anyone do anything they didn't wish to do, and he never wishes to put anyone in harm's way. He sees himself as a leader, but more in the way of a guide or a priest than a king. He addresses the residents of Meresti often so they will never "stray from their true nature"—that of the vampire. Vance is not violent and only attacks or orders attacks when survival demands it.

VERA WEATHERLY

Faction: Wastelander

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Freeform Quest: The Life of Bryan

Vera Weatherly, 27, is young, attractive, ambitious, and very proud of all she's achieved. She opened the hotel on her own—she even helped construct it—and decided on the name after reading about the real location in a book. She is quiet and demure on the outside, but with an inner determination that cannot be shaken. Vera likes Seagrave, but only as a friend. She prefers the company of Mister Buckingham, her Mr. Handy robot, to that of her suitors. She is the cousin of Bryan Wilks.

VICTORIA WATTS

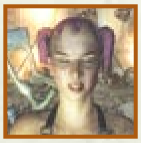
Faction: Slave

Location: 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quest: The Replicated Man

This mysterious woman is allied with a clandestine group of ex-slaves, Abolitionists working together to form a new type of Underground Railroad. She is forceful and bright, and she doesn't suffer fools gladly.

VIKIA



Faction: Pitt Raider

Location: TP.5: Pitt Uptown (LAT 13/LONG 04)

Those calling Vikia a "b*&$#" are met with a nodding approval from the woman herself; she is cold and calculating and a deft sniper, wildly aloof and condescending to all others. Call her worse than a "b*&$#" and you'll find out just how deft a sniper she actually is.

WADSWORTH

Faction: Robot

Location: 8.03: Megaton (LAT -01/LONG -06)

» Freeform Quest: House Decoration in My Megaton House

When the resident of Megaton looks to RobCo Industries to furnish them with the finest in mechanized butlers, one admirable choice is the Wadsworth model. With the latest in hair-cutting and "humor array" technologies (sample quip: "War does not determine who is right; only who is left"), and the ability to keep a home looking shipshape and almost presentable, your plastic pal is fun to be with.

WALLY MACK

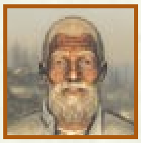
Faction: Vault Dweller

Location: 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quests: Growing Up Fast, Future Imperfect
» Miscellaneous Quest: Trouble on the Homefront

Wally is the brains of the Tunnel Snakes. He doesn't talk as much as the others, but they listen to what he has to say when he does say something.

WALTER



Faction: Wastelander

Location: 8.03: Megaton (LAT -01/LONG -06)

» Freeform Quests: Treatment, Scavenging for Scrap

Walter spends his days minding the machines and fixing drainage devices that break. He's increasingly worried about the state of the water and drainage structure, and knows it won't hold much longer—and neither will he. At 61, he's one of the oldest residents.

WAR CORRESPONDENT

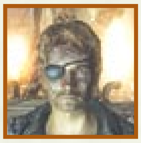
Faction: U.S. Army

Location: OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» Main Quest: Operation: Anchorage! (OA)

Recently, the premiere daily periodical of Washington, D.C., the *Capitol Post*, dispatched a journalist to the front lines for a piece on the brave soldiers and their fight against Communism. Appearing inside the confines of the Field Headquarters, the Correspondent talks with troops and places them in a pose so heroic, he's certain that one day someone might carve a memorial from the photograph.

WERNHER



Faction: Slave

Location: TP1: Radio Tower (LAT -13/LONG 30)

» Main Quests: Into the Pitt, Free Labor (TP)

Once one of the smarter raiders in The Pitt, Wernher was condemned to slavery after trying to stage a coup to overthrow Ashur. He used his knowledge of electronics to deactivate his collar and escape. He harbors a grudge against the city and against Ashur in particular. He has no particular love for the slaves, and he sees a plan to kidnap Ashur's baby as a way to get back at The Pitt's ruler and the city in general.

WILD BILL (DECEASED)

Faction: Pitt Slave

Location: TP.4: Pitt Steelyard (LAT 09/LONG 04)

» Freeform Quest: Wild Bill's Last Stand (TP)

A Pitt Slave who has impressive skill with a .32 Pistol, Bill volunteered for the job of Steel Ingot collector after the previous Pitt Slaves failed to return. He knew the odds of returning weren't favorable but couldn't see his friends die when he, at least, had a fighting chance.

WILLIAM BRANDICE (DECEASED)

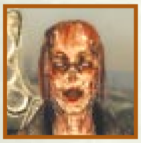
Faction: Wastelander

Location: U16.A: Marigold Station

» Miscellaneous Quest: Those!

Originally from Navarro (a west coast military base), Brandice journeyed across the continent for reasons unknown, and settled in the town of Grayditch as a doctor. Believing the Enclave was closing in on him, Brandice took to the underground, but wasn't ready for quite so many Fire Ants. A one-time friend of Fred Wilks, Brandice is said to have a small weapons cache saved from his transcontinental trek.

WILLOW



Faction: Ghoul

Location: 17.07A: Museum of History Entrance

A nonchalant but friendly young Ghoul, Willow is sarcastic, but happy to speak with you. She serves as a forward observer for the Ghouls living in the depths of the Museum of History. She isn't bothered by the Super Mutants (because they don't tend to attack Ghouls), but she's got some particular vehemence for the Brotherhood and Talon Company humans.

WILLY

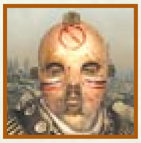
Faction: Wastelander

Location: 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Mini-Encounter 0.10: Dying of Thirst

Driven half-mad by lack of sustenance, and half-blind with hatred over his treatment by the snooty inhabitants of Tenpenny Tower, Willy still remains close to the structure, in the vain hope that a water caravan or kindly stranger will cross his path.

WINGER GERVAIS



Faction: Sudden Death Overtime Gang

Location: 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» Freeform Quest: Just for the Taste of It

Gervais is a member of the Sudden Death Overtime Gang, obsessed with an ancient ice sport that Goalie Ledoux's ancestors played.

WINGER MERCIER (DECEASED)

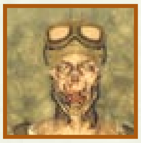
Faction: Sudden Death Overtime Gang

Location: 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» Freeform Quest: Just for the Taste of It

Mercier is a member of the Sudden Death Overtime Gang, obsessed with an ancient ice sport that Goalie Ledoux's ancestors played. Winger Mercier was sent to procure a secret forumula for a new type of Nuka-Cola while Ledoux made contact with the buyer. Mercier's been gone an awfully long time...

WINT



Faction: Ghoul

Location: BS 3.02.2: Olney Underground

» Main Quest: Shock Value (BS)

Wint was part of a group of likeminded Ghouls who decided to forge ahead into unexplored territories under the leadership of Sanders, and set up a new Ghoul Settlement to rival Underworld. One of only two remaining survivors, Wint isn't staying around to watch any more of his friends die. He considers the whole plan an absolute disaster, and would have throttled Sanders himself if the Deathclaws hadn't got to him first.

WINTHROP

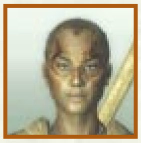
Faction: Ghoul

Location: 17.07B: Museum of History: Underworld

» Miscellaneous Quest: The Replicated Man
» Freeform Quest: This Old House

Winthrop is Underworld's technician. He checks on the electricity, makes sure any plumbing is in working order, and generally takes care of things. He restored and reprogrammed the robot Cerberus, and is responsible for his maintenance. Winthrop sleeps for a few hours in his little workshop off the Concourse, and is occasionally joined by his girlfriend Greta.

WOODROSE

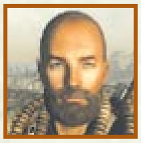


Faction: Tribal

Location: PL 3.13: The Ark & Dove Cathedral (LAT 12/LONG 03/04)

A timid and thoughtful girl, Woodrose recently blossomed when she joined her new cult, the Tribals. Tending to a variety of hydroponic Punga Plants, she's cultivating new and more delicious strains, in accordance with Jackson's wishes.

YMIR



Faction: Slaver

Location: 2.08: Paradise Falls (LAT -09/LONG 16)

Ymir and his son Jotun are Paradise Falls's pair of knuckleheads. Jotun has difficulty forming basic sentences, while his father is a jovial madman, armed with a horrific-looking Super Sledge, like his son's. Ymir isn't fond of Frank the bartender and makes this abundantly clear by bludgeoning Frank to death. He loves drinking, fighting, and drinking some more, rounding a day off with a spot of fighting.

Chapter 4 WASTELAND GEAR

Wasteland Weaponry

The following encyclopedia showcases every weapon available during your adventures, including those that are common, unique, or custom. Please note that any weapon that has its own name is a unique weapon that can be Repaired using the more common version. For example, the Man Opener is a variant of the more common Auto Axe. The unique variant is almost always more powerful and valuable. Seek them all out, if you can!

Big Guns

DRONE CANNON

VALUE	2,000
WEIGHT	18
CLIP	1
AMMO	Alien Power Module
AP	30
DMG	40**
AUTO	No
ROF	3.3
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	50
NOTES	** +100 DMG explosion

Ripped from the mechanical body of an Alien Drone encountered throughout Mothership Zeta, this fires orb-like projectiles that bounce off walls and scenery and explode after around three seconds. It uses Alien Power Modules as ammunition. It inflicts two types of damage: collision (when the orb strikes a foe) and explosive (when the orb detonates). This can be extremely deadly once you learn when to fire, and how the orbs interact. It can fire over Alien Sphere Shields too, acting a little like a grenade.

DRONE CANNON: DRONE CANNON EX-B

VALUE	200
WEIGHT	18
CLIP	1
AMMO	Alien Power Module
AP	30
DMG	40**
AUTO	No
ROF	3.3
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	50
NOTES	** +100 DMG explosion, Unique

Although statistically identical, the experimental Drone Cannon Ex-B—of which only two examples exist—uses a different propulsion system to deliver its orb projectile. In this case, the orb doesn't bounce, but instead strikes its target after arcing through the air, essentially making this similar to a Missile Launcher. The easier targeting makes this preferred over the regular Drone Cannon in most cases. Find both on an Experimental Guardian Drone inside the Weapons Lab aboard Mothership Zeta [MZ3.16].

Note

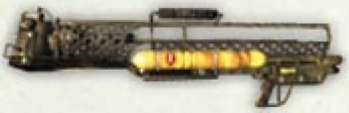
Certain Big Guns, such as the Fat Man and the Missile Launcher, have DMG (Damage) ratings that appear quite low. Not so! The resulting explosion caused by these projectile-firing weapons' ammo impacting the target; or "splash damage," inflicts additional damage. Therefore, expect far more devastation than the DMG rating shows.

FAT MAN

VALUE	1000
WEIGHT	30
CLIP	1
AMMO	Mini Nuke
AP	65
DMG	10
AUTO	No
ROF	4.5
SPREAD	2
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

This collectible weapon is the most devastating type found in the Wasteland. Launch using V.A.T.S. for pinpoint accuracy. This heavy, single-projectile weapon causes massive exploding radiation upon contact. If firing manually, point the launcher upward slightly to avoid a too-short and deadly launch. Usually found in poor condition, use only on Behemoths or large clusters of enemies.

FAT MAN: EXPERIMENTAL MIRV



VALUE	2500
WEIGHT	30
CLIP	8
AMMO	Mini Nuke
AP	65
DMG	10
AUTO	No
ROF	4.5
SPREAD	13
CRIT % MULT	0
CRIT. DMG	—
NOTES	Unique

Locate all five Keller Holotapes, then access the bunker in the National Guard Depot (Zone 6.11) to obtain this ludicrously destructive weapon. Firing eight Mini-Nukes at once, this is an epic one-hit-kill weapon. However, this unique weapon lacks ammo (there are only 72 Mini-Nukes in the entire Wasteland), so sell, store, or fire it for entertainment purposes only.

FLAMER

Fast and safe compared to other Big Guns, the Flamer won't harm you like a nearby exploding Fat Man and isn't slow to build up like the Minigun. It causes additional burn damage to enemies and reloads quickly. Best against weaker Raiders and Radroaches. Fire it in quick bursts to conserve fuel. It adds 50% more DMG with the Pyromaniac Perk.

VALUE	500
WEIGHT	15
CLIP	60
AMMO	Flamer Fuel
AP	50
DMG	16
AUTO	Yes
ROF	8
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	1
NOTES	—

FLAMER: BURNMASTER

Find the irradiated and gutted subway car in the Franklin Metro Utility (U.17.B) to obtain this unique weapon. It offers +50% DMG compared to the regular Flamer but is unaffected by the Pyromaniac Perk. Otherwise, it is identical statistically to a regular Flamer.

VALUE	500
WEIGHT	15
CLIP	60
AMMO	Flamer Fuel
AP	50
DMG	24
AUTO	Yes
ROF	8
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	1
NOTES	Unique

FLAMER: RAPID-TORCH FLAMER

Located in the Adams Storage Facility [AAFB 03] southeast of the Base Crawler, it doesn't pack quite the punch of the Slo-Burn Flamer, but it is more economical, because reloads take longer, thus conserving fuel. Choose the Pyromaniac Perk to deliver almost double the regular damage. The correct combination of perks and abilities can turn this into a real roaster.

VALUE	500
WEIGHT	15
CLIP	60
AMMO	Flamer Fuel
AP	50
DMG	16
AUTO	Yes
ROF	8
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	1
NOTES	Unique

FLAMER: SLO-BURN FLAMER

This Flamer variant is found inside the Adams Air Force Base Mobile Base Crawler [AAFB 04] on the upper level of the Deathclaw Facility. When used aggressively, it delivers an agreeably potent hit that continues to burn its target. It fires instantly, which is another bonus. The "Slo-Burn" refers to the continuous damage it delivers even after the initial hit, making it potent, but fuel-consuming. Augment further with Pyromaniac Perk.

VALUE	500
WEIGHT	15
CLIP	60
AMMO	Flamer Fuel
AP	50
DMG	18
AUTO	Yes
ROF	8
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	1
NOTES	3 Ammo/Shot, Unique

GATLING LASER

The weapon of choice for many Brotherhood of Steel and Outcast soldiers, this ultraeffective laser cannon shoots high-velocity Electron Charges. Although heavy, the Gatling Laser deals out quick and painful death and can clear a room in moments. With its rapid ROF, it goes through ammunition quickly, and its rarity sometimes makes it difficult to repair.

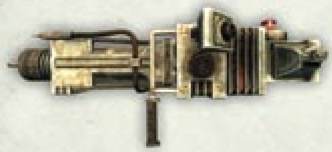
VALUE	2000
WEIGHT	18
CLIP	240
AMMO	Electron Charge Pack
AP	30
DMG	8
AUTO	Yes
ROF	20
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	6
NOTES	—

GATLING LASER: PRECISION GATLING LASER

Carried by the Enclave's Armor Master in the Mobile Base Crawler [AAFB 04], this is a Unique take on a Gatling Laser. When fired, it has a high Critical Multiplier, so is suited to those who have improved this part of their combat repertoire. It is also rapid-firing and easy to target, unlike most Big Guns. The other Unique Gatling Laser, Vengeance, has less chance to inflict a Critical, but Vengeance delivers more punch.

VALUE	3,000
WEIGHT	18
CLIP	240
AMMO	Electron Charge Pack
AP	30
DMG	8
AUTO	Yes
ROF	20
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	6
NOTES	Unique

GATLING LASER: VENGEANCE



VALUE	2400
WEIGHT	18
CLIP	240
AMMO	Electron Charge Pack
AP	30
DMG	11
AUTO	Yes
ROF	20
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	12
NOTES	Unique

This is the ultimate laser to obtain—it causes even greater damage than the regular Gatling Laser. Use the regular variant to Repair this deadly cannon. This unique weapon is located in the southeast corner of the dreaded Deathclaw Sanctuary (Zone 1.07), in the blood grotto. The search is dangerous, but the combat results are worth it.

HEAVY INCINERATOR

VALUE	500
WEIGHT	15
CLIP	24
AMMO	Flamer Fuel
AP	50
DMG	15
AUTO	Yes
ROF	4
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	5
NOTES	—

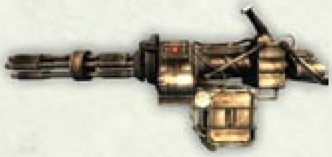
This forces a flaming projectile in an arc toward its intended target, setting fire to the victim in the process (and anyone around the victim due to the small area effect). It is adept at highly accurate, long-distance shots, and is devastating in experienced hands. Find it wielded by Enclave Hellfire Troopers. Just beware of its tendency to light gas leaks, a shortfall of all flame-based weaponry.

MINIGUN

VALUE	1000
WEIGHT	18
CLIP	240
AMMO	5mm Round
AP	30
DMG	5
AUTO	Yes
ROF	20
SPREAD	2
CRIT % MULT	1
CRIT. DMG	5
NOTES	—

A burst- or continuous-fire multiple-barrel weapon, the Minigun really improves with experience. As your Big Guns skill increases, so does the weapon's deadly accuracy. This common weapon can be found on Super Mutants, some Brotherhood of Steel, Outcast, and Raiders. It has a high resell value but an equally costly repair. Use V.A.T.S. to negate the weapon's barrel-spin warm-up.

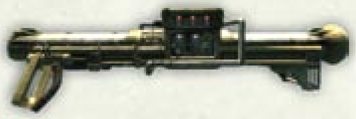
MINIGUN: EUGENE



VALUE	1500
WEIGHT	18
CLIP	240
AMMO	5mm Round
AP	30
DMG	7
AUTO	Yes
ROF	20
SPREAD	2
CRIT % MULT	1
CRIT. DMG	7
NOTES	Unique

Complete **Miscellaneous Quest: Reilly's Rangers** at the Ranger Compound (Zone 18.06) and you can choose this as a possible reward. Comparing the firepower with the regular Minigun shows that Eugene is an excellent choice. With a good Repair skill, it can be kept in great condition. Miniguns are as common as their ammo, and the weapon is hard-wearing—a necessity if you plan on using a Minigun.

MISSILE LAUNCHER



VALUE	500
WEIGHT	20
CLIP	1
AMMO	Missile
AP	55
DMG	20
AUTO	No
ROF	5.5
SPREAD	0.5
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

Ideally suited for destroying close groups of enemies (due to the weapon's splash damage) or wounding larger foes. As this is a projectile weapon, aim where you think your opponent may be, not where they currently are. Aim at their feet when manually firing so you don't overshoot your target. Seek cover or fire it out of a foe's hand if you encounter an enemy with one.

MISSILE LAUNCHER: MISS LAUNCHER

VALUE	400
WEIGHT	15
CLIP	1
AMMO	Missile
AP	55
DMG	20
AUTO	No
ROF	5.5
SPREAD	0.5
CRIT % MULT	0
CRIT. DMG	—
NOTES	Unique

Found at Fort Independence (Zone 8.04) in a small southwest room on the lower level, next to the high galley area. Miss Launcher's projectiles arc like grenades. They fall to the ground and, after three seconds, explode with greater damage (but far less range) than a Missile Launcher. It's very inaccurate, even using V.A.T.S., but is useful when firing from cover.

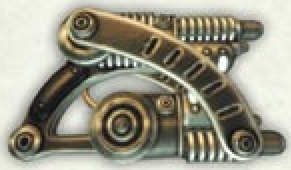
ROCK-IT LAUNCHER

VALUE	200
WEIGHT	8
CLIP	12
AMMO	Misc. objects
AP	32
DMG	50
AUTO	No
ROF	3.3333
SPREAD	1
CRIT % MULT	1
CRIT. DMG	25
NOTES	—

Once built, this custom weapon fires any junk items you pick up. Due to weight concerns, it's better to fire lightweight items like Pre-War Money or Teddy Bears. Choose easy-to-find items; you can sometimes pick them up again once they're fired. Different items arc through the air at different trajectories, so experiment with them. Even some types of flesh can be used....

Energy Weapons

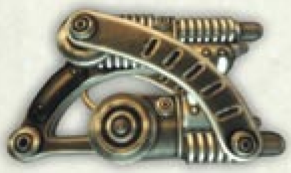
ALIEN ATOMIZER



VALUE	500
WEIGHT	2
CLIP	20
AMMO	Alien Power Module
AP	20
DMG	35
AUTO	No
ROF	3
SPREAD	0
CRIT % MULT	1
CRIT. DMG	40
NOTES	—

This is the preferred sidearm for many Aliens aboard Mothership Zeta, and it's found on their corpses, dropped, or on shelves. It uses Alien Power Modules as ammunition, and offers extremely potent damage per shot. Furthermore, it is completely accurate, and excellent to use at medium and long ranges. This is a recommended weapon to employ, only bettered at close range by the Disintegrator.

ALIEN ATOMIZER: ATOMIC PULVERIZER



VALUE	500
WEIGHT	2
CLIP	20
AMMO	Alien Power Module
AP	12
DMG	37
AUTO	No
ROF	3
SPREAD	0
CRIT % MULT	2
CRIT. DMG	40
NOTES	Unique

Located in a small, locked room [Science] during your exploration of Mothership Zeta's Weapons Lab [MZ3.16], the Atomic Pulverizer inflicts only slightly more damage compared to its regular variant, but the real benefit of this tremendous weapon lies with its low Action Point requirement. Enter V.A.T.S., and you can rattle off multiple and supremely accurate shots, making this one of the deadliest medium-to long-range weapons you can obtain.

ALIEN BLASTER

VALUE	500
WEIGHT	2
CLIP	10
AMMO	Alien Power Cell
AP	20
DMG	100
AUTO	No
ROF	3
SPREAD	0
CRIT % MULT	1
CRIT. DMG	40
NOTES	—

An otherworldly Alien Blaster pistol is found only at the Crashed Anomaly (Zone 2.G) and Bannister Crater (Zone 4.Q). This rare weapon deteriorates easily but inflicts devastating damage. Aim for the head to conserve ammo and weapon longevity. Ammunition is found only near the weapon. This can be traded to Defender Casadin (Zone 8.04) for considerable funds.

ALIEN BLASTER: CAPTAIN'S SIDEARM

VALUE	500
WEIGHT	2
CLIP	30
AMMO	Alien Power Module
AP	20
DMG	35
AUTO	No
ROF	3
SPREAD	3
CRIT % MULT	1
CRIT. DMG	40
NOTES	Unique

The closest you come to wielding an Alien Shotgun, the Captain's Sidearm, which is carried by the Alien Captain aboard Mothership Zeta's Bridge [MZ3.22], uses Alien Power Modules as ammo, and is in much better repair than the Alien Blaster you may have scavenged on the Wasteland surface. It fires a spread of bullets, making it much more potent in "real" (rather than V.A.T.S.) time. It uses three modules for a single, six-shot burst. It's damaging at shorter ranges before the plasma bolts spread out.

ALIEN BLASTER: FIRELANCE

VALUE	750
WEIGHT	2
CLIP	10
AMMO	Alien Power Cell
AP	20
DMG	80
AUTO	No
ROF	3
SPREAD	0
CRIT % MULT	3
CRIT. DMG	40
NOTES	Unique

Available only once, during a random Mini-Encounter, this unique weapon falls from the sky after an unknown aircraft explodes. Use Dogmeat to scavenge for it after the explosion. Combine with the Pyromaniac and Better Criticals perks for incredible additional damage, or give it to a Follower skilled in Energy Weapons, such as Star Paladin Cross. This weapon degrades quickly.

ALIEN DISINTEGRATOR

VALUE	300
WEIGHT	7
CLIP	100
AMMO	Alien Power Module
AP	30
DMG	45
AUTO	No
ROF	2
SPREAD	1
CRIT % MULT	2
CRIT. DMG	50
NOTES	—

This weapon, found on Aliens and shelves throughout Mothership Zeta, has a massive clip but a slow rate of fire, so there's little chance of being caught reloading this weapon. Foes destroyed by a Disintegrator's Critical Hit aptly dissolve into a pile of dust. This is a perfect and highly damaging weapon to employ at foes as they close in. Test this and the Atomizer to see which you prefer.

ALIEN DISINTEGRATOR: DESTABILIZER

VALUE	1,200
WEIGHT	7
CLIP	100
AMMO	Alien Power Module
AP	25
DMG	45
AUTO	Yes
ROF	4.5
SPREAD	1.5
CRIT % MULT	2
CRIT. DMG	20
NOTES	Unique

Sitting on a small shelf in the Mothership Zeta Weapons Lab Shooting Gallery Balcony [MZ3.16], this unique Alien Disintegrator shares the assets of its common variant, but is fully automatic, and for those with masses of ammo, this can defeat many foes in moments. Employ using V.A.T.S. so the damage it inflicts is easier to see.

GAUSS RIFLE

VALUE	500
WEIGHT	12
CLIP	1
AMMO	Micro Fusion Cell
AP	38
DMG	100
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	5
CRIT. DMG	50
NOTES	—

The Gauss Rifle fires a high-velocity bolt of energy, knocking a target off their feet with a critical hit. It has similar but more powerful qualities to a Sniper Rifle, including manual telescopic range. It is available only at the VSS Armory (Zone OA.U.2) after completing Operation: Anchorage. Unfortunately, this highly effective weapon cannot self-repair.

LASER PISTOL

VALUE	320
WEIGHT	3
CLIP	30
AMMO	Energy Cell
AP	17
DMG	12
AUTO	No
ROF	6
SPREAD	0
CRIT % MULT	1.5
CRIT. DMG	12
NOTES	—

Similar in design to the Laser Rifle, this is used by Talon Company Mercs, the Enclave, and the Brotherhood of Steel. It's an excellent first Energy Weapon. Like all other Energy Weapons, a successful critical hit kill shot will disintegrate the target, turning them to dust (which can still be searched for items). The only problem is Laser Pistols are hard to find and to repair.

LASER PISTOL: COLONEL AUTUMN'S

VALUE	420
WEIGHT	2
CLIP	20
AMMO	Energy Cell
AP	0
DMG	15
AUTO	No
ROF	6
SPREAD	0
CRIT % MULT	1
CRIT. DMG	22
NOTES	Unique

This fully automatic Laser Pistol fires at a much higher rate than a regular Laser Pistol. Colonel Autumn, found inside the Jefferson Memorial Rotunda [Zone 9.14] during **Main Quest: Take It Back!,** carries this unique weapon.

LASER PISTOL: PROTECTRON'S GAZE

VALUE	320
WEIGHT	3
CLIP	20
AMMO	Energy Cell
AP	17
DMG	24
AUTO	No
ROF	3
SPREAD	2.5
CRIT % MULT	1
CRIT. DMG	24
NOTES	Unique

This unique pistol is in the Mechanist's lair inside the Robot Repair Center (Zone 6.H) at the end of **Miscellaneous Quest: The Superhuman Gambit**. Built from Protectron parts, it fires a tight cluster of beams at its target instead of a single bolt. It has a slower ROF compared to a regular Laser Pistol but inflicts much more impressive damage.

LASER PISTOL: SMUGGLER'S END

VALUE	450
WEIGHT	2
CLIP	30
AMMO	Energy Cell
AP	17
DMG	18
AUTO	No
ROF	6
SPREAD	0
CRIT % MULT	1.5
CRIT. DMG	18
NOTES	Unique

The property of Elder Lyons, this is found in his private chambers inside the Citadel (Zone 9.11). It is comparable to the base Pistol, but fires at double the rate when manually used and strikes with additional damage. Unlike many unique weapons, as long as you aren't spotted, you can take this item without incurring the wrath of the Brotherhood of Steel.

LASER RIFLE

VALUE	1000
WEIGHT	8
CLIP	24
AMMO	Micro Fusion Cell
AP	17
DMG	23
AUTO	No
ROF	2
SPREAD	0
CRIT % MULT	1.5
CRIT. DMG	22
NOTES	—

Although expensive to repair and harder to find, this is an excellent mid- to long-range weapon and a perfect alternative to the Hunting Rifle when roaming the Wasteland. It inflicts relatively low damage but has a higher ROF than many other weapons. With a successful critical hit to finish off your target, your foe will be reduced to dust (but items can still be scavenged).

LASER RIFLE: METAL BLASTER

VALUE	1,000
WEIGHT	8
CLIP	24
AMMO	Microfusion Cell
AP	17
DMG	55
AUTO	No
ROF	1
SPREAD	2.5
CRIT % MULT	1.5
CRIT. DMG	27
NOTES	Unique

Although not as hard-wearing as the Wazer Wifle, this offers nearly double the damage compared to a regular Laser Rifle. This incredible weapon has some similarities to a shotgun, firing clusters of laser fire with an excellent spread. Locate Everett in the Mill, inside The Pitt (The Pitt: Zone B), and offer him 50 Steel Ingots to obtain this impressive piece.

LASER RIFLE: TRI-BEAM LASER RIFLE

VALUE	1,000
WEIGHT	9
CLIP	24
AMMO	Micro Fusion Cell
AP	23
DMG	75
AUTO	No
ROF	2.7
SPREAD	2
CRIT % MULT	1.5
CRIT. DMG	15
NOTES	3 Ammo/Shot, Unique

Using the Microfusion Cell, and found on the corpses of Super Mutant Overlords, the Tri-Beam Laser Rifle's lives up to its name—it fires a trio of shots (three rounds at a time compared to one with other Laser Rifles). It also features a longer range, and offers more damage potential than other Laser Rifles if you have a low chance of inflicting Criticals. Balance your need for ammo with the extra punch this rifle provides.

LASER RIFLE: WAZER WIFLE

VALUE	900
WEIGHT	8
CLIP	30
AMMO	Micro Fusion Cell
AP	17
DMG	28
AUTO	No
ROF	2
SPREAD	0
CRIT % MULT	1.5
CRIT. DMG	28
NOTES	Unique

Inflicting greater damage and with a larger capacity than a regular Laser Rifle, this hard-wearing, easily repairable weapon is spectacular when used as a sniper rifle, along with the associated Perks (such as Commando, Sniper, and Concentrated Fire). It's found during **Freeform Quest: Biwwy's Wazer Wifle**, inside Little Lamplight (Zone 4.08).

MESMETRON

VALUE	500
WEIGHT	2
CLIP	5
AMMO	Mesmetron Power Cell
AP	65
DMG	1
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	1
CRIT. DMG	0
NOTES	Unique

Grouse grants you this unique weapon at Paradise Falls (Zone 2.08) during **Miscellaneous Quest: Strictly Business**. This hypnotic resonance cannon is used to daze (or "mez") specific targets, after which Slave Collars are attached and the victims sent back to Paradise Falls for a Caps reward. Mezzing non-quest-specific humans results in a daze, attack, or head explosion.

MESMETRON: MICROWAVE EMITTER

VALUE	500
WEIGHT	8
CLIP	5
AMMO	Micro Fusion Cell
AP	30
DMG	60
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	2
CRIT. DMG	100
NOTES	Not Affected by Armor, Unique

Don't need the hypnotic power of the Mesmetron, but want the same bulky device in a handy aggressive battle package? Then seek out the Microwave Emitter, found in a locked Vault Room in the hidden Underground Laboratory under Point Lookout Lighthouse [PT 6.29]. Burning foes into crimson piles of ash, this offers great offensive capabilities because it ignores Armor. However, be aware of the delay between the trigger-pull and firing.

PLASMA PISTOL

VALUE	360
WEIGHT	3
CLIP	16
AMMO	Energy Cell
AP	21
DMG	25
AUTO	No
ROF	3
SPREAD	0.5
CRIT % MULT	2
CRIT. DMG	25
NOTES	—

Shooting semiautomatic and extremely hot globules of plasma at a target, the Plasma Pistol inflicts excellent damage on a target and is favorable at short range. However, when you use this weapon from longer ranges, enemies can dodge the slow-moving plasma shots, lessening the gun's impact. These guns are mainly found on Enclave personnel.

PLASMA PISTOL: MPLX NOVASURGE

VALUE	850
WEIGHT	6
CLIP	16
AMMO	Small Energy Cell
AP	21
DMG	80
AUTO	No
ROF	3
SPREAD	0.5
CRIT % MULT	3
CRIT. DMG	75
NOTES	Unique

A secretive prototype to the Enclave's Plasma Pistol, the Novasurge functions in a very similar manner, and proves a conspiracy theory you long suspected. There are other bonuses too; the MPLX Novasurge inflicts more than three times the damage of a Plasma Pistol, with a bigger Crit % Mult too. Unfortunately, it is heavier and uses ammunition twice as quickly. Repair it using Plasma Pistols. It is found in a safe in the Debris Pile after you unlock it by hacking Reid Underwood's Terminal inside the Mothership Zeta Cargo Hold [MZ2.11].

PLASMA RIFLE

VALUE	1800
WEIGHT	8
CLIP	12
AMMO	Micro Fusion Cell
AP	25
DMG	45
AUTO	No
ROF	4
SPREAD	0.2
CRIT % MULT	2
CRIT. DMG	44
NOTES	—

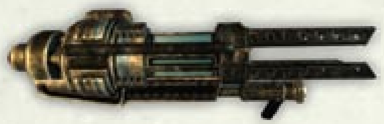
Essentially a more powerful version of the Plasma Pistol, this is an excellent short-range weapon with limited effectiveness at mid to long ranges; think of it as a shotgun that can turn a foe into a pile of steaming goop (which you can search for items the foe was carrying). These guns are found primarily on Enclave soldiers.

PLASMA RIFLE: A3-21'S PLASMA RIFLE

VALUE	2200
WEIGHT	8
CLIP	12
AMMO	Micro Fusion Cell
AP	25
DMG	50
AUTO	No
ROF	4
SPREAD	0.2
CRIT % MULT	2.5
CRIT. DMG	50
NOTES	Unique

Obtain this durable Plasma Rifle from the Replicated Man at the end of **Miscellaneous Quest: The Replicated Man**. It inflicts more DMG, has a higher Critical Percentage Multiplier, and offers devastating combat potential: a potent rifle with a plentiful ammo supply. Acquire it once the Enclave appears for greater access to ammo and parts for repair.

TESLA CANNON



VALUE	1,800
WEIGHT	8
CLIP	1
AMMO	Electron Charge Pack
AP	37
DMG	40
AUTO	No
ROF	1.6
SPREAD	0
CRIT % MULT	2
CRIT. DMG	30
NOTES	Chained Energy Strikes

Initially air-dropped by Paladin Tristan at the commencement of your assault on Adams Air Force Base [AAFB 01], these are also found back at the Citadel, or in Resupply Crates if you head into the Air Force Base after you complete Broken Steel. Aim at the torsos of foes for extra limb damage, and at airborne Vertibirds to bring them down with a single shot (grounded Vertibirds take considerably more fire). It is an excellent, one-shot take-down weapon.

Grenades & Mines

BIO-GAS CANISTER

VALUE	50
WEIGHT	0.5
CLIP	—
AMMO	—
AP	24
DMG	Varies
AUTO	–
ROF	–
SPREAD	–
CRIT % MULT	Varies
CRIT. DMG	Varies
NOTES	Creates Flammable Gas Cloud, Rare

Find this rare Grenade in Excavated Muck Holes across Point Lookout. When thrown, it deploys a cloud of gas, which can then be ignited by explosives, firearms, etc. The force of the blast knocks a foe back, briefly stunning them, rather than inflicting a large amount of damage. For this reason, Bio-Gas Canisters are best used to remove a threat (or multiple threats) before fleeing, rather than for actually killing them.

BOTTLECAP MINE

VALUE	75
WEIGHT	0.5
CLIP	—
AMMO	—
AP	35
DMG	500
AUTO	—
ROF	—
SPREAD	1
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

Bottlecap Mines, primarily found on Work Benches across the Wasteland, are massively more powerful Frag Mines but with a wider area of effect. You will likely kill any entity (including yourself) that is caught by the explosion, so take extreme care in handling these custom Mines. For even more damage, choose the Explosives skill and Demolition Expert perk.

CRYO GRENADE

VALUE	50
WEIGHT	0.5
CLIP	—
AMMO	—
AP	24
DMG	—†
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	—
CRIT. DMG	—
NOTES	† Temporarily immobilizes target

Get this from Elliott Tercorien after freeing him from Mothership Zeta's stasis pod area [MZ1.03], and having him accompany you into the Cryo Lab, and then talking to him. Request Cryo Grenades when you return to the Engineering Core, every three hours. Although these may not be supremely useful because you have other potent Alien technology, this grenade's ability to paralyze and freeze may be handy when used back in the Capital Wasteland, against more imposing foes.

CRYO MINE

VALUE	25
WEIGHT	0.5
CLIP	—
AMMO	—
AP	35
DMG	—†
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	—
CRIT. DMG	—
NOTES	† Temporarily immobilizes target

These are obtained in exactly the same way as the Cryo Grenade, during your expedition through Mothership Zeta and meeting with Elliott Tercorien [MZ1.03] after returning from the Cryo Lab [2.04]. These mines paralyze and freeze their foes instead of damaging them. Use them to gain additional time if you're swarmed by foes, or want to stop enemies in their tracks.

FRAG GRENADE

VALUE	25
WEIGHT	0.5
CLIP	—
AMMO	—
AP	24
DMG	100
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

Shoot enemy Grenades in the air using V.A.T.S. or off a foe's belt and retreat from the warning pointer (the blast radius is around 10 feet). A good tactic is to lob in a Grenade, then finish with gunfire (target any almost-crippled limbs your enemy now has). The longer you hold a primed Grenade, the farther you can throw it. Do extra damage with the Demolition Expert perk.

FRAG MINE

VALUE	25
WEIGHT	0.5
CLIP	—
AMMO	—
AP	35
DMG	100
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

When encountering a Frag Mine, listen for its proximity beep and disarm it or flee before it explodes, or avoid it with the Light Step perk. Lay your own Mines (which won't detonate if you step on them) in doorways or areas where foes will go; or Sneak to avoid detection and place Mines in areas of heavy enemy activity, then start a chain reaction of the Mines.

NUKA GRENADE

VALUE	50
WEIGHT	0.5
CLIP	—
AMMO	—
AP	24
DMG	500
AUTO	—
ROF	—
SPREAD	0
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

Essentially a much more potent Frag Grenade, the Nuka Grenade explodes with a blue fireball. Radiation causes additional damage thanks to the Nuka-Cola Quantum in the recipe. They are highly damaging to a single foe or a cluster of nearby enemies and can occasionally be found on Work Benches. Due to the low number of Quantums, they are rarely made by hand.

PLASMA GRENADE

VALUE	50
WEIGHT	0.5
CLIP	—
AMMO	—
AP	24
DMG	150
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

The next step up in the Grenade's evolution, these explosive devices are mainly carried by Enclave Soldiers. They detonate upon contact with a foe and, like Plasma Pistols and Plasma Rifles, engulf an area around the detonation point with superheated plasma. They are even more deadly if you have the Demolition Expert perk. The only downside is their rarity.

PLASMA MINE

VALUE	50
WEIGHT	0.5
CLIP	—
AMMO	—
AP	35
DMG	150
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

These can be used like a more-powerful Frag Mine, but they bathe the target in the same superheated plasma as the Pistols and Rifles the Enclave use. When ambushing foes, place Frag Mines in high-traffic areas. These Mines don't harm their user, and you can avoid enemy Plasma Mines if you have the Light Step perk.

PULSE GRENADE

VALUE	40
WEIGHT	0.5
CLIP	—
AMMO	—
AP	24
DMG	10
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

Unlike Plasma and Frag Grenades, Pulse Grenades (often found on Talon Mercs) inflict only minor damage against flesh-based foes. Save them for robots, who are fried by the EMP burst and are left temporarily paralyzed, allowing you to finish them off without retaliation. The Demolition Expert perk increases their damage.

PULSE MINE

VALUE	40
WEIGHT	0.5
CLIP	—
AMMO	—
AP	35
DMG	10
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

The Mine counterpart of the Pulse Grenade, this inflicts a massive EMP globe of destruction that only lightly damages humans but devastates robots. Mechanical and human enemies set them off, but hovering Mister Gutsys may pass over them; shoot the Mine to explode it if this occurs. Use the Light Step perk to avoid triggering enemy Mines. Pulse Mines are usually found on Talon Mercs.

Melee Weapons

AUTO AXE

VALUE	200
WEIGHT	20
CLIP	1
AMMO	—
AP	65
DMG	35
AUTO	Yes
ROF	1
SPREAD	0
CRIT % MULT	0
CRIT. DMG	0
NOTES	—

Sharing some basic qualities with the Ripper but more impressive and harmful, the Auto Axe is a Steel Saw fitted with car engine parts to increase its attack damage. Obtain the initial Auto Axe in The Pitt (The Pitt: Zone B) from a Pitt Slave named Marco. The weapon can tear through foes quickly; hold down attack to inflict continuous enemy damage.

AUTO AXE: MAN OPENER

This has identical stats to a regular Auto Axe, with one important difference: It ignores the DR of a foe's armor, so it's excellent against armored foes (unlike the Mauler). Switch to this unique weapon when you find it on the bed in the Supply Plant (The Pitt: Zone E); use it until you acquire the Mauler. The Better Criticals and Ninja perks increase its Critical Damage.

VALUE	200
WEIGHT	20
CLIP	1
AMMO	—
AP	65
DMG	35
AUTO	Yes
ROF	1
SPREAD	0
CRIT % MULT	0
CRIT. DMG	0
NOTES	Unique

AUTO AXE: THE MAULER

The most powerful Auto Axe against non-armored foes, this devastating and gruesome weapon is designed to cut through flesh and bone. The Mauler is a good primary weapon. All Auto Axes and Steel Saws can be used to repair it. Get it from Everett once you collect 80 Steel Ingots during **Free-form Quest: Mill Worker**. The Better Criticals and Ninja perks increase its Critical Damage.

VALUE	200
WEIGHT	20
CLIP	1
AMMO	—
AP	50
DMG	45
AUTO	Yes
ROF	1
SPREAD	0
CRIT % MULT	0
CRIT. DMG	0
NOTES	Unique

AXE

Repair this using other Axes. Suffering the same shortfalls as many other close combat weapons (you can't strike foes at range), this still offers a good amount of damage when it strikes a foe, and Axes are plentiful across Point Lookout. Due to its sharp edge and higher damage, it is certainly preferred over a Shovel. It is used mainly by Swampfolk, but also carried by Tribals.

VALUE	60
WEIGHT	6
CLIP	—
AMMO	—
AP	30
DMG	20
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	30
NOTES	—

AXE: THE DISMEMBERER

Everything you need to know about this Unique Axe is contained in its name: It is viciously effective at de-limbing a foe and restoring Action Points so you can continue your frenzy of chopping. This is limb-crippling fun, and you can Repair it with other Axes. Swap to it the moment you get it, from Plik once you complete Miscellaneous Quest: Plik's Safari inside the Coastal Grotto [PL 3.17].

VALUE	55
WEIGHT	6
CLIP	—
AMMO	—
AP	30
DMG	25
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	40
NOTES	When Landing Killing Blow, Likely to Dismember and Restore 5 AP, Unique

BASEBALL BAT

One of the first weapons you can use on your escape through Vault 101, this allows you to knock down foes relatively easily. As you progress, supplant the Baseball Bat with other, deadlier melee weapons. Use it only when you need to save ranged-weapon ammo, and you haven't yet discovered more damaging attacks.

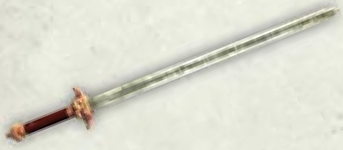
VALUE	55
WEIGHT	3
CLIP	—
AMMO	—
AP	25
DMG	9
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	9
NOTES	—

CHINESE OFFICER'S SWORD

An excellent default melee weapon, this is found sometimes on Raiders and on Chinese Remnant Army Officers. Although more damaging than the Baseball Bat, this is still a low-damage-inflicting weapon, but it swings quickly, making it more effective to use in manual (rather than V.A.T.S.) combat. Swing and cut into your foe, and hope for the best.

VALUE	75
WEIGHT	3
CLIP	—
AMMO	—
AP	28
DMG	10
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	15
NOTES	—

CHINESE OFFICER'S SWORD: JINGWEI'S SHOCKSWORD



Found in the VSS Armory (OA.U.2), this enhanced Sword inflicts extra electrical damage (Shock Damage 2/5 sec.), and if it causes a critical strike, it reduces a foe to a pile of dust. Sneak with this weapon for excellent results. This powerful attack weapon should be your main tool in close-assault fighting. Repair using Chinese Officer's Swords.

VALUE	500
WEIGHT	3
CLIP	1
AMMO	—
AP	28
DMG	35
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	2
CRIT. DMG	25
NOTES	Unique

CHINESE OFFICER'S SWORD: VAMPIRE'S EDGE

Obtained from Vance's quarters in the Meresti Trainyard (Zone 5.05), this unique weapon is worth repairing. Once made more durable, it exhibits faster attack swings than a regular Sword, and it has a better critical chance and an incredibly low weight, making it extremely flexible, easy to carry, and very damaging when you consider the number of attacks you can inflict.

VALUE	400
WEIGHT	1
CLIP	—
AMMO	—
AP	28
DMG	15
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	20
NOTES	Unique

COMBAT KNIFE

A useful weapon for Raiders and Talon Company Mercs throughout the Wasteland, Combat Knives are relatively common and are a good alternative to a Baseball Bat when you're starting out on your adventures. The blade's short length means you must be closer to your target compared to other melee weapons, but it's still reasonably effective.

VALUE	50
WEIGHT	1
CLIP	—
AMMO	—
AP	17
DMG	7
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	13
NOTES	—

COMBAT KNIFE: OCCAM'S RAZOR

Essentially an improved Combat Knife that offers better overall damage and can be repaired using Combat Knives, Occam's Razor is located on the body of Commander Jabsco, leader of the Talon Company forces inside Fort Bannister (Zone 4.11). As with a normal Combat Knife, get in closer to your foe than you would with other melee weapons, and attack manually or through V.A.T.S..

VALUE	65
WEIGHT	1
CLIP	—
AMMO	—
AP	17
DMG	10
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	13
NOTES	Unique

COMBAT KNIFE: STABHAPPY

The most potent Combat Knife, find Stabhappy in the Bethesda Suburbs (Raid Shack Zone 6.M). With a higher Critical Multiplier and low Action Points, those seeking optimal killing potential should pour points into stats (Strength, Luck) and Perks (Finesse, Survivor Guru, Ninja) that increase their chances of Criticals, leading to arterial sprays and screaming deaths.

VALUE	65
WEIGHT	1
CLIP	—
AMMO	—
AP	17
DMG	10
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	4
CRIT. DMG	15
NOTES	Unique

KNIFE

Although it's easier to swing than the Baseball Bat, the Knife inflicts a rather pitiful amount of damage. However, you can get in a few more stabs than other weapons due to the low Action Points it takes to swipe at a foe. Knives are plentiful and are usually located in kitchens, where operations occur, or on Raiders. Another weapon to begin your adventure with.

VALUE	20
WEIGHT	1
CLIP	—
AMMO	—
AP	20
DMG	4
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	4
NOTES	—

KNIFE: ANT'S STING

VALUE	30
WEIGHT	1
CLIP	—
AMMO	—
AP	20
DMG	4
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	4
NOTES	Unique

A great unique weapon to use early in your adventure, it's easily repaired due to the plentiful supply of Knives. Found near the AntAgonizer's Lair (Zone 6.01) when you side with her during **Miscellaneous Quest: The Superhuman Gambit**, this Knife has the bonus of poisoning foes when you strike them successfully. You can leave a wounded foe to die and move on to the next one.

KNIFE: RITUAL KNIFE

VALUE	20
WEIGHT	1
CLIP	—
AMMO	—
AP	12
DMG	6
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	18
NOTES	Unique

Located deep within the Ritual Site [PL 5.25] that the Swampfolk frequent, and deep in the corpse of a sacrificial body, this features an excellent attack capability with little expenditure of Action Points. This, accompanied by the great Critical Hit Multiplier (which in turn should be further augmented with perks you've chosen to complement a close melee style of play) creates a weapon that's as deadly as it is difficult to acquire.

KNIFE: TOY KNIFE

VALUE	20
WEIGHT	1
CLIP	—
AMMO	—
AP	10
DMG	1
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	10
NOTES	Unique

Found near a Turtledove Detention Center Perimeter Sign [PL 2.G], on a small crate at the base of a tree, this weapon is often overlooked, and with good reason—it is almost entirely useless! With very low Health, this breaks constantly (sometimes during a single fight!), and although has the lowest Action Point cost of any weapon, the stabs you attempt are feeble. Save this for costume pranks with a Pint-Sized Slasher Mask.

LEAD PIPE

VALUE	75
WEIGHT	3
CLIP	—
AMMO	—
AP	24
DMG	9
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	18
NOTES	—

A basic, common melee weapon (search structure interiors and Raider corpses), consider replacing your Baseball Bat with the Lead Pipe as you begin your adventure, as it enables more overall damage. Like the Baseball Bat, it's better to use in V.A.T.S., as manual combat can allow enemies to block your attacks, which are otherwise quickly administered.

NAIL BOARD

VALUE	30
WEIGHT	4
CLIP	—
AMMO	—
AP	27
DMG	8
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

While not exhibiting spectacular combat damage, the Nail Board's length allows you to inflict wounds from a little farther away than Combat Knives. You can also swing this weapon quickly and effectively, making up for the light damage it causes. This melee weapon is favored by Super Mutants. Strike enemies using V.A.T.S., as manual attacks can easily be blocked.

NAIL BOARD: BOARD OF EDUCATION

VALUE	60
WEIGHT	4
CLIP	—
AMMO	—
AP	27
DMG	12
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	12
NOTES	Unique

Find this unique weapon in the remote Wastelander-holding area known as the Clifftop Shacks (Zone 2.04). Its strengths and weaknesses are similar to a regular Nail Board (which can be used to repair this weapon), but with the slight added benefit that it can cause a critical strike. Use this early in your adventure if you're seeking slightly longer-range melee combat.

POLICE BATON

An alternative to the Baseball Bat, you might pick up the Police Baton during your Escape from Vault 101. It has quick strikes that you can perform repeatedly. It's preferable to use V.A.T.S. to prevent enemies from blocking your strikes. This is a good backup to your Baseball Bat and is easily sold for quick Caps on your way to finding a more devastating armament.

VALUE	70
WEIGHT	2
CLIP	—
AMMO	—
AP	25
DMG	4
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	4
NOTES	—

POOL CUE

This is another standard melee weapon with limited combat potential. You are better off collecting and selling these for profit rather than using them in combat. They inflict low amounts of harm and are often found on billiard tables and on Raiders' bodies. They tend to break easily but can offer impressive facial damage to a victim, bloodying their heads during combat.

VALUE	15
WEIGHT	1
CLIP	—
AMMO	—
AP	27
DMG	3
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

POOL CUE: THE BREAK

This unique Pool Cue, easily taken from the pool table in Paradise Falls (Zone 2.08), offers longer-range melee damage than shorter weapons and a higher damage per strike, which can be quickly inflicted multiple times. The Break is much harder-wearing than normal Pool Cues and offers a small chance at a critical strike. It is extremely light too.

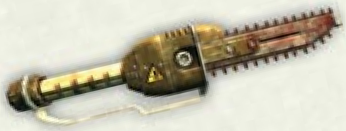
VALUE	50
WEIGHT	1
CLIP	—
AMMO	—
AP	27
DMG	6
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	6
NOTES	Unique

REPELLENT STICK

Given to you by Megaton's Moira Brown (Zone 8.03) during **Miscellaneous Quest: Wasteland Survival Guide**, this is basically a stick. Sticks don't fare well against most foes, but there are two you should strike with this: Radroaches and Mole Rats. The repellent on the stick's end explodes the critters' heads after a few seconds, making this useful strictly for vermin control.

VALUE	120
WEIGHT	3
CLIP	—
AMMO	—
AP	40
DMG	1
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	Unique

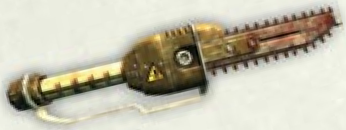
RIPPER



Difficult to find (although a shed in Andale [Zone 8.07] has quite a collection), this has a benefit matched only by the Auto Axe: You can hold down your attack to continuously savage your foe with its serrated blade. Although repeated rough combat can decrease the Ripper's efficiency, it is much easier to wield in V.A.T.S., and the damage inflicted is impressive.

VALUE	100
WEIGHT	6
CLIP	—
AMMO	—
AP	65
DMG	30
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

RIPPER: JACK



A good alternative to a unique Auto Axe, find Jack on or near an Enclave Officer in the Deathclaw Sanctuary (Zone 1.07); it's available only after the Enclave appear throughout the Wasteland. Augment its Critical chance with Perks (Better Criticals, Ninja) to increase the number of hits to a target per second: It becomes a shockingly powerful weapon. Repair using Rippers.

VALUE	200
WEIGHT	6
CLIP	—
AMMO	—
AP	65
DMG	30
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	15
NOTES	Unique

ROLLING PIN

Use this only in desperation or if you want to prove your prowess and shame an enemy! This has some of the least impressive statistics of all weapons and should be pocketed (or dropped, as its selling price is low too). A simulated Rolling Pin is also available for a few moments in Tranquility Lane (Zone 7.03), with significantly improved statistics.

VALUE	10
WEIGHT	1
CLIP	—
AMMO	—
AP	24
DMG	3
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

SAMURAI SWORD

Belonging to the Samurai Toshiro Kago, but found on a shelf surrounded by First Aid Boxes in Mothership Zeta's Waste Disposal system [MZ2.09], this is a devastating melee weapon, inflicting more damage per swing than any other. And although it lacks fancy additional damage effects (compared to the Shishkebab, for example), its low AP means it can be wielded both effectively and more quickly.

VALUE	75
WEIGHT	3
CLIP	—
AMMO	—
AP	19
DMG	24
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	40
NOTES	Unique

SHISHKEBAB

Constructed from schematics, the Shishkebab delivers astonishing damage (especially per second), making it arguably the finest melee weapon available. Boost Critical Damage with the Better Criticals and Ninja perks. A successful hit also sets foes on fire, so the Pyromaniac perk allows for even more damage. Beware: in areas with a gas leak, having this drawn can ignite the gas.

VALUE	200
WEIGHT	3
CLIP	—
AMMO	—
AP	28
DMG	35
AUTO	—
ROF	—
SPREAD	0
CRIT % MULT	2
CRIT. DMG	24
NOTES	—

SHOCK BATON

The first piece of Alien technology you recover during your exploration of Mothership Zeta, these melee weapons are exclusively used by Aliens, and work in a similar manner to the Police Baton, shocking the victim with damage, and after a Critical death, turning a foe into an ash pile. Compare this to your other melee weapons before deciding whether to use it, but the number available on the Mothership make it a recommended weapon during extraterrestrial expeditions.

VALUE	70
WEIGHT	2
CLIP	—
AMMO	—
AP	19
DMG	20
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	4
NOTES	—

SHOCK BATON: ELECTRO-SUPPRESSOR

Found in a small windowed room in Mothership Zeta's Engine Room [MZ2.10], this unique Shock Baton inflicts normal damage, but doesn't shock its victims; instead when a Critical is scored, the foe drops to the ground in a nervous spasm, mimicking the effects of the Victory Rifle. This is handy, because the victim is prone and easily finished or fled from.

VALUE	70
WEIGHT	2
CLIP	—
AMMO	—
AP	15
DMG	25
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	4
NOTES	Unique

SHOVEL

Shovels are more of an implement than a weapon, and feature less impressive capabilities than the equally common Axe. Collect Shovels to Repair the Unique Fertilizer Shovel. You can use them to dig up burial mounds and holes for a greater selection of items, although there aren't many opportunities for this.

VALUE	55
WEIGHT	3
CLIP	—
AMMO	—
AP	20
DMG	12
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	20
NOTES	—

SHOVEL: FERTILIZER SHOVEL

If you can convince Croatoa to hand you this fancy Shovel in the Ark & Dove Cathedral [PL 3.13], you'll find it inflicts continuous poison strikes for 10 seconds after a successful attack. Because this damage is "stackable" (each subsequent attack has the same potency of the original poison strike), you can pile on the damage in moments, and have a writhing foe down for the count in seconds. You must add this truly impressive melee weapon to your collection.

VALUE	55
WEIGHT	3
CLIP	—
AMMO	—
AP	20
DMG	15
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	30
NOTES	Poison 4, 10 Seconds, Unique

SLEDGEHAMMER

A large and brutal melee weapon with a long range (for a close-combat bludgeoning device), Sledgehammers are usually found on Raiders and Super Mutants and deliver good pounding damage. Although certainly not sophisticated, they are an excellent upgrade from a Baseball Bat.

VALUE	130
WEIGHT	12
CLIP	—
AMMO	—
AP	38
DMG	20
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	10
NOTES	—

SLEDGEHAMMER: THE TENDERIZER

Found in the Anchorage War Memorial's labyrinthine underground section (Zone 9.06), the Tenderizer features all the pounding power of a regular Sledgehammer (and is repaired using any Sledgehammer), plus it delivers additional damage to an enemy's armor, crushing both flesh and metal in a single swing. It's a powerful and impressive weapon to wield.

VALUE	230
WEIGHT	12
CLIP	—
AMMO	—
AP	38
DMG	30
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	15
NOTES	Unique

STEEL SAW

The standard equipment used by most Pitt Slaves to cut metal. It can also cut skin and bone, so it is useful in a pinch but is superseded by the far more powerful Auto Axe. Collect and use this weapon as spare parts to repair any Auto Axes you are collecting. As each weapon looks identical, don't forget to equip the right one!

VALUE	200
WEIGHT	20
CLIP	1
AMMO	—
AP	65
DMG	16
AUTO	Yes
ROF	1
SPREAD	0
CRIT % MULT	0
CRIT. DMG	0
NOTES	—

SUPER SLEDGE

The logical final step in the evolution of the massive hammering implement, the Super Sledge is a powerful (if unwieldy) weapon in the right hands. Used mainly by Super Mutant Masters, some Brotherhood of Steel members, and slavers in Paradise Falls, it delivers impressive crushing damage to a foe.

VALUE	180
WEIGHT	20
CLIP	—
AMMO	—
AP	38
DMG	25
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	25
NOTES	—

SUPER SLEDGE: FAWKES' SUPER SLEDGE

Carried by the friendly and powerful Fawkes, and accessible once you free him in Vault 87 [4.06] during **Main Quest: Finding the Garden of Eden,** trade with him before he finds the G.E.C.K. if you don't wish to slay him. Fawkes' Super Sledge is incredibly powerful and well worth wielding for the additional damage bonus. Repair it using normal Super Sledges.

VALUE	300
WEIGHT	18
CLIP	—
AMMO	—
AP	38
DMG	32
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	32
NOTES	Unique

SWITCHBLADE

VALUE	35
WEIGHT	1
CLIP	—
AMMO	—
AP	18
DMG	5
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	9
NOTES	—

Another melee weapon you should wield only before obtaining more impressive close-quarter implements, the Switchblade is better than a Baseball Bat, as it has a slightly higher Critical chance, can inflict slightly more damage, and weighs next to nothing. Otherwise nondescript, Switchblades appear on the bodies of some Raiders and on Talon Company Mercs.

SWITCHBLADE: BUTCH'S TOOTHPICK

VALUE	50
WEIGHT	1
CLIP	—
AMMO	—
AP	18
DMG	10
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	2.5
CRIT. DMG	13
NOTES	Unique

Offering nearly double the damage of a regular Switchblade, this belongs to Butch DeLoria. It's accessible during **Miscellaneous Quest: Trouble on the Homefront**. Take it from Butch by force inside Vault 101 (Zone 8.01) or, if you find him at the Muddy Rudder in Rivet City (Zone 9.15), take it by violence or by convincing him to be your Follower.

TIRE IRON

VALUE	40
WEIGHT	3
CLIP	—
AMMO	—
AP	27
DMG	6
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	6
NOTES	—

This rusty mechanic's tool is quite common and is usually found where Raiders are or within the catacombs of Metro Stations. It doesn't pack the Sledgehammer's considerable damage, but it does land quickly and repeatedly; V.A.T.S. targeting is preferred so enemies don't block you during combat. A good first upgrade to your Baseball Bat.

TIRE IRON: HIGHWAYMAN'S FRIEND

VALUE	75
WEIGHT	5
CLIP	—
AMMO	—
AP	27
DMG	10
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	10
NOTES	Unique

Found inside Dominic's and Machete's garage in Canterbury Commons (Zone 6.02), this unique Tire Iron inflicts more damage than a regular Tire Iron (which can be used to repair this weapon) but not as much as some other, ordinary melee weapons, such as the Sledgehammer. As with the Tire Iron, inflict damage in V.A.T.S. so your foes don't block you.

TRENCH KNIFE

VALUE	50
WEIGHT	1
CLIP	12
AMMO	—
AP	17
DMG	7
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	3
CRIT. DMG	13
NOTES	—

Technically a variant of the Combat Knife, the Trench Knife inflicts almost exactly the same damage as a Combat Knife, is repaired using Combat Knives, and differs primarily in its rarity. It is found inside the Outcast Outpost's VSS Armory (OA.U.2) once Operation: Anchorage is complete. It is reasonably effective in violent altercations.

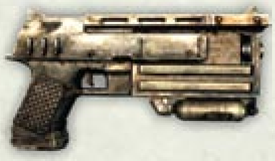
Small Guns

10MM PISTOL

VALUE	225
WEIGHT	3
CLIP	12
AMMO	10mm Round
AP	17
DMG	9
AUTO	No
ROF	6
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	9
NOTES	—

Aside from the BB Gun, the N99 10mm Pistol is likely to be the first ranged weapon you can access. As with any ranged weapon, the more damaged the weapon is, the more likely you are to jam, miss, and inflict less damage to a target. This is an excellent backup weapon, due to the abundance of ammunition and parts, and it is light enough to be collected and sold for Caps.

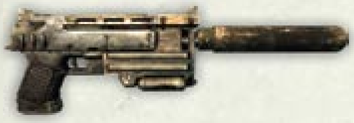
10MM PISTOL: COLONEL AUTUMN'S 10MM PISTOL



Although carried by Colonel Autumn when you face him inside the Jefferson Memorial during **Main Quest: Take It Back!**, this unique firearm is available during your reconnoiter of Raven Rock (Zone 1.01); it is inside Colonel Autumn's quarters. It is worth locating, as it inflicts around double the damage of a regular 10mm Pistol. It is repaired using regular Pistols.

VALUE	325
WEIGHT	3
CLIP	12
AMMO	10mm Round
AP	17
DMG	13
AUTO	No
ROF	6
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	13
NOTES	Unique

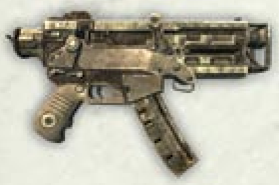
10MM PISTOL: SILENCED



A rare variant of the 10mm Pistol, this is designed for stealthy use (ideally during a Sneak attack while optionally using a Stealth Boy), and is one of only two silent guns (the other is the Dart Gun). It offers an initial attack that can kill a foe without alerting others nearby, at the expense of a slight decrease in damage. Repair this using the regular 10mm Pistol.

VALUE	250
WEIGHT	3
CLIP	12
AMMO	10mm Round
AP	21
DMG	8
AUTO	No
ROF	6
SPREAD	0.5
CRIT % MULT	2
CRIT. DMG	5
NOTES	—

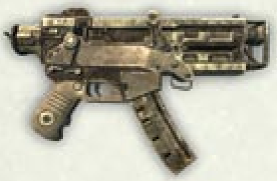
10MM SUBMACHINE GUN



An excellent, rapid-fire automatic weapon, especially at close range, this gun is frequently used by slavers and Raiders. It's less impressive at mid and long range due to its spread, which makes it inaccurate. Although it goes through ammo quickly, it shouldn't be underestimated and is a good secondary firearm. It's great for attacking charging foes such as Ghouls.

VALUE	330
WEIGHT	5
CLIP	30
AMMO	10mm Round
AP	20
DMG	7
AUTO	Yes
ROF	10
SPREAD	1.5
CRIT % MULT	1
CRIT. DMG	7
NOTES	—

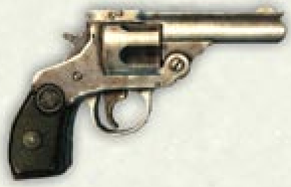
10MM SUBMACHINE GUN: SYDNEY'S 10MM "ULTRA" SMG



This is more powerful and holds more ammo than a regular 10mm SMG. Get it from Sydney the relic hunter; steal it or kill her for it as she's fighting Super Mutants in the National Archives (Zone 17.11). If you found A Note from Little Moonbeam's Father at the Statesman Hotel (Zone 12.08), give it to Sydney (usually at Rivet City Zone 9.15) in exchange for the gun.

VALUE	430
WEIGHT	5
CLIP	50
AMMO	10mm Round
AP	20
DMG	9
AUTO	Yes
ROF	10
SPREAD	1.5
CRIT % MULT	1
CRIT. DMG	9
NOTES	Unique

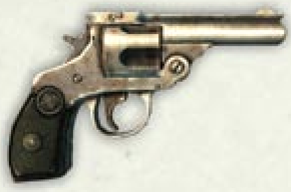
.32 PISTOL



Although not automatic (the ROF depends on your trigger finger's speed when manually firing), this pistol is a favorite of Raiders but is significantly less potent than the equally common 10mm Pistol. It is worth more as an item to sell than as a firearm. The Hunting Rifle is far more effective and uses the same ammo, so you may wish to holster this pistol permanently.

VALUE	110
WEIGHT	2
CLIP	5
AMMO	.32 Caliber Round
AP	20
DMG	6
AUTO	No
ROF	6
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	6
NOTES	—

.32 PISTOL: WILD BILL'S SIDEARM



Wild Bill is a Pitt Slave, determined to save his brethren from certain death during the collection of Steel Ingots in The Pitt. Find the weapon on Wild Bill, who is slumped in a corner.Essentially the same as a regular .32 Pistol, complete with its less-than-effective damage and manual firing capacity, it's worth obtaining for your collection or for the Caps.

VALUE	250
WEIGHT	2
CLIP	5
AMMO	.32 caliber
AP	20
DMG	10
AUTO	No
ROF	1
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	15
NOTES	Unique

SCOPED .44 MAGNUM

VALUE	300
WEIGHT	4
CLIP	6
AMMO	.44 Round, Magnum
AP	32
DMG	35
AUTO	No
ROF	2.25
SPREAD	0.3
CRIT % MULT	2
CRIT. DMG	35
NOTES	—

An uncommon and powerful hand-cannon, the Scoped .44 Magnum is a one-shot kill weapon that inflicts impressive damage. Despite needing to be reloaded constantly and having a relatively slow rate of fire, the gun's power cannot be understated. With the attached scope, you can use it to off enemies at midrange, making this a truly useful and sought-after weapon.

SCOPED .44 MAGNUM: BLACKHAWK

VALUE	500
WEIGHT	4
CLIP	6
AMMO	.44 Round, Magnum
AP	32
DMG	55
AUTO	No
ROF	2.25
SPREAD	0.3
CRIT % MULT	2
CRIT. DMG	45
NOTES	Unique

Obtained after you locate some Sheet Music Paper for Agatha (Zone 5.06) after completing **Miscellaneous Quest: Agatha's Song**, this is a truly exceptional one-handed weapon. It has devastating power and excellent accuracy at any range, and is scoped for sniping. Adventurers who like manual aim should seek out this unique weapon. The only shortfall is the relatively rare ammo.

SCOPED .44 MAGNUM: CALLAHAN'S MAGNUM

VALUE	750
WEIGHT	4
CLIP	6
AMMO	.44 Round, Magnum
AP	25
DMG	65
AUTO	No
ROF	2.25
SPREAD	0.3
CRIT % MULT	2
CRIT. DMG	50
NOTES	Unique

If you thought that the Blackhawk was the pinnacle of hand-cannon technology, think again. It's almost worth destroying the Citadel [9.11] to access the Armory and this spectacularly powerful gun. It inflicts more damage, does damage over time, and is easier to fire than the Blackhawk. It also has a favorable AP cost compared to the Blackhawk. It is simply brutal at popping heads or inflicting single, highly damaging shots into larger foes.

SCOPED .44 MAGNUM: PAULSON'S REVOLVER

VALUE	300
WEIGHT	4
CLIP	6
AMMO	.44 Round, Magnum
AP	32
DMG	45
AUTO	No
ROF	2.25
SPREAD	3
CRIT % MULT	2
CRIT. DMG	35
NOTES	Unique

Lacking the scope of the other types of Magnum, Paulson's Revolver must be prized out of the cowboy's cold, dead hands any time after he's thawed out in the Engineering Core [MZ1.03] of Mothership Zeta. Although it uses the same bullets, it fires multiple (nine) shots per burst, enabling frequent Critical Hits if used when aiming manually. It is well worth bench-testing and adding to your inventory.

ASSAULT RIFLE

VALUE	300
WEIGHT	7
CLIP	24
AMMO	5.56mm Round
AP	23
DMG	8
AUTO	Yes
ROF	8
SPREAD	1.5
CRIT % MULT	1
CRIT. DMG	8
NOTES	—

A staple in many adventurers' arsenals, the Assault Rifle inflicts more damage than the 10mm Submachine Gun. It fires automatically and can rake enemies effectively at close range with constant bursts. Although less than impressive at range, the Assault Rifle ammo and additional weapons for repair are plentiful. However, the Chinese Assault Rifle is more damaging.

BB GUN

VALUE	36
WEIGHT	2
CLIP	100
AMMO	BB
AP	28
DMG	4
AUTO	No
ROF	0.75
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	4
NOTES	—

When a weapon needs a few shots to kill a Radroach, you know it isn't made for hardy adventuring. A gift on your tenth birthday, this is the least powerful ranged weapon available and should be sold or stored as a memento of happier times. You can use it as a tertiary weapon to take out or wound weaker enemies if you need to conserve the ammo of your more powerful weapons.

CHINESE ASSAULT RIFLE

An excellent general-purpose firearm that packs more punch than the Assault Rifle (and degrades more slowly), but is also less common. It is well worth locating Mama Dolce's Processed Foods (Zone 16.05), which has many of them guarded by Chinese Remnant Soldiers. The ammo is common to both Assault Rifle types. Fire at mid or close range in bursts to conserve ammo.

VALUE	500
WEIGHT	7
CLIP	24
AMMO	5.56mm Round
AP	23
DMG	11
AUTO	Yes
ROF	8
SPREAD	1.5
CRIT % MULT	1
CRIT. DMG	10
NOTES	—

CHINESE ASSAULT RIFLE: XUANLONG

After completing **Freeform Quest: Jiggs' Loot** inside the Museum of Technology (Zone 17.10), journey to Jury Street Metro Station (Zone 5.13) and search Prime's body at the diner for this unique weapon. It's an excellent choice for short to mid-range combat, as the Xuanlong inflicts more damage and has more capacity than a regular Chinese Assault Rifle.

VALUE	400
WEIGHT	7
CLIP	36
AMMO	5.56mm Round
AP	23
DMG	12
AUTO	Yes
ROF	8
SPREAD	1.5
CRIT % MULT	1
CRIT. DMG	12
NOTES	Unique

CHINESE PISTOL

This is one of the few ranged weapons that is more valuable as a commodity than a firearm; collect these to sell for Caps or to repair the Zhu-Rong v418. This gun inflicts pitiful damage, and although it can be employed as a secondary weapon to soften up weaker targets at range, it should be holstered in favor of any other gun using 10mm rounds.

VALUE	190
WEIGHT	2
CLIP	10
AMMO	10mm Round
AP	17
DMG	4
AUTO	No
ROF	6
SPREAD	1
CRIT % MULT	1
CRIT. DMG	4
NOTES	—

CHINESE PISTOL: ZHU-RONG V418

Smuggled in by the long-dead CEO of L.O.B. Enterprises (Zone 19.06), this powerful pistol is preferable to regular Chinese Pistols, as it has a chance of setting its target on fire and has a much better damage rating. It can also clear gas-filled areas; just be sure you're well away from the ensuing explosion. Despite the fire damage, this uses normal 10mm ammo.

VALUE	290
WEIGHT	2
CLIP	10
AMMO	10mm Round
AP	17
DMG	4
AUTO	No
ROF	4.5
SPREAD	1
CRIT % MULT	2
CRIT. DMG	4
NOTES	Unique

COMBAT SHOTGUN

Preferable to the Sawed-Off Shotgun (with which it shares ammo), this violently impressive weapon excels in short-range battles and is particularly proficient at decapitations. Use this on charging enemies such as Ghouls. When you're trekking through buildings, tunnels, corridors, or other enclosed locales, this is an excellent choice, although it deteriorates quickly.

VALUE	200
WEIGHT	7
CLIP	12
AMMO	Shotgun Cell
AP	27
DMG	55
AUTO	No
ROF	1.5
SPREAD	3
CRIT % MULT	1
CRIT. DMG	27
NOTES	—

COMBAT SHOTGUN: THE TERRIBLE SHOTGUN

Travel to Evergreen Mills Bazaar and locate Smiling Jack, the owner of this devastating weapon. It inflicts terrible damage, as its name suggests, and can tear through vital organs like a Ripper through Strange Meat. It becomes wildly inaccurate at range and should therefore be your close-combat weapon of choice. Wait for a foe to charge you, enter V.A.T.S., and blast away!

VALUE	250
WEIGHT	10
CLIP	12
AMMO	Shotgun Cell
AP	27
DMG	80
AUTO	No
ROF	1.5
SPREAD	6
CRIT % MULT	1
CRIT. DMG	40
NOTES	Unique

DART GUN

A key custom weapon for those adept in Sneaking or using the Silent Running perk, this causes crippling damage to a foe's legs, no matter where you strike them. However, robots are not affected. This allows you to engage even the deadliest of enemies (such as Deathclaws) by crippling them, then backing away and finishing them at range with your weapon of choice.

VALUE	500
WEIGHT	3
CLIP	1
AMMO	Dart
AP	25
DMG	6
AUTO	No
ROF	8.3333
SPREAD	0
CRIT % MULT	2.5
CRIT. DMG	12
NOTES	Custom

DOUBLE-BARREL SHOTGUN

When you have a large, toughened enemy to tackle, the Double-Barrel Shotgun becomes an excellent implement of destruction. Fire on (for example) an advancing Bruiser, and you'll inflict the highest damage of any Small Gun, accompanied by a deafening blast that raises any nearby foes' attention. You reload after each shot, so make each one count, and learn to time your attacks so you can cut down the bigger Swampfolk with relative ease.

VALUE	175
WEIGHT	6
CLIP	2
AMMO	Shoitgun Shell
AP	35
DMG	85
AUTO	No
ROF	2.25
SPREAD	5
CRIT % MULT	1
CRIT. DMG	30
NOTES	2 Ammo/Shot

HUNTING RIFLE

This is a common gun carried by many Super Mutants and some Raiders. Although not scoped, it has an excellent zoom and fantastic accuracy; it's a much better use of .32 Caliber Rounds than the .32 Pistol. It has a slight spread, so attempt V.A.T.S. for longer-ranged attacks. Until you find Ol' Painless, this is a great and easily repairable weapon that packs a punch.

VALUE	150
WEIGHT	6
CLIP	5
AMMO	.32 Caliber Round
AP	25
DMG	25
AUTO	No
ROF	0.75
SPREAD	0.3
CRIT % MULT	1
CRIT. DMG	25
NOTES	—

HUNTING RIFLE: OL' PAINLESS

President Dave's pride and joy, this is located inside the Capitol Building at the Republic of Dave (Zone 3.03). Although it isn't flashy, it's still a great weapon for the Wasteland wanderer: It lasts a long time, reloads and fires faster, and inflicts more pain than a regular Hunting Rifle. It's also completely accurate, making it terrific at extreme ranges.

VALUE	250
WEIGHT	6
CLIP	5
AMMO	.32 Caliber Round
AP	23
DMG	30
AUTO	No
ROF	1.1
SPREAD	0
CRIT % MULT	1
CRIT. DMG	30
NOTES	Unique

INFILTRATOR

Preferred by Pitt Raiders, the Infiltrator is found only in The Pitt and is arguably the most devastating Assault Rifle. It has a high value, can be fired automatically, is fairly accurate, and can be repaired with regular Assault Rifles. It's best at short and mid-ranges but has the option of scoped shots, enabling manual aiming at range. This is a serious explorer's weapon.

VALUE	400
WEIGHT	7
CLIP	24
AMMO	556mm
AP	23
DMG	7
AUTO	Yes
ROF	8
SPREAD	1.5
CRIT % MULT	1
CRIT. DMG	10
NOTES	—

INFILTRATOR: PERFORATOR

Finding 90 Steel Ingots and carrying them back to Everett is well worth the danger. This unique Infiltrator inflicts a gruesomely impressive amount of damage and offers almost no variance at range, enabling accurate shooting from almost all distances (especially with the scoped function). With automatic fire as well, the Perforator lives up to its name. Repair using Infiltrators.

VALUE	600
WEIGHT	7
CLIP	24
AMMO	556mm
AP	27
DMG	10
AUTO	Yes
ROF	6
SPREAD	0.5
CRIT % MULT	2
CRIT. DMG	14
NOTES	Unique

LEVER-ACTION RIFLE

You've had previous experience with this type of weapon if you've brandished Lincoln's Repeater, but this doesn't share any common parts. Offering reasonably high damage at the expense of your Action Points, this is good for mid- and long-range combat, despite the sizable pause before you can get off another shot. Save these Rifles for when you acquire the Backwater Rifle; then you can truly hunt down gibbering swampy entities and use these to Repair your Unique rifle.

VALUE	200
WEIGHT	8
CLIP	10
AMMO	10mm
AP	30
DMG	40
AUTO	No
ROF	0.75
SPREAD	0.25
CRIT % MULT	5
CRIT. DMG	40
NOTES	—

LEVER-ACTION RIFLE: BACKWATER RIFLE

If you've managed to cunningly enter the Chinese Intelligence Bunker [PL 5.M], don't leave without this Unique Lever-Action Rifle. Repair these using Lever-Action or Hunting Rifles, and prepare to inflict sizable pain against all comers thanks to the amazing Critical Multiplier. With an accurate spread, you won't have many stray shots either, enabling you to demolish foes as they sprint toward you. This makes a great weapon for patrolling the swamps of Point Lookout.

VALUE	250
WEIGHT	7
CLIP	10
AMMO	10mm
AP	30
DMG	45
AUTO	No
ROF	0.75
SPREAD	0.25
CRIT % MULT	5
CRIT. DMG	45
NOTES	Unique

LINCOLN'S REPEATER

Found in a glass compartment inside the Museum of History (Zone 17.07), ideally during **Miscellaneous Quest: Head of State**, Lincoln's Repeater is an excellent piece of ordnance. It is completely accurate no matter the distance. It is easily repaired with Hunting Rifles but uses .44 Magnum ammo. For headshots, especially at range, this is a hard weapon to beat.

VALUE	500
WEIGHT	5
CLIP	15
AMMO	.44 Round, Magnum
AP	25
DMG	50
AUTO	No
ROF	0.75
SPREAD	0
CRIT % MULT	2
CRIT. DMG	50
NOTES	Unique

RAILWAY RIFLE

A customized two-handed gun, this whistling weapon fires Railway Spikes at high velocity with gruesomely entertaining results. With good damage but a better chance at crippling a limb, this can also rip off the limb it strikes, burying it (and the spike) into a wall behind the target. For this reason, use it near walls, in enclosed locations, and in short or midrange combat.

VALUE	200
WEIGHT	9
CLIP	8
AMMO	Railway Spikes
AP	24
DMG	30
AUTO	No
ROF	2
SPREAD	0.75
CRIT % MULT	3
CRIT. DMG	30
NOTES	Custom

SAWED-OFF SHOTGUN

Usually found on Raider corpses, this is carried in one hand and offers less damage compared to the Combat Shotgun. In fact, the Sawed-Off variety suffers from far less ammunition in its chamber (two compared to a dozen before you must reload) and inflicts less damage, but it is more common. It also has a wide spread, making it highly inaccurate at midrange or farther.

VALUE	150
WEIGHT	4
CLIP	2
AMMO	Shotgun Cell
AP	37
DMG	50
AUTO	No
ROF	2.25
SPREAD	7
CRIT % MULT	0
CRIT. DMG	—
NOTES	—

SAWED-OFF SHOTGUN: THE KNEECAPPER

Despite the lack of Critical potential, the Kneecapper is an excellent weapon (if the reloading doesn't trouble you). The spread is less than all other shotguns, so more of the shell shrapnel usually hits its target. Use it at short range for incredible damage. Ronald Laren at Girdershade (Zone 7.05) owns this unique weapon, which is repaired using regular Sawed-Off Shotguns.

VALUE	350
WEIGHT	5
CLIP	2
AMMO	Shotgun Cell
AP	37
DMG	75
AUTO	No
ROF	1.9
SPREAD	4
CRIT % MULT	0
CRIT. DMG	—
NOTES	Unique

SNIPER RIFLE

VALUE	300
WEIGHT	10
CLIP	5
AMMO	.308 Caliber Round
AP	38
DMG	40
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	5
CRIT. DMG	40
NOTES	—

Favored for long-range combat (it's unwieldy at short range), the Sniper Rifle suffers from sway when aimed manually; increase your Small Guns skill or use V.A.T.S. to negate this problem. It's highly accurate and brutally effective at damaging foes and inflicting critical strikes. The earliest place to find one is in the Hollowed-Out Rock just south of Megaton (Zone 8.03).

SNIPER RIFLE: RESERVIST'S RIFLE

VALUE	500
WEIGHT	10
CLIP	3
AMMO	.308 Caliber Round
AP	32
DMG	40
AUTO	No
ROF	1.6
SPREAD	0
CRIT % MULT	5
CRIT. DMG	40
NOTES	Unique

The weapon of a lone wanderer perched inside the Dickerson Tabernacle Chapel (Zone 1.08), the Reservist's Rifle allows for the same exceptional Critical chance (which can be further augmented with relevant perks) but delivers more damage and lowers the Action Points needed. It also has a lower capacity. Use regular Sniper Rifles to repair this impressive long-range gun.

SNIPER RIFLE: VICTORY RIFLE

VALUE	450
WEIGHT	10
CLIP	5
AMMO	.308 Caliber Round
AP	38
DMG	40
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	3
CRIT. DMG	40
NOTES	Unique

Found in a locker at Rockbreaker's Last Gas (Zone 4.05), the Victory Rifle may not inflict quite as much damage or have the critical strike chance of other Sniper Rifles, but it does knock a foe off its feet if a Critical is successful. For this reason, shoot it in single blasts (especially in V.A.T.S.), then finish off the foe with a more accurate long-range weapon.

Unarmed Weapons

DEATHCLAW GAUNTLET

VALUE	150
WEIGHT	10
CLIP	—
AMMO	—
AP	26
DMG	20
AUTO	—
ROF	—
SPREAD	0
CRIT % MULT	5
CRIT. DMG	30
NOTES	Custom

Customized and incredibly vicious, the Deathclaw Gauntlet ignores armor when it strikes, which is especially useful when attacking Mirelurks or Power Armored foes. It has the added benefit of a large Critical chance and becomes incredibly effective when optionally augmented with perks (such as Ninja, Finesse, or Survival Guru) that increase your Critical chances.

BRASS KNUCKLES

VALUE	20
WEIGHT	1
CLIP	—
AMMO	—
AP	18
DMG	6
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	6
NOTES	—

Taken from the corpses of Raiders, Talon Company Mercs, and other dead humans, Brass Knuckles are the first and least effective Unarmed weapon you'll receive. As with all Unarmed weapons, the Iron Fist perk can make it brutally effective. You can use Brass, Spiked, or Steel Knuckles to repair this low-damage fist augmentation. Seek more impressive weaponry when you can.

POWER FIST

VALUE	100
WEIGHT	6
CLIP	—
AMMO	—
AP	28
DMG	20
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	20
NOTES	—

A metal glove designed to magnify your punching power, this relatively rare weapon can be bought from merchants. Although six times the weight of Brass Knuckles, the increased damage potential is worth it. They are also worth a sizable number of Caps if you decide to sell them, although they serve better as repair parts when you obtain either unique variant.

POWER FIST: FISTO!

VALUE	100
WEIGHT	6
CLIP	—
AMMO	—
AP	25
DMG	25
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1.5
CRIT. DMG	25
NOTES	Unique

Find this in the Ghoul-filled upper office of the large power plant with the large chimneys (in the MDPL-13 Power Station, Zone 2.09); it's essentially an enhanced Power Fist, inflicting more damage and having an increased Critical chance (usually resulting in a decapitating uppercut). Combine this with the Iron Fist perk for more mayhem, and repair using Power Fists.

POWER FIST: THE SHOCKER

VALUE	150
WEIGHT	6
CLIP	—
AMMO	—
AP	25
DMG	20
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	20
NOTES	Unique

It pays to read the Holotape instructions for this unique weapon, located in the Mirelurk-filled Flooded Metro area (Zone U.19). It seems identical to a regular Power Fist (and it's repaired using this more common weapon), but it's generally used against a mechanical enemy such as a Mister Gutsy or a Sentry Bot, hitting them with significantly more damage.

SPIKED KNUCKLES

VALUE	25
WEIGHT	1
CLIP	—
AMMO	—
AP	19
DMG	9
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	9
NOTES	—

If you don't intend to sell the Spiked Knuckles you collect (for which you'll receive a decent number of Caps), you'll find they inflict slightly more damage per punch than the Brass variety. As with all Unarmed weapons, the Iron Fist perk makes the Spiked Knuckles brutally effective. Use Brass, Spiked, or Steel Knuckles to repair this low-damage fist augmentation.

SPIKED KNUCKLES: PLUNKETT'S VALID POINTS

VALUE	30
WEIGHT	1
CLIP	—
AMMO	—
AP	15
DMG	12
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	12
NOTES	Unique

These belong to Junder Plunkett, who lives in the basement at Arlington House (Zone 16.03), located in the Cemetery. You need the Lawbringer perk to meet him. Like other Unarmed weapons, the Iron Fist perk will augment their damage, but the lower Action Points per attack means this weapon is most effective. Note you cannot repair this item yourself.

STEEL KNUCKLES

VALUE	20
WEIGHT	1
CLIP	12
AMMO	—
AP	14
DMG	9
AUTO	No
ROF	5
SPREAD	0
CRIT % MULT	1
CRIT. DMG	9
NOTES	Unique

Although it requires fewer Action Points per strike than any other Unarmed weapon (and therefore benefits from the Iron Fist perk), the lack of heavy damage makes the Steel Knuckles a little underwhelming. Repair with any other type of Knuckle. This unique weapon is available only if you collect 30 Steel Ingots and return them to Everett in The Pitt.

Wasteland Apparel

The following lists showcase all wearable equipment, common and unique, found in the Capital Wasteland and beyond. Where appropriate, the locations and special abilities of each set of armor or outfit is noted.

As a general rule, each section's armor types can usually be used to repair some (if not all) of the other armor types related to that section.

Vault Outfits

The following outfits are manufactured within, or made with the express approval of, the Vault-Tec Corporation.

ARMORED VAULT 101 JUMPSUIT

VALUE	180
POWERED	N
WEIGHT	15
HEALTH	100
DR	12
EFFECT LIST	Energy Weapons +5, Small Guns +5

Located in Craterside Supply in Megaton [8.03]. You can buy this from Moira Brown, or she gives it to you as a gift during **Miscellaneous Quest: The Wasteland Survival Guide.**

MODIFIED UTILITY JUMPSUIT

VALUE	30
POWERED	N
WEIGHT	2
HEALTH	100
DR	1
EFFECT LIST	Repair +5, Rad Resist +10, LK +1

This is awarded to you during the completion of **Miscellaneous Quest: Trouble on the Homefront,** when you complete the quest without bloodshed.

TUNNEL SNAKE OUTFIT

VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	4
EFFECT LIST	Melee Weapons +5

Butch gives this to you if you help save his mother from Radroaches (or kill him) during **Main Quest: Escape!** You can also find this if you kill Butch at Rivet City [9.15] after you complete **Miscellaneous Quest: Trouble on the Homefront.**

VAULT 101 JUMPSUIT

VALUE	8
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	Small Guns +2, Melee Weapons +2

This is the regulation attire worn by dwellers of Vault 101 [8.01]. Use it to repair any other jumpsuit.

VAULT 101 SECURITY ARMOR

VALUE	70
POWERED	N
WEIGHT	15
HEALTH	100
DR	12
EFFECT LIST	—

This is the regulation armor worn by security officers of Vault 101 [8.01]. Use this to repair Combat or Talon Combat Armor.

VAULT 101 UTILITY JUMPSUIT

VALUE	10
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	Repair +5, Lockpick +5

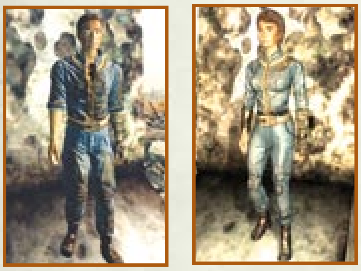
This is located in your bedroom, inside Vault 101 [8.01], or loot it from the corpse of Floyd Lewis during **Main Quest: Escape!**

VAULT 106 JUMPSUIT

VALUE	8
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	Small Guns +2, Melee Weapons +2

You can loot this from any of the corpses of the insane dwellers inside Vault 106 [5.12].

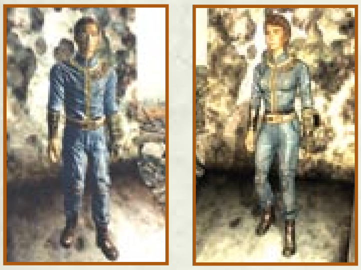
VAULT 108 JUMPSUIT



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	Small Guns +2, Melee Weapons +2

You can loot this from any of the corpses of the Gary clones inside Vault 108 [6.06] or from the dead clone inside the Outcast Outpost [OA.U.2].

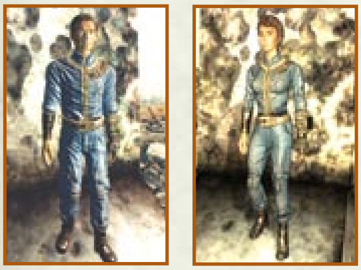
VAULT 112 JUMPSUIT



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	Small Guns +2, Melee Weapons +2

This is distributed by the Robobrain as you enter Vault 112, via the secret entrance inside Smith Casey's Garage [7.03].

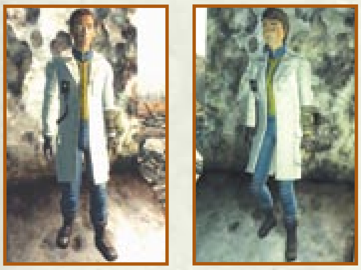
VAULT 77 JUMPSUIT



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	Small Guns +2, Melee Weapons +2

Don't steal this item if Clover is a Follower! This is located on a shelf inside the Slaver barracks, inside Paradise Falls [2.08]. Next to it is a Holotape with an important message on it.

VAULT LAB UNIFORM



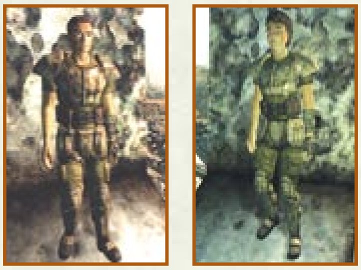
VALUE	6
POWERED	N
WEIGHT	1
HEALTH	100
DR	2
EFFECT LIST	Science +5

This is worn by scientists and technicians of Vault 101 (Jonas) [8.01] or Vault 106 (a corpse) [5.12]. It is also worn by your father during the early part of your life.

Combat Armor

While not affording the same amount of protection as Power Armor, Combat Armor is lightweight and consists mostly of durable pieces of protection.

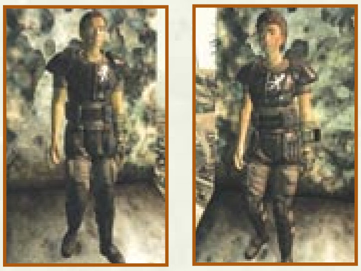
COMBAT ARMOR



VALUE	390
POWERED	N
WEIGHT	25
HEALTH	400
DR	32
EFFECT LIST	—

With an excellent Damage Resistance for general armor, this offers good protection without any Agility penalties.

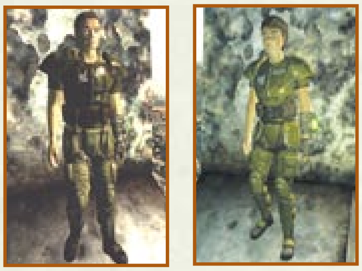
LAG-BOLT'S COMBAT ARMOR



VALUE	400
POWERED	N
WEIGHT	30
HEALTH	500
DR	38
EFFECT LIST	AP + 10, Big Guns +10, Unique

Find this Unique variant of the Talon Company Combat Armor on the body of Lag-Bolt, inside the lobby of La Maison Beauregard Hotel [BS 14.08]. It adds to both your AP and Big Guns, offers excellent protection and speed, and is easily Repaired.

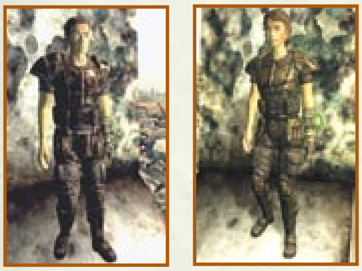
RANGER BATTLE ARMOR



VALUE	430
POWERED	N
WEIGHT	27
HEALTH	1100
DR	39
EFFECT LIST	Small Guns +10, AP +5, LK +1

This is one of two rewards granted by Reilly upon successful completion of **Miscellaneous Quest: Reilly's Rangers,** inside the Ranger's Compound [18.06].

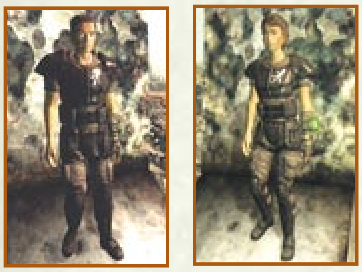
RIVET CITY SECURITY UNIFORM



VALUE	330
POWERED	N
WEIGHT	20
HEALTH	100
DR	24
EFFECT LIST	Small Guns +5

Although more impressive than Raider Armor, this still provides less protection than other Combat Armor varieties. Loot these from dead Rivet City security personnel [9.15]. It is better to use this to repair other types of Combat Armor.

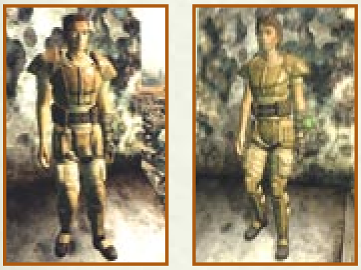
TALON COMBAT ARMOR



VALUE	275
POWERED	N
WEIGHT	25
HEALTH	300
DR	28
EFFECT LIST	—

This offers marginally worse attributes than normal Combat Armor and sports Talon Company insignia.You can use this to Repair regular Combat Armor, so it's worth exploring Fort Bannister [4.11] to collect some.

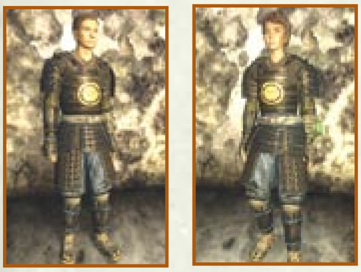
TENPENNY SECURITY UNIFORM



VALUE	180
POWERED	N
WEIGHT	20
HEALTH	100
DR	24
EFFECT LIST	Small Guns +5

This uniform is accessible early in your wanderings if you storm Tenpenny Tower [7.14]. This sacrifices some Damage Resistance (compared to normal Combat Armor) in favor of a Small Guns bonus.

SAMURAI ARMOR



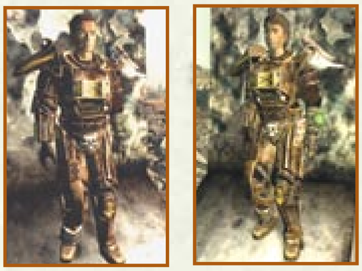
VALUE	1,000
POWERED	No
WEIGHT	20
HEALTH	500
DR	30
EFFECT LIST	Melee DAM +10, Melee Weapons +10

This highly prized, valuable, and hard-wearing armor is repaired using Metal Armor, making it a prized possession for those with a penchant for melee combat. Add the matching helmet to complete the look. This unique armor is available only if you defeat Toshiro Kago aboard Mothership Zeta's Engineering Core [MZ1.03], which is possible without turning your other allies hostile.

Powered Armor

Offering the most protection but sapping Agility, Powered Armor is truly impressive but can only be worn after you learn the Power Armor Training Perk (after completing Operation: Anchorage or after training with Paladin Gunny at the Citadel [9.11]).

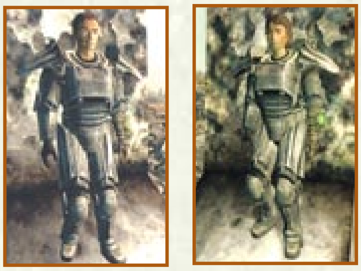
ASHUR'S POWER ARMOR



VALUE	740
POWERED	Y
WEIGHT	45
HEALTH	1,000
DR	40
EFFECT LIST	Charisma +1, Luck +1, Rad Resist 10%, Strength +1, Agility -1

This is worn by Ashur, leader of the Pitt Raiders. You can obtain it by siding with the slaves and letting the Trogs kill him or by slaying Ashur yourself. Although identical in looks to Tribal Power Armor, the statistics are different.

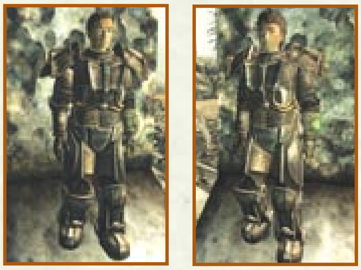
BROTHERHOOD POWER ARMOR



VALUE	740
POWERED	Y
WEIGHT	45
HEALTH	1000
DR	40
EFFECT LIST	Rad Resist +10%, AG –2, ST +2)

This is found on the corpses of any Brotherhood of Steel members, whether you killed them or not. Scavenge them and repair them into a single suit once you receive training.

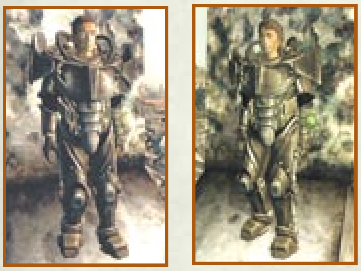
ENCLAVE HELLFIRE ARMOR



VALUE	1,000
POWERED	Y
WEIGHT	40
HEALTH	2,000
DR	50
EFFECT LIST	Fire Resist +30, Rad Resist +15, STR +1

Found on the bodies of Enclave Hellfire Troopers where Enclave forces are still present (such as Raven Rock [1.01] and Adams Air Force Base [AAFB 01]), this offers similar protection as the T-51b, but its bonuses and penalties make it more suitable for an adventurer who uses Small Guns (there is no Agility penalty).

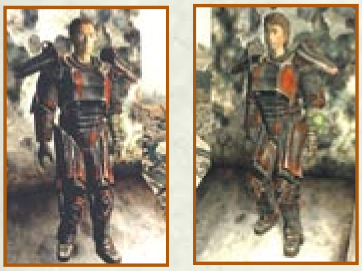
ENCLAVE POWER ARMOR



VALUE	780
POWERED	Y
WEIGHT	45
HEALTH	1200
DR	40
EFFECT LIST	Rad Resist +15%, AG -1, ST +1

This is also known as Advanced Power Armor Mark 2. The Enclave sacrifice part of the Strength bonus, but there is less Agility penalty with this armor. It is also slightly more hard-wearing.

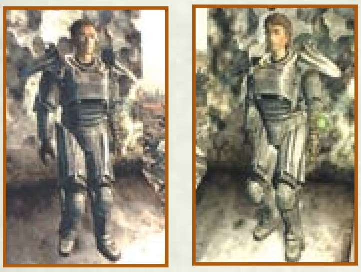
LINDEN'S OUTCAST POWER ARMOR



VALUE	740
POWERED	Y
WEIGHT	45
HEALTH	1000
DR	40
EFFECT LIST	Rad Resist +10%, AG -1, ST +1, Big Guns +5

Branchtender Linden collects this, and it's offered as a possible reward at the culmination of **Miscellaneous Quest: Oasis.** Note its unique Big Guns bonus. Otherwise, this looks identical to Outcast Power Armor.

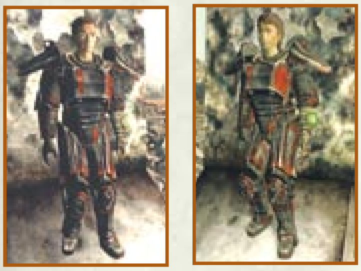
LYONS' PRIDE POWER ARMOR



VALUE	740
POWERED	Y
WEIGHT	45
HEALTH	1000
DR	40
EFFECT LIST	Rad Resist +10%, AG –2, ST +2)

This is the armor Sentinel Lyons and her crew wear. It is available from Paladin Glade if you decide to slay him. It is not available from anyone else, as they are unconscious, not dead, if you defeat them in combat.

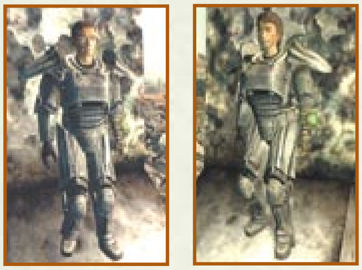
OUTCAST POWER ARMOR



VALUE	740
POWERED	Y
WEIGHT	45
HEALTH	1000
DR	40
EFFECT LIST	Rad Resist +10%, AG –2, ST +2)

This is available from dead Brotherhood Outcasts at Fort Independence [8.04] or from the Outcast Outpost [OA.U.2]. Protector Casdin (also at 8.04) is partial to this armor and takes it from you.

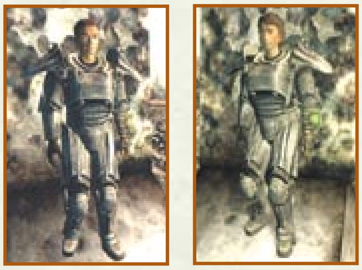
POWER ARMOR



VALUE	740
POWERED	Y
WEIGHT	45
HEALTH	1000
DR	40
EFFECT LIST	Rad Resist +10%, AG -2, ST +2

This looks identical to Lyon's Pride Power Armor, but you can purchase it from Capital Wasteland Traders [0.00] or take it from Brotherhood of Steel troops that are not part of Lyon's Pride. You are awarded a suit at the start of **Main Quest: Take It Back!**

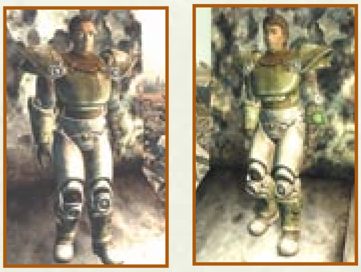
PROTOTYPE MEDIC POWER ARMOR



VALUE	1000
POWERED	Y
WEIGHT	45
HEALTH	1000
DR	40
EFFECT LIST	Rad Resist +25%, AG -1, auto dispense Med-X

Located in the sewers underneath Old Olney [3.02], this unique armor administers Med-X if your health drops. An onboard computer also alerts you to your status and to incoming enemies.

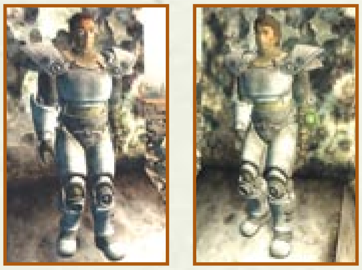
T-51B POWER ARMOR



VALUE	1000
POWERED	Y
WEIGHT	40
HEALTH	2000
DR	50
EFFECT LIST	Rad Resist +25

This is found in only two places: Fort Constantine [1.04] for the standard version and the Outcast Outpost [OA.U.2] for a Winterized version (with identical statistics).

T-51B POWER ARMOR (WINTERIZED)



VALUE	1,000
POWERED	Y
WEIGHT	40
HEALTH	—
DR	45
EFFECT LIST	Rad Resist: 25%

This is found in only two places: Fort Constantine [1.04] for the standard version and the Outcast Outpost [OA.U.2] for a Winterized version (with identical statistics). Only vendors can repair this armor, but there is no Agility penalty.

TESLA ARMOR

VALUE	820
POWERED	Y
WEIGHT	45
HEALTH	1500
DR	43
EFFECT LIST	Rad Resist +20%, Energy Weapons +10

This exceptionally tough armor is usually worn by Enclave soldiers and occasionally by Raiders. Repair it using other Tesla Armor.

TRIBAL POWER ARMOR

VALUE	740
POWERED	Y
WEIGHT	40
HEALTH	1,000
DR	35
EFFECT LIST	AP +15, Luck +1, Melee +5, Strength +1, Agility -1

This looks similar to Ashur's Power Armor, but differs statistically. Retrieve it from Everett inside the Mill [TP.B] after collecting 100 Steel Ingots.

WINTERIZED MEDIC ARMOR

VALUE	390
POWERED	Yes
WEIGHT	25
HEALTH	400
DR	32
EFFECT LIST	Medicine +10

There are three of these suits. Elliott Tercorien wears one [MZ1.03] when you thaw him out, but to maintain a healthy relationship with Elliott, take the armor from his fallen teammates found during your exploration of the Cryo Lab [MZ2.04]. This Combat Armor variant gives you a Medicine boost.

Wasteland Armor

Worn primarily by Raiders, these ragtag suits offer lesser protection but definitely make a statement.

BOMBSHELL ARMOR

VALUE	160
POWERED	N
WEIGHT	15
HEALTH	150
DR	24
EFFECT LIST	Big Guns +10, Explosives +10

Given by Everett inside the Mill [TP.B] after you collect 60 Steel Ingots, this is some of the best Raider Armor on offer.

GAMMA SHIELD ARMOR

VALUE	520
POWERED	N
WEIGHT	45
HEALTH	750
DR	36
EFFECT LIST	Rad Resist 15%, Agility -1

Similar-looking to Metal Armor, this offers added Radiation Resistance. It is found on the bodies of Wildmen throughout The Pitt.

LEATHER ARMOR

VALUE	160
POWERED	N
WEIGHT	15
HEALTH	150
DR	24
EFFECT LIST	—

Similar to Recon Armor statistically, this is a good choice early on in your adventure.

LEATHER REBEL ARMOR

VALUE	160
POWERED	N
WEIGHT	15
HEALTH	150
DR	30
EFFECT LIST	Charisma +1

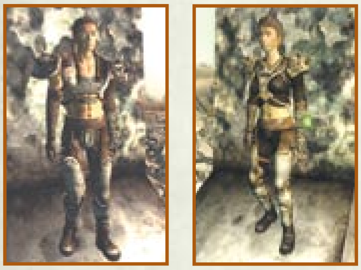
Given by Everett inside the Mill [TP.B] after you find 70 Steel Ingots, this is an excellent piece of armor.

METAL ARMOR

VALUE	460
POWERED	N
WEIGHT	30
HEALTH	500
DR	36
EFFECT LIST	AG -1

Found throughout the Capital Wasteland, this armor is a series of metal sections riveted into leather.

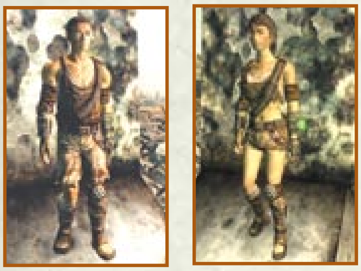
METAL MASTER ARMOR



VALUE	160
POWERED	N
WEIGHT	15
HEALTH	150
DR	36
EFFECT LIST	Energy Weapons +10, Unarmed +10, Agility -1

Everett gives this to you inside the Mill [TP.B] when you return with 40 Steel Ingots. It is another good suit of armor to wear during combat.

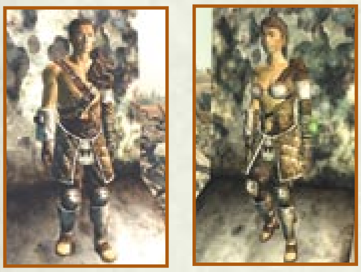
RAIDER BADLANDS ARMOR



VALUE	180
POWERED	N
WEIGHT	15
HEALTH	100
DR	16
EFFECT LIST	—

Part of the many different types of Raider Armor, this offers reasonable protection, despite its slipshod and primitive design.

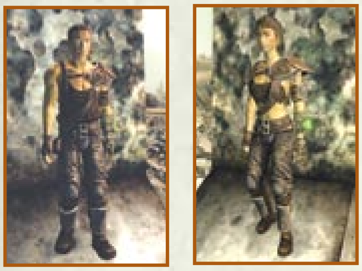
RAIDER BLASTMASTER ARMOR



VALUE	180
POWERED	N
WEIGHT	15
HEALTH	100
DR	16
EFFECT LIST	—

Another of the different types of Raider Armor, this looks like it should be better than the Badlands variant; however, it offers identical protection as the Raider Badlands Armor.

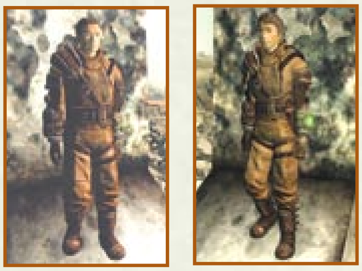
RAIDER COMMANDO ARMOR



VALUE	200
POWERED	N
WEIGHT	15
HEALTH	150
DR	18
EFFECT LIST	Small Guns +3, Unarmed +3

This favors a protected shoulder, although it is statistically similar to several other types of Raider Armor. This variant, found throughout The Pitt, offers some combat bonuses.

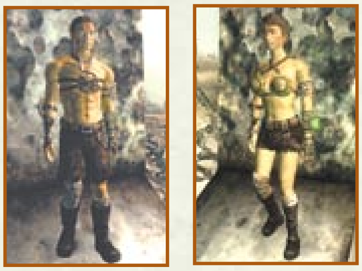
RAIDER ICONOCLAST ARMOR



VALUE	200
POWERED	N
WEIGHT	15
HEALTH	150
DR	18
EFFECT LIST	Rad Resist 5%

Those devoted to the destruction of graven imagery favor this Raider Armor variant, found throughout The Pitt.

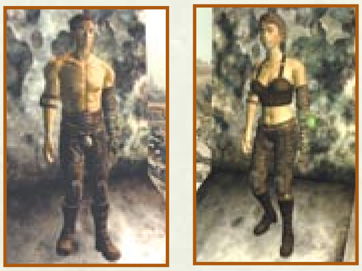
RAIDER ORDINANCE ARMOR



VALUE	200
POWERED	N
WEIGHT	10
HEALTH	100
DR	18
EFFECT LIST	Small Guns +4

This offers the same general protection as usual Raider Armor and has a Small Guns bonus. It is found on some Pitt Raiders.

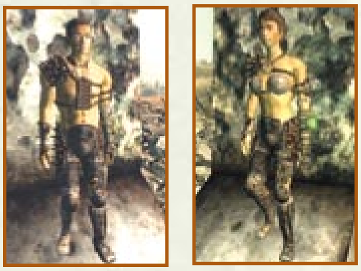
RAIDER PAINGIVER ARMOR



VALUE	200
POWERED	N
WEIGHT	5
HEALTH	100
DR	18
EFFECT LIST	Unarmed +4

This offers the same general protection as usual Raider Armor and has an Unarmed bonus. It is found on some Pitt Raiders.

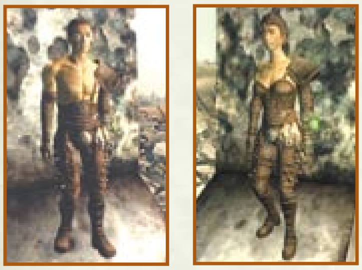
RAIDER PAINSPIKE ARMOR



VALUE	180
POWERED	N
WEIGHT	15
HEALTH	100
DR	16
EFFECT LIST	—

The spikes on this armor inflict small but measurable additional damage if you're attacking with melee or unarmed strikes.

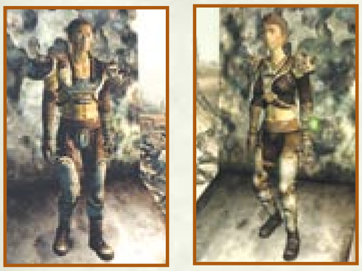
RAIDER SADIST ARMOR



VALUE	180
POWERED	N
WEIGHT	15
HEALTH	100
DR	16
EFFECT LIST	—

Perhaps the most gruesome of the Raider Armor types, this has severed hands decorating the waist belt.

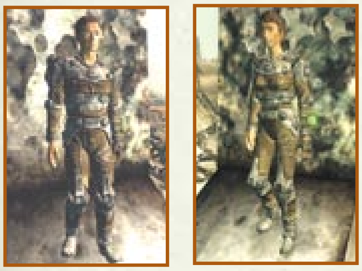
RAIDER THROWDOWN ARMOR



VALUE	200
POWERED	N
WEIGHT	15
HEALTH	150
DR	18
EFFECT LIST	Melee +3, Unarmed +3

For those with close-combat prowess, the additional Melee and Unarmed bonuses make this Pitt Raider armor worth obtaining.

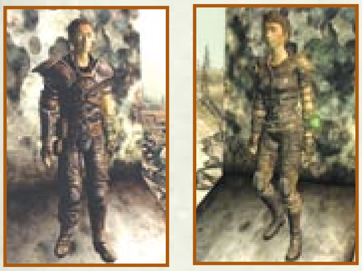
RECON ARMOR



VALUE	180
POWERED	N
WEIGHT	20
HEALTH	400
DR	28
EFFECT LIST	Sneak +5

Offered by Sentinel Lyons at the start of **Main Quest: Take It Back!,** this rare armor is also randomly available from merchants. It is difficult to repair—its rarity means you will often be repairing this armor at vendors, rather than doing it yourself.

WANDERER'S LEATHER ARMOR



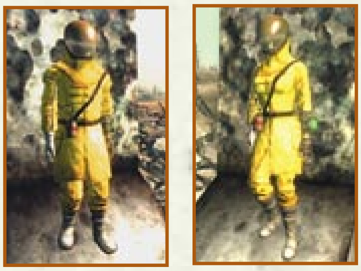
VALUE	160
POWERED	N
WEIGHT	15
HEALTH	150
DR	24
EFFECT LIST	Small Guns +10

This is a unique Leather Armor worn by a Wanderer moving about the Northwest Territories, just east of the Roosevelt Academy [1.16].

Sealed Body Suits

These suits are generally worn to avoid Radiation damage and have a helmet and one-piece body armor. They aren't for combat, with one important, Chinese-made exception.

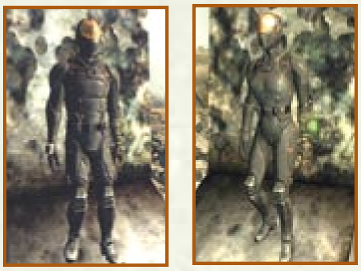
ADVANCED RADIATION SUIT



VALUE	100
POWERED	N
WEIGHT	7
HEALTH	25
DR	8
EFFECT LIST	Rad Resist +40%

A less common suit designed to halt radiation to a greater degree than a standard suit. Vault 87 has a suit, as do some merchants.

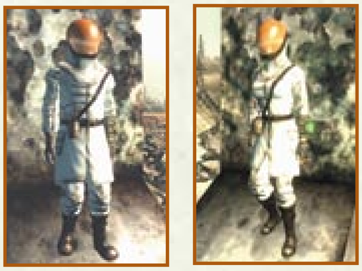
CHINESE STEALTH ARMOR



VALUE	500
POWERED	N
WEIGHT	20
HEALTH	—
DR	28
EFFECT LIST	Sneak +15, Stealth Field

This unique suit is available from the Outcast Outpost [OA.U.2]. Like a Stealth Boy, it offers semitransparent cloaking ability and other benefits.

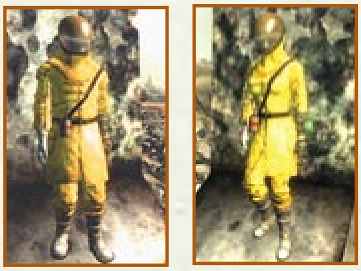
ENCLAVE SCIENTIST OUTFIT



VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	Science +5

These outfits have an orange helmet and a white body suit. They are worn by Enclave scientists inside Raven Rock [1.01] or in Enclave Camps.

ENVIRONMENT SUIT



VALUE	100
POWERED	N
WEIGHT	5
HEALTH	25
DR	6
EFFECT LIST	Rad Resist +30%, Medicine +5

Superficially identical to Radiation Suits, this offers quite a bit more protection. You can get it from Moira Brown in Megaton [8.05] if you complete part of **Miscellaneous Quest: The Wasteland Survival Guide.**

RADIATION SUIT

VALUE	60
POWERED	N
WEIGHT	5
HEALTH	15
DR	6
EFFECT LIST	Rad Resist +30%

This is a recommended outfit when exploring irradiated areas, but it is not for combat. Find suits in Merchant inventories, the Toxic Pond [2.B], Greener Pastures Disposal [3.06], or Wheaton Armory [6.04].

SPACESUIT

VALUE	60
POWERED	No
WEIGHT	5
HEALTH	1,000
DR	1
EFFECT LIST	–

Although the Spacesuit features colossal Health, its Damage Resistance is very low, making it less than useful during combat. If you ever need to, you can repair it using Radiation Suits. However, this outfit is primarily used during a Space Walk onto the exterior superstructure of Mothership Zeta. Obtain the suit by taking it from the corpse of Colonel Hartigan, who doesn't survive the thawing process in the Engineering Core [MZ1.03].

Gerneral Wasteland Outfits

These offer the scavenger a variety of natty, becoming, or interesting attire, but they aren't as hard-wearing and certainly aren't combat-ready. Some have other abilities, however. Unless otherwise stated, you can find these outfits by rummaging in footlockers and other places where you find items.

ALL-NIGHTER NIGHTWEAR

VALUE	200
POWERED	N
WEIGHT	1
HEALTH	100
DR	2
EFFECT LIST	CHA +1, END +1, Unique

An impressively natty (male) or alluring (female) piece of bedtime attire, this obviously shouldn't be employed in the combat zone, but it's helpful when you want to relax after a hard day's culling. Find it inside Lag-Bolt's Suitcase in the lobby of La Maison Beauregard Hotel [BS 14.08].

BRAHMIN-SKIN OUTFIT

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	EN +1, AG +1

Worn by Wasteland Settlers, this offers increased Endurance and Agility.

BROTHERHOOD SCRIBE ROBE

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	—

Brotherhood Scribes are active at the Citadel [9.11] and Arlington Library [9.18]. You can kill them to obtain the Robe at either location, although this isn't recommended.

COLONEL AUTUMN'S UNIFORM

VALUE	12
POWERED	N
WEIGHT	3
HEALTH	100
DR	10
EFFECT LIST	Energy Weapons +5, Small Guns +5

This offers some impressive combat attributes. You can gain this longcoat after killing the colonel during **Main Quest: Take It Back!**

DIRTY CHINESE JUMPSUIT

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	50
DR	6
EFFECT LIST	Small Guns +5

These are worn by Chinese Remnants, many of whom are holed up inside Mama Dolce's Processed Foods [16.05]. Wear it with the Chinese Commando Hat to complete the ensemble.

DIRTY PRE-WAR BUSINESSWEAR

VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	Speech +5

Both the Dirty and Grimy versions offer the same Speech bonuses. You can find outfits at Minefield [3.09] and Arefu [5.07], as well as from Mister Burke, located at Megaton [8.05].

DIRTY PRE-WAR CASUALWEAR

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	AG +1

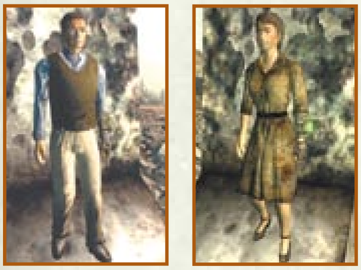
The Dirty and Clean variants of Casualwear, Parkstroller Outfits, and Spring Outfits offer increased Agility. They are common across the Wasteland in areas where pre-war inhabitants once lived.

DIRTY PRE-WAR PARKSTROLLER OUTFIT

VALUE	5
POWERED	N
WEIGHT	10
HEALTH	100
DR	3
EFFECT LIST	AG +1

The Dirty and Clean variants of Casualwear, Parkstroller Outfits, and Spring Outfits offer increased Agility. They are common across the Wasteland in areas where pre-war inhabitants once lived.

DIRTY PRE-WAR RELAXEDWEAR



VALUE	6
POWERED	N
WEIGHT	5
HEALTH	100
DR	3
EFFECT LIST	AG +1

The Dirty and Clean variants of Casualwear, Parkstroller Outfits, and Spring Outfits offer increased Agility. They are common across the Wasteland in areas where pre-war inhabitants once lived.

DIRTY PRE-WAR SPRING OUTFIT

VALUE	5
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	AG +1

The Dirty and Clean variants of Casualwear, Parkstroller Outfits, and Spring Outfits offer increased Agility. They are common across the Wasteland in areas where pre-war inhabitants once lived.

ENCLAVE OFFICER UNIFORM

VALUE	8
POWERED	N
WEIGHT	3
HEALTH	100
DR	5
EFFECT LIST	Energy Weapons +5, Small Guns +5

Worn by ranked members of President Eden's Enclave army, these are designed to keep the user warm but not protected. Find them in Raven Rock [1.01] and Enclave Camps.

EULOGY JONES'S SUIT

VALUE	6
POWERED	N
WEIGHT	3
HEALTH	100
DR	2
EFFECT LIST	CH +1

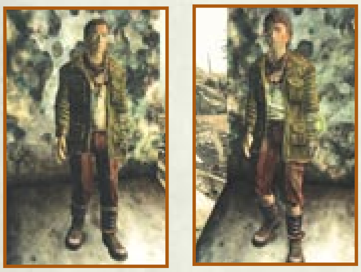
This is a stylish outfit worn by the leader of the Paradise Falls' Slaver community [2.08]. Slay him to obtain this unique outfit, and don't forget Eulogy's hat!

GENERAL CHASE'S OVERCOAT

VALUE	150
POWERED	No
WEIGHT	25
HEALTH	250
DR	20
EFFECT LIST	CHA +1, Small Guns + 10, Speech +5

If you're ready to bundle up in the cold-climate overcoat worn by General Chase during Operation: Anchorage, find his missing spare overcoat in the Waste Disposal area of Mothership Zeta [MZ2.09]. Repair it using some Pre-War Clothing or Enclave Officer Uniforms, and read the accompanying Anchorage Quartermaster Shipment note for history behind this impressive apparel, complete with multiple statistic bonuses.

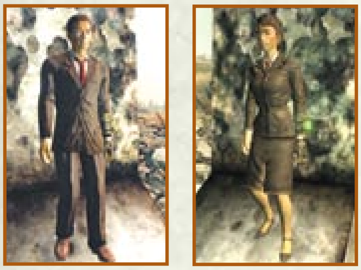
GRIFTER'S FIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	CH + 1, Small Guns +5, Unique

Did this originally belong to Chris? Take this from the amateur neurosurgeon Tobar the Ferryman at the *Duchess Gambit* [PL: 5.21], and use it to augment your Small Guns and Charisma.

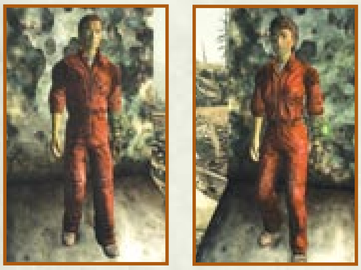
GRIMY PRE-WAR BUSINESSWEAR



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	Speech +5

The Dirty and Grimy versions offer the same Speech bonuses. You can find examples at Minefield [3.09] and Arefu [5.07].

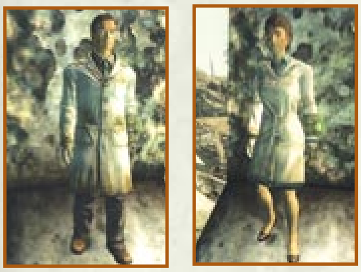
HANDYMAN JUMPSUIT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	100
DR	2
EFFECT LIST	Repair +5

Worn by Haley who lives in his hardware store outside of Point Lookout [PL: 2.11], this is one of the few types of "Repair" jumpsuits giving the user that specific benefit. Repairable only by using the Red Racer Jumpsuit.

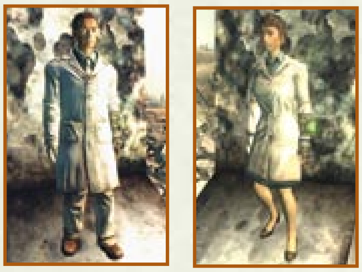
LAB COAT



VALUE	150
POWERED	N
WEIGHT	1
HEALTH	200
DR	5
EFFECT LIST	Science +5, Unique

No ordinary Lab Coat, this increases the user's Science skill. Find it on the body of the Enclave Doctor inside the Mobile Base Crawler [AAFB 04].

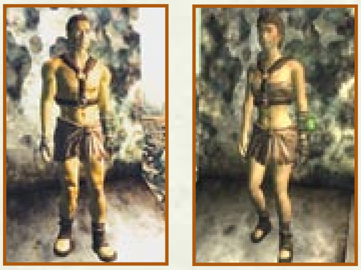
LAB TECHNICIAN OUTFIT



VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	Science +5

This is worn by many Wastelanders loyal to your cause. Obtain it without massive Karma loss by slaying the Ghoul scientist at SatCom Array NW-05a [1.03].

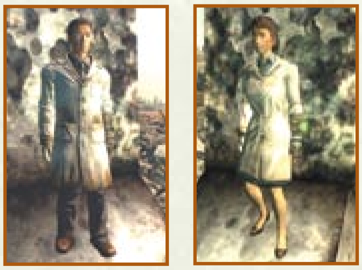
LABORER OUTFIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	5
EFFECT LIST	Agility +1, Endurance +1, Strength +1

Everett awards this to you inside the Mill [TP.B] after you collect ten Steel Ingots. Use Tattered Slave Outfits or Worn Slave Outfits to repair it.

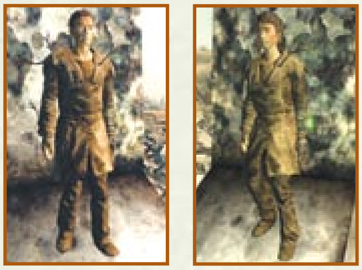
LESKO'S LAB COAT



VALUE	10
POWERED	N
WEIGHT	1
HEALTH	100
DR	5
EFFECT LIST	Science +10, Rad Resist +20%

This is worn by Doctor Lesko, working underneath Marigold Station [9.10]. Obtain this during **Miscellaneous Quest: Those!** Note the impressive Radiation Resistance and Science bonuses.

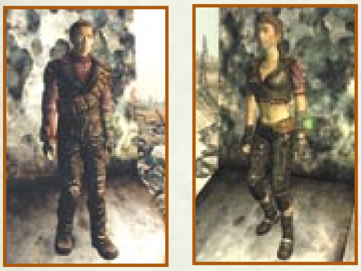
MAPLE'S GARB



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	4
EFFECT LIST	PE +1, AG +1

Request this item after you complete **Miscellaneous Quest: Oasis** and speak with Branchtender Maple. If you plan on Sneaking, this is an excellent choice.

MERC ADVENTURER OUTFIT



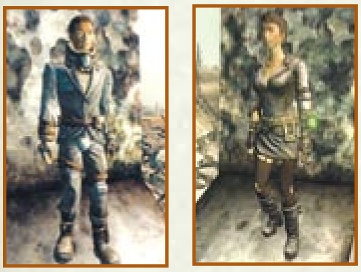
VALUE	50
POWERED	N
WEIGHT	8
HEALTH	100
DR	12
EFFECT LIST	Small Guns +2, Melee Weapons +2

This is worn by such folk as Dave from the Republic of Dave [3.03], Justin from the Family [5.05], and Nathan and Billy Creel of Megaton [8.05].

Note

Any "Merc" outfit has similar stats but a different look.

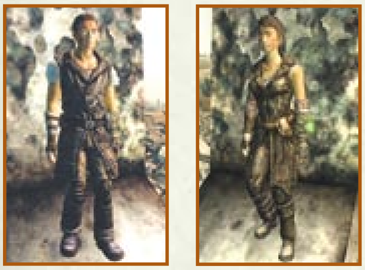
MERC CHARMER OUTFIT



VALUE	50
POWERED	N
WEIGHT	8
HEALTH	100
DR	12
EFFECT LIST	Small Guns +2, Melee Weapons +2

This is worn by Pronto in Paradise Falls [2.08], Nova in Moriarty's [8.05], and Theo the deceased Ranger in the Statesman Hotel [12.08].

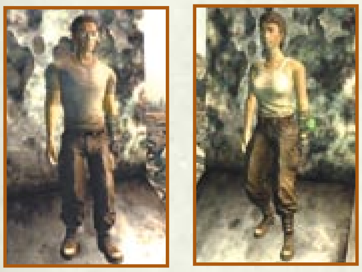
MERC CRUISER OUTFIT



VALUE	50
POWERED	N
WEIGHT	8
HEALTH	100
DR	12
EFFECT LIST	Small Guns +2, Melee Weapons +2

This is sported by Slavers and other enemies and associated characters.

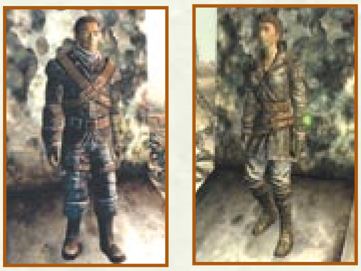
MERC GRUNT OUTFIT



VALUE	50
POWERED	N
WEIGHT	8
HEALTH	100
DR	12
EFFECT LIST	Small Guns +2, Melee Weapons +2

This is sported by a variety of characters, the most insane of whom is Vault 87's Sid [4.06].

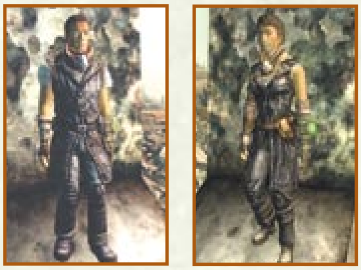
MERC TROUBLEMAKER OUTFIT



VALUE	50
POWERED	N
WEIGHT	8
HEALTH	100
DR	12
EFFECT LIST	Small Guns +2, Melee Weapons +2

This is worn by adventuring types, including Evan King of Arefu [5.07] and many Slavers in Paradise Falls [2.08] and the Lincoln Memorial [17.01].

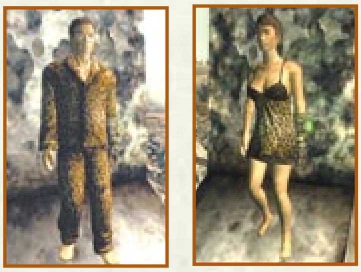
MERC VETERAN OUTFIT



VALUE	50
POWERED	N
WEIGHT	8
HEALTH	100
DR	12
EFFECT LIST	Small Guns +2, Melee Weapons +2

This variety is worn by Slavers in both Paradise Falls [2.08] and the Lincoln Memorial [17.01].

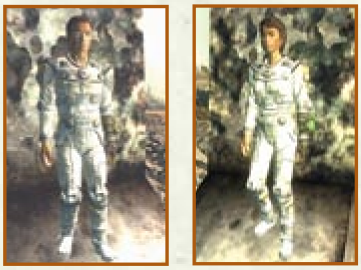
NAUGHTY NIGHTWEAR



VALUE	30
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	CH +1, LK +1, Speech +10

You obtain this during **Freeform Quest: Grady's Package.** It is in a locked storage room underneath Marigold Station [9.10]. This natty attire is worth considerable Caps to Ronald Laren of Girdershade [7.05].

NEURAL INTERFACE SUIT



VALUE	180
POWERED	N
WEIGHT	10
HEALTH	—
DR	3
EFFECT LIST	—

Designed to be used in conjunction with the Simulation Pod in the Outcast Outpost [OA.U.2], this has no other function than to assist in the mental transportation into the simulation.

OASIS ROBE

VALUE	30
POWERED	N
WEIGHT	3
HEALTH	100
DR	4
EFFECT LIST	—

If you enter the Oasis of the Treeminders during **Miscellaneous Quest: Oasis**, and decide to kill these peaceful souls, expect this as a possible, but unimpressive reward.

OASIS VILLAGER ROBE

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	4
EFFECT LIST	—

Should you enter the sanctity of Oasis [2.01] during **Miscellaneous Quest: Oasis**, this tattered ensemble can be looted from Treeminder corpses.

OUTCAST SCRIBE ROBE

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	—

If you fail to save the Outcast Outpost's Specialist Olin [OA.U.2] after you finish Operation: Anchorage, you can claim this Scribe Robe, which has limited practical use.

PAULSON'S OUTFIT

VALUE	35
POWERED	No
WEIGHT	3
HEALTH	150
DR	5
EFFECT LIST	CHA +1, Small Guns + 10, Speech +5

Paulson's Outfit is one of the most impressive items of clothing to steal from the corpse of a cowboy. Obtain this by defeating Paulson, who's found in Mothership Zeta's Engineering Core [MZ1.03]. With additions to your Charisma, Small Guns, and Speech, its only drawback is the lack of other outfits to use to repair it. Only merchants can make this like new again.

PRE-WAR CASUALWEAR

VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	AG +1

The Dirty and Clean variants of Casualwear, Parkstroller Outfits, and Spring Outfits offer increased Agility. They are common across the Wasteland in areas where pre-war inhabitants once lived.

PRE-WAR PARKSTROLLER OUTFIT

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	AG +1

The Dirty and Clean variants of Casualwear, Parkstroller Outfits, and Spring Outfits offer increased Agility. They are common across the Wasteland in areas where pre-war inhabitants once lived.

PRE-WAR RELAXEDWEAR

VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	AG +1

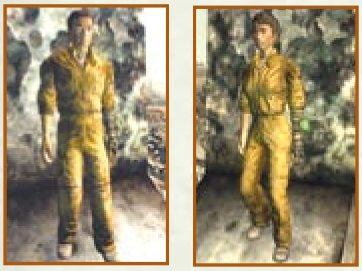
The Dirty and Clean variants of Casualwear, Parkstroller Outfits, and Spring Outfits offer increased Agility. They are common across the Wasteland in areas where pre-war inhabitants once lived.

PRE-WAR SPRING OUTFIT

VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	AG +1

The Dirty and Clean variants of Casualwear, Parkstroller Outfits, and Spring Outfits offer increased Agility. They are common across the Wasteland in areas where pre-war inhabitants once lived.

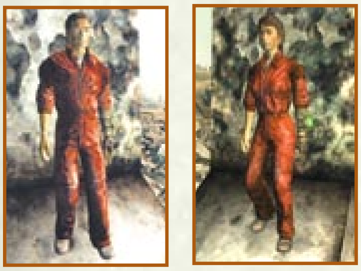
RED RACER JUMPSUIT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	100
DR	2
EFFECT LIST	Repair +5

This was once worn by employees of the Red Racer Factory [8.08]. You can find this outfit at this location. In addition, Jenny Stahl of Megaton [8.05] and Lucky Harrith the Trader [0.00] wear this. You can also purchase it from market shops inside Rivet City [9.15].

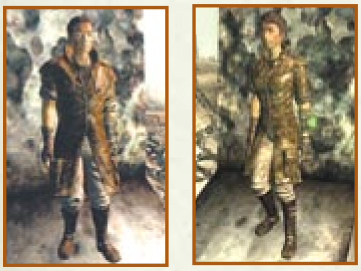
RED'S JUMPSUIT



VALUE	40
POWERED	N
WEIGHT	1
HEALTH	100
DR	3
EFFECT LIST	Small Guns +5

If you crave the Small Guns bonus, you can take this outfit from the corpse of Red. Or you can take it while handing her a weapon during **Miscellaneous Quest: Big Trouble in Big Town.** She is located at the Germantown Police Headquarters [5.01].

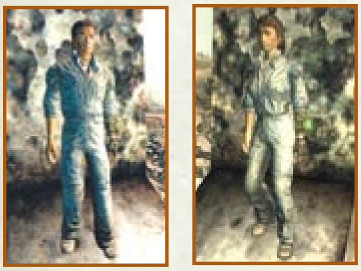
REGULATOR DUSTER



VALUE	70
POWERED	N
WEIGHT	3
HEALTH	150
DR	10
EFFECT LIST	Small Guns +5, CH +1

Sonora Cruz of the Regulators [6.A] gives this to you if you decide to join her organization during **Freeform Quest: There's No Justice, Just Us.**

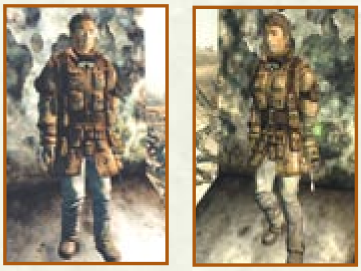
ROBCO JUMPSUIT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	100
DR	2
EFFECT LIST	Repair +5

This was once worn by workers at the RobCo Facility [7.10], or you can buy it from the Potomac Attire of Rivet City [9.15]. Moira Brown and Walter also wear this outfit, which grants a decent Repair bonus.

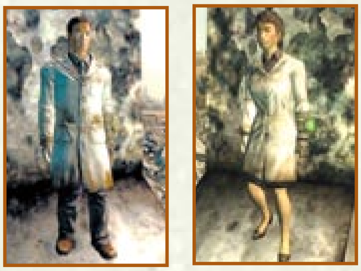
ROVING TRADER OUTFIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	Barter +5

This gives you an additional Barter bonus. Many Scavengers you randomly encounter across the Wasteland wear this, as do some Wandering Traders, Gallo the Ghoul in the County Sewer Mainline [U.13], and Smiling Jack inside Evergreen Mills [7.04].

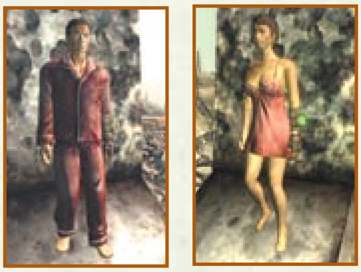
SCIENTIST OUTFIT



VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	Science +5

Offering the same look as the Lab Technician Outfit, these are found on rarely encountered scientists throughout the Wasteland.

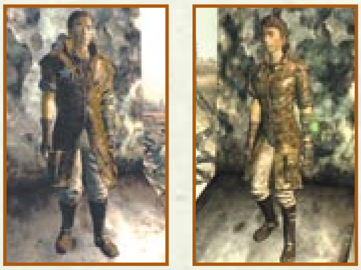
SEXY SLEEPWEAR



VALUE	10
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	CH +1

This gives you some Charisma-empowering bonuses. You can find it at Madame Jealle's [21.02], Potomac Attire [9.15], and the Preservation Shelter in Arlington Cemetery [16.B], or you can steal it from anyone inside Dukov's Place [9.08], Snowflake the Ghoul hairdresser [17.07], or Susan Lancaster [7.14].

SHERIFF'S DUSTER



VALUE	35
POWERED	N
WEIGHT	3
HEALTH	150
DR	5
EFFECT LIST	Small Guns +5, CH +1

This unique longcoat is worn by Sheriff Lucas Simms of Megaton [8.05] and is similar in nature to the Regulator Duster.

TATTERED SLAVE OUTFIT

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	Agility +1, Endurance +1

Worn by Prosper at the Slaver camp near the Train Tunnel to The Pitt [TP.2: Capital Wasteland]. Any other slave at this location and slaves throughout The Pitt also wear this. You must don this outfit to gain entrance to Downtown.

TENPENNY'S SUIT

VALUE	8
POWERED	N
WEIGHT	2
HEALTH	100
DR	3
EFFECT LIST	—

This finely tailored but motheaten suit adorns Allistair Tenpenny [7.14]. It has only limited bonuses and isn't worth slaying the old codger for, unless you're siding with the Ghouls during **Miscellaneous Quest: Tenpenny Tower.**

THE ANTAGONIZER'S COSTUME

VALUE	120
POWERED	N
WEIGHT	15
HEALTH	100
DR	20
EFFECT LIST	AG +1, CH -1

This is worn by the lunatic superhero the AntAgonizer. You can usually find it in her lair [6.01] during **Miscellaneous Quest: The Super-human Gambit.**

THE MECHANIST'S COSTUME

VALUE	30
POWERED	N
WEIGHT	15
HEALTH	100
DR	20
EFFECT LIST	EN +1, CH -1

This is worn by the maniac superhero the Mechanist. You can usually find it in his base [6.H] during **Miscellaneous Quest: The Super-human Gambit.**

THE SURGEON'S LAB COAT

VALUE	30
POWERED	N
WEIGHT	1
HEALTH	100
DR	2
EFFECT LIST	Science +5, Medicine +10

This is attached to the Surgeon, an experimenting lunatic at work inside the Red Racer Factory [8.08]. Try repairing it with Enclave Scientist outfits for best results.

TRIBAL GARB

VALUE	75
POWERED	No
WEIGHT	5
HEALTH	100
DR	12
EFFECT LIST	—

Have you embraced both the power of the Punga and toga-based ensembles? Then the Tribal Garb is for you. Note the reasonable Damage Resistance, and the unreasonable maniacs you'll have to associate yourself with to find one.

VANCE'S LONGCOAT OUTFIT

VALUE	100
POWERED	N
WEIGHT	4
HEALTH	100
DR	10
EFFECT LIST	Small Guns +10, CH +1, PE +1

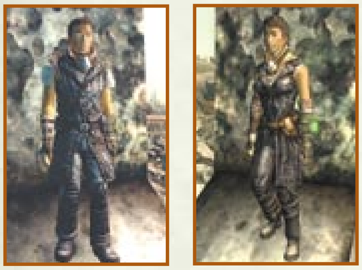
This offers excellent Small Guns bonuses. Take it from the still-twitching corpse of Vance, leader of the nocturnal Family [5.05], whether you're attempting **Miscellaneous Quest: Blood Ties** or not.

WASTELAND DOCTOR FATIGUES

VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	Medicine +5

This is a "clean" version of the Wasteland Surgeon Outfit. Cutter wears one of these [2.08], as do randomly encountered medical "professionals" and Megaton Settlers [8.05].

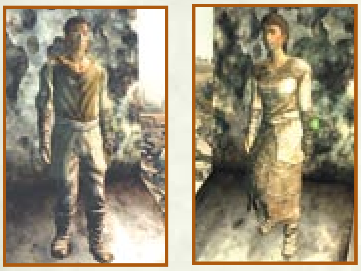
WASTELAND LEGEND OUTFIT



VALUE	50
POWERED	N
WEIGHT	8
HEALTH	100
DR	12
EFFECT LIST	Small Guns +2, Melee Weapons +2

This offers identical statistics to the Merc Veteran Outfit and appears randomly as loot.

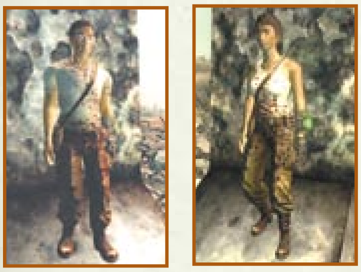
WASTELAND SETTLER OUTFIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	EN +1, AG +1

Featuring filthy cloth and a pungent aroma, this outfit is the clothing of choice for Wastelanders and offers minor stats bonuses but little else.

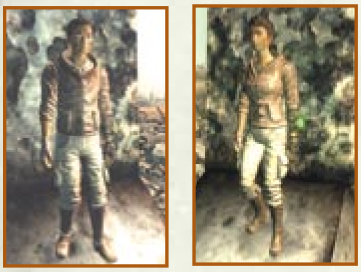
WASTELAND SURGEON OUTFIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	Medicine +5

This is a blood-splattered version of the Wasteland Doctor Fatigues. The purveyor of Mole Rat cuisine [5.13] (and part of **Freeform Quest: Ryan Brigg's Wonder Meat**) wears one of these.

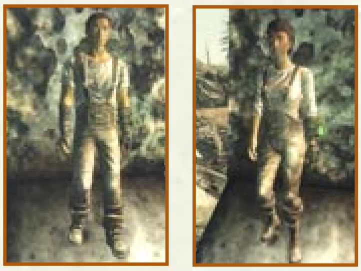
WASTELAND WANDERER OUTFIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	EN +1, AG +1

Featuring filthy cloth and a pungent aroma, this is the clothing of choice for Wastelanders. It offers minor stats bonuses but little else.

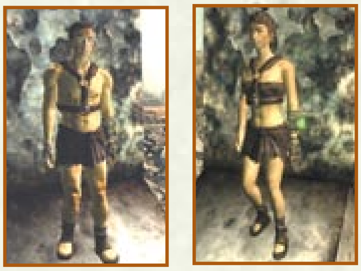
WORKMAN'S COVERALLS



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	Repair +10

Offering impressive Repair capabilities, these Coveralls are found on corpses dotted throughout Point Lookout—once you've killed them, of course.

WORN SLAVE OUTFIT



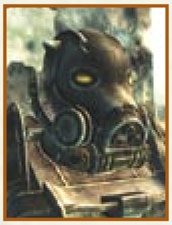
VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	AG +1, EN +1

Designed to cover just enough extremities to allow work in the Forges, this is a common outfit of slaves throughout The Pitt.

Enclosed Headgear: Powered Helmets

The perfect match to any type of Power Armor, these offer additional benefits to the armor but can be worn only after you learn the Power Armor Training Perk (after completing Operation: Anchorage or after training from Paladin Gunny at the Citadel [9.11]).

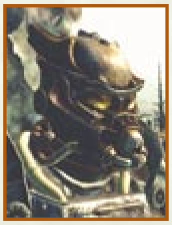
ENCLAVE HELLFIRE HELMET



VALUE	120
POWERED	Y
WEIGHT	4
HEALTH	100
DR	10
EFFECT LIST	Fire Resist +5, Rad Resist +5, CH -1

If you're unconcerned with interacting nicely with others, don this impressively stoic helmet, and utilize its environmental benefits. Pair this with the Armor of the same name to complete the look.

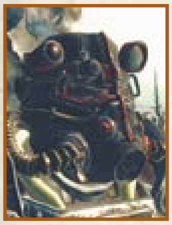
ENCLAVE POWER HELMET



VALUE	110
POWERED	Y
WEIGHT	5
HEALTH	75
DR	9
EFFECT LIST	Rad Resist +5%, CH -1

This helmet is also known as Advanced Power Helmet Mark 2. The Enclave have designed it with the Enclave Power Armor in mind.

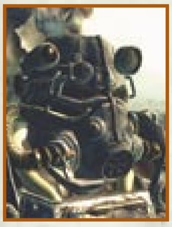
OUTCAST POWER HELMET



VALUE	110
POWERED	Y
WEIGHT	5
HEALTH	75
DR	8
EFFECT LIST	Rad Resist +3

Available from dead Brotherhood Outcasts at Fort Independence [8.04] or from the Outcast Outpost [OA.U.2]. Protector Casdin (also at 8.04) is partial to this helmet and takes it from you.

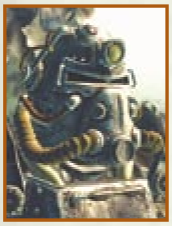
POWER HELMET



VALUE	110
POWERED	Y
WEIGHT	5
HEALTH	75
DR	8
EFFECT LIST	Rad Resist +3

This is designed to fit with Power Armor, Lyons' Pride Power Armor, and Prototype Medic Power Armor. You are awarded this type of helmet at the start of **Main Quest: Take It Back!**

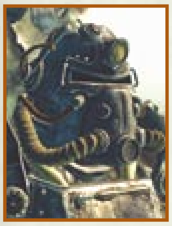
T-51B POWER HELMET



VALUE	120
POWERED	Y
WEIGHT	4
HEALTH	100
DR	10
EFFECT LIST	Rad Resist +8%, CH +1

You find this in only two places: Fort Constantine [1.04] (for the standard version) and the Outcast Outpost [OA.U.2] (for a Winterized version with identical statistics).

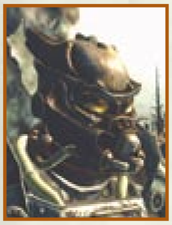
T-51B POWER HELMET (WINTERIZED)



VALUE	120
POWERED	Y
WEIGHT	4
HEALTH	—
DR	10
EFFECT LIST	Charisma +1, Rad Resist 8%

You find this in only two places: Fort Constantine [1.04] (for the standard version) and the Outcast Outpost [OA.U.2] (for a Winterized version with identical statistics).

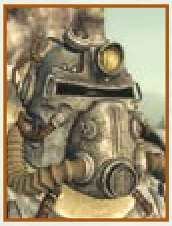
TESLA HELMET



VALUE	120
POWERED	Y
WEIGHT	5
HEALTH	100
DR	9
EFFECT LIST	Rad Resist +5%, CH -1

This exceptionally tough armor is usually worn by Enclave soldiers. Repair it using other Tesla Helmets.

WINTERIZED MEDIC HELMET



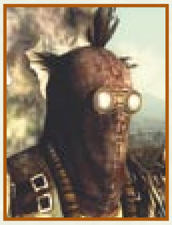
VALUE	50
POWERED	Yes
WEIGHT	3
HEALTH	50
DR	5
EFFECT LIST	—

There are two of these in the Cryo Lab in Mothership Zeta; both belong to frozen Army Medics. Fire on the Medics you free, or let them accompany you until they die, and loot the corpses. This is a Combat Helmet variant.

Enclosed Headgear: Masks & Helmets

The following pieces of Headgear cover most, if not all, of the face, and eyewear cannot be placed on the head.

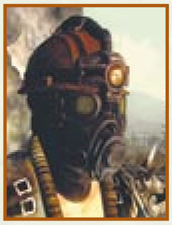
BOOGEYMAN'S HOOD



VALUE	110
POWERED	N
WEIGHT	3
HEALTH	100
DR	8
EFFECT LIST	—

Eulogy Jones of Paradise Falls [2.08] rewards you with this if you complete **Freeform Quest: The Kid Kidnapper.** It offers exceptional Damage Resistance but has to be repaired by an NPC.

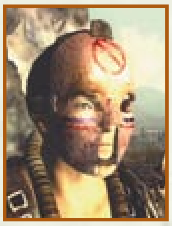
FILTRATION HELMET



VALUE	70
POWERED	N
WEIGHT	3
HEALTH	50
DR	5
EFFECT LIST	Rad Resist 10%

This is a unique variation of the Supervisor Helmet you receive if you collect 20 Steel Ingots for Everett inside the Mill [TP.B]. An excellent choice when investigating irradiated areas.

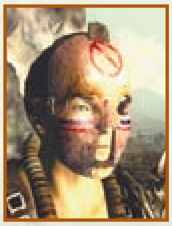
HOCKEY MASK



VALUE	10
POWERED	N
WEIGHT	1
HEALTH	15
DR	3
EFFECT LIST	Unarmed +5

A must-have for the unarmed Wanderer just setting out on an adventure, these are randomly found on the heads of Raiders.

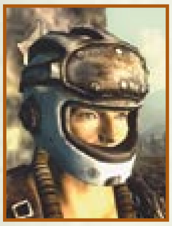
LEDOUX'S HOCKEY MASK



VALUE	100
POWERED	N
WEIGHT	1
HEALTH	25
DR	4
EFFECT LIST	AP +25

Goalie Ledoux, leader of the Sudden-Death Overtime gang you encounter during **Freeform Quest: Just for the Taste of It,** wears this mask. It is well worth murdering Goalie for, especially if you're a fan of V.A.T.S.!

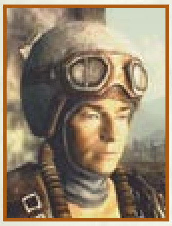
METAL HELMET



VALUE	70
POWERED	N
WEIGHT	3
HEALTH	50
DR	5
EFFECT LIST	—

This is an almost fully concealed plastic helm with armored plates. You find these randomly scattered about the Wasteland.

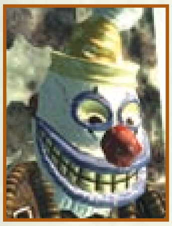
MOTORCYCLE HELMET



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	10
DR	5
EFFECT LIST	—

A more bulbous and archaic take on the Metal Helmet, these are also scattered randomly around the Wasteland, although Michael Masters the Ghoul [U7.13] wears one.

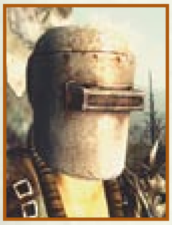
PINT-SIZED SLASHER MASK



VALUE	60
POWERED	N
WEIGHT	2
HEALTH	15
DR	1
EFFECT LIST	Melee Weapons +5, PE -1, Only Two Available

Point Lookout has the only two "real" versions of this hideous mask, which is perfect for the melee-weapon-wielding specialist. One is at the Homestead Motel [5.24], while the other belongs to Kenny, inside Herzog Mine [3.15].

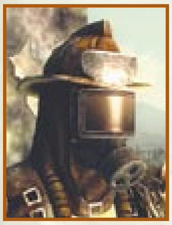
RAIDER ARCLIGHT HELMET



VALUE	20
POWERED	N
WEIGHT	3
HEALTH	15
DR	2
EFFECT LIST	—

Randomly found on defeated Raiders, this piece of headgear looks menacing but fails to deliver adequate protection.

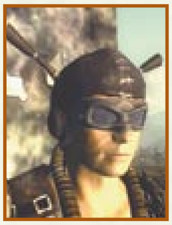
RAIDER BLASTMASTER HELMET



VALUE	20
POWERED	N
WEIGHT	3
HEALTH	15
DR	2
EFFECT LIST	Explosives +5, Big Guns +5

Gaining bonuses to your Big Guns and Explosives skills is a good way for beginning Wanderers to hone their abilities. These helmets are randomly found on Raiders (you can easily tell which ones by simply looking at them).

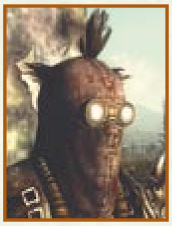
RAIDER PSYCHO-TIC HELMET



VALUE	20
POWERED	N
WEIGHT	3
HEALTH	15
DR	2
EFFECT LIST	—

This rudimentary helm is designed to make the wearer look both "psychotic" and insectlike. You find them on Raider corpses.

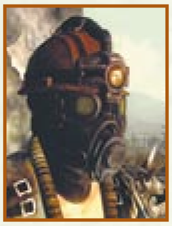
RAIDER WASTE-HOUND HELMET



VALUE	20
POWERED	N
WEIGHT	3
HEALTH	15
DR	2
EFFECT LIST	—

Another piece of headgear that looks fearsome but has only limited advantages. Another item to find on Raider bodies.

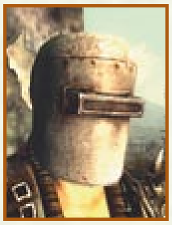
SUPERVISOR HELMET



VALUE	50
POWERED	N
WEIGHT	3
HEALTH	50
DR	5
EFFECT LIST	—

Worn by those in charge of The Pitt Slaves inside various locations where uprisings need quelling. You can also purchase this from Friday, at her store in Pitt Downtown [TP 3].

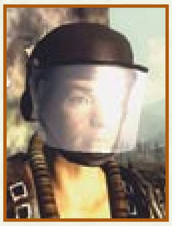
TORCHER'S MASK



VALUE	20
POWERED	N
WEIGHT	3
HEALTH	15
DR	2
EFFECT LIST	Explosives +5, Big Guns +5

This is worn by Torcher, the leader of the Raider team inside the MDPL Mass Relay Station [4.03]. It offers increased Big Guns and Explosives skills and is worth murdering Torcher for.

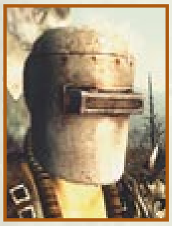
VAULT 101 SECURITY HELMET



VALUE	30
POWERED	N
WEIGHT	3
HEALTH	25
DR	3
EFFECT LIST	—

This is the regulation armor worn by security officers of Vault 101 [8.01]. Kill an officer or loot their corpse after a Radroach attack to procure this.

WELDER'S MASK

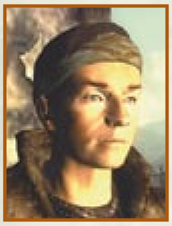


VALUE	20
POWERED	N
WEIGHT	3
HEALTH	15
DR	2
EFFECT LIST	—

Randomly found on defeated Pitt Raiders throughout The Pitt, this piece of headgear is identical to the Raider Arclight Helmet, and just as ineffective.

Other Headgear: Masks & Helmets

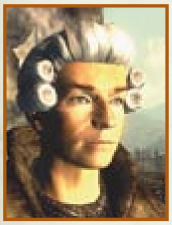
BANDANA



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	10
DR	2
EFFECT LIST	PE +1

Worn by Ryan Briggs [5.13], the Family's Robert [5.05], and a few Megaton residents, this is great to locate early, as it allows excellent Perception.

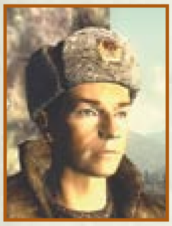
BUTTON'S WIG



VALUE	20
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	Speech +10, Barter +5, IN +1, PE -1

This is one of the most impressive pieces of headgear available. Expect multiple bonuses when you pry it off the head of the distinguished (and robotic) ex-governor of Georgia during **Miscellaneous Quest: Stealing Independence.**

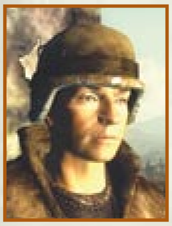
CHINESE COMMANDO HAT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	PE +1

You find this on Chinese corpses inside Broadcast Tower KT8 [4.04] and the Taft Tunnels [U.18]. Use it to repair the unique Hat of the People. Complete the ensemble with the Chinese Jumpsuit.

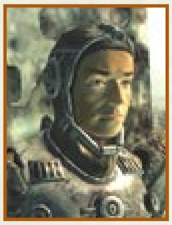
COMBAT HELMET



VALUE	50
POWERED	N
WEIGHT	3
HEALTH	50
DR	5
EFFECT LIST	—

These appear randomly across the Wasteland. Complete the ensemble with Combat Armor. Repair it using the Rivet City Security Helmet.

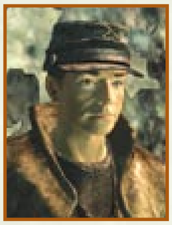
COMPOSITE RECON HELMET



VALUE	40
POWERED	N
WEIGHT	3
HEALTH	70
DR	4
EFFECT LIST	PE +1, Unique

This offers slightly augmented statistics compared to a regular Recon Helmet, and you gain additional durability and Perception while wearing it. Excellent for scouting out foes, it's found on the corpse of the Armory Master [AAFB 04].

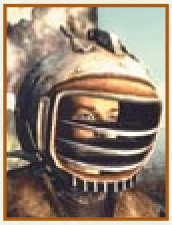
CONFEDERATE HAT



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	PE +1

While not affording the same durability as the Recon Helmet, these ancient hats provide a Perception bonus so you can flee before you're set upon by Swampfolk. Find them by digging through burial mounds in Point Lookout.

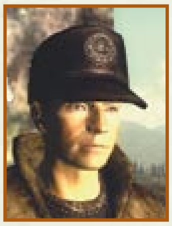
CROW'S EYEBOT HELMET



VALUE	20
POWERED	N
WEIGHT	10
HEALTH	25
DR	5
EFFECT LIST	PE +1

This is part of Crow's special merchandise and part of the rewards if you complete **Freeform Quest: Merchant Empire** at Canterbury Commons [6.02]

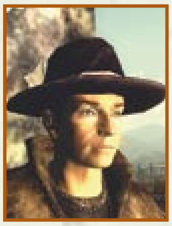
ENCLAVE OFFICER HAT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	Energy Weapons +5

A dark gray cap bearing the Enclave insignia, this is worn exclusively by Enclave Officers—and you if you've stolen one from a corpse. Complete the ensemble with the Enclave Officer Outfit.

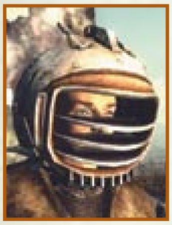
EULOGY JONES'S HAT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	CH +1

Complete Eulogy's ensemble and add to your Charisma by stealing this from the projector table inside Eulogy's Pad, in Paradise Falls [2.08].

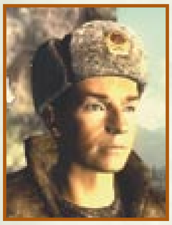
EYEBOT HELMET



VALUE	20
POWERED	N
WEIGHT	3
HEALTH	25
DR	5
EFFECT LIST	—

The metallic remains of an Enclave Eyebot are scooped out and the outer shell used as protection, although it isn't particularly battle-hardy. These are found randomly.

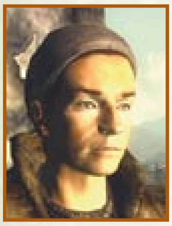
HAT OF THE PEOPLE



VALUE	30
POWERED	N
WEIGHT	1
HEALTH	20
DR	1
EFFECT LIST	Small Guns +5

You can use Chinese Commando Hats to repair the unique Hat of the People, which you find in the Abandoned Apartment in Pitt Uptown [TP.F]. Complete the ensemble with the Chinese Jumpsuit.

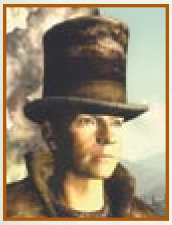
HEAD WRAP



VALUE	0
POWERED	N
WEIGHT	0
HEALTH	10
DR	1
EFFECT LIST	—

This is of the least impressive pieces of headgear in terms of statistics. Billy Creel [8.05], Brock, and Belle Bonny [9.15] wear these.

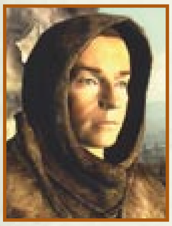
LINCOLN'S HAT



VALUE	40
POWERED	N
WEIGHT	1
HEALTH	50
DR	1
EFFECT LIST	Speech +5, IN +1

Located in the Museum of History [17.07], this can be sold to Leroy Walker [17.01], Hannibal Hamlin [3.10], or Abraham Washington [9.15] as part of **Freeform Quest: Lincoln's Profit Margins.** It provides numerous stat increases.

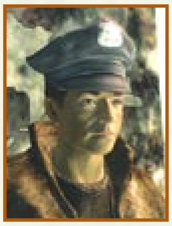
OASIS DRUID HOOD



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	10
DR	2
EFFECT LIST	—

The Treeminders of Oasis [2.01] wear this, and it is given to you at the end of **Miscellaneous Quest: Oasis** as a possible reward. Drifter [1.08] also gives this to you during **Freeform Quest: High Plains Drifter.** It is statistically unimpressive.

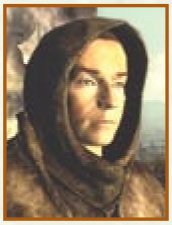
POLICE HAT



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	150
DR	1
EFFECT LIST	Can Be Worn with Point Lookout "Scar"

Similar to the hat worn by Knock Knock in Little Lamplight [4.08], this is can take a few hits, and is the only piece of headgear you can wear during your dazed wandering after receiving a scar. These hats are reasonably rare; try the Presidential Metro [BS U15.02.1].

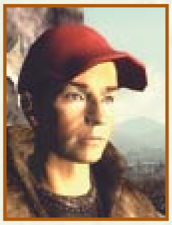
POPLAR'S HOOD



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	25
DR	2
EFFECT LIST	AG +1, Sneak +10

Bloomseer Poplar, the slightly eccentric member of the Treeminders, gives this to you as a possible reward in **Miscellaneous Quest: Oasis.** It is a must-have for stealthy adventurers.

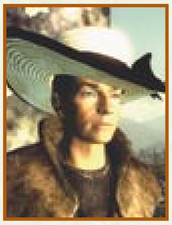
PRE-WAR BASEBALL CAP



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	PE +1

Randomly strewn across the Wasteland (including the baseball field near Arefu [5.07]), this is another option for improving your Perception early on.

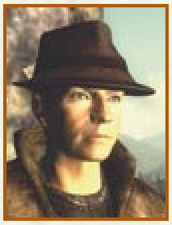
PRE-WAR BONNET



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	PE +1

Randomly strewn across the Wasteland, this is another option for improving your Perception early on.

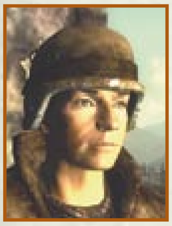
PRE-WAR HAT



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	PE +1

Randomly strewn across the Wasteland (and on the head of Mister Burke [8.05]), this is another option for improving your Perception early on.

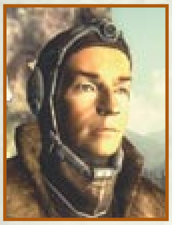
RANGER BATTLE HELMET



VALUE	60
POWERED	N
WEIGHT	5
HEALTH	50
DR	6
EFFECT LIST	—

Offering a slight Damage Resistance rating compared to the otherwise-identical Combat Helmet, this is worn by Donovan of Reilly's Rangers. Let him die during the Super Mutant shoot-out in **Miscellaneous Quest: Reilly's Rangers** to claim this easily.

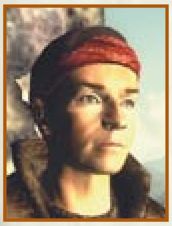
RECON ARMOR HELMET



VALUE	40
POWERED	N
WEIGHT	3
HEALTH	40
DR	4
EFFECT LIST	—

Offered by Sentinel Lyons at the start of **Main Quest: Take It Back!,** this rare helmet is also randomly available from merchants. It is difficult to repair.

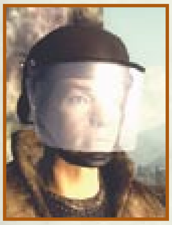
RED'S BANDANA



VALUE	30
POWERED	N
WEIGHT	1
HEALTH	10
DR	2
EFFECT LIST	PE +1

If you crave the Perception bonus, you can take this from the corpse of Red. Or you can take it while handing her a weapon during **Miscellaneous Quest: Big Trouble in Big Town.** She is located at the Germantown Police Headquarters [5.01].

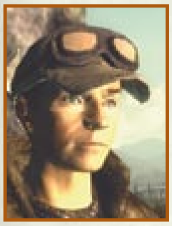
RIVET CITY SECURITY HELMET



VALUE	50
POWERED	N
WEIGHT	3
HEALTH	25
DR	4
EFFECT LIST	—

Loot these from Dusty at Big Town [5.10] or dead Rivet City Security personnel [9.15]. It is better to use this to repair Combat Helmets.

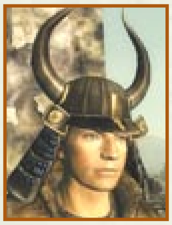
ROVING TRADER HAT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	10
DR	1
EFFECT LIST	Barter +5

Wandering Traders [0.00] and Arefu's Evan King [5.07] are both partial to this Barter-increasing hat.

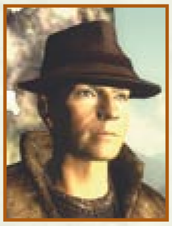
SAMURAI HELMET



VALUE	300
POWERED	No
WEIGHT	3
HEALTH	100
DR	5
EFFECT LIST	—

This valuable helmet is repaired using Metal Helmets. This unique armor is available only if you defeat Toshiro Kago aboard Mothership Zeta's Engineering Core [MZ1.03], which is possible without turning your other allies hostile.

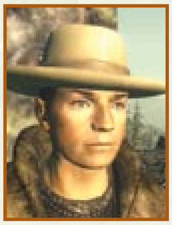
SHADY HAT



VALUE	40
POWERED	N
WEIGHT	1
HEALTH	50
DR	1
EFFECT LIST	Sneak +5, PE +1

This offers a Perception bonus and increases Sneak. Take this from Moira Brown after you've done particularly well on a task in **Miscellaneous Quest: The Wasteland Survival Guide.**

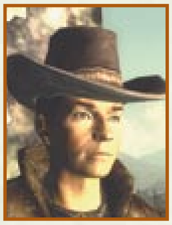
SHERIFF'S HAT (PAULSON)



VALUE	35
POWERED	No
WEIGHT	1
HEALTH	40
DR	1
EFFECT LIST	PER + 1

Partner this with Paulson's Outfit, which is also worn by the gunslinger that you need to kill to obtain this item. Paulson is thawed out in the Engineering Core [MZ1.03]. The Perception benefit makes this hat useful for tracking and encountering enemies sooner, rather than later.

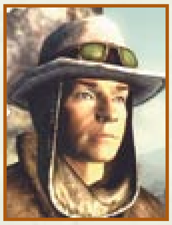
SHERIFF'S HAT (SIMMS)



VALUE	35
POWERED	N
WEIGHT	1
HEALTH	40
DR	1
EFFECT LIST	PE +1

With reasonable HP and just a Perception bonus, it is unwise to rile Megaton's [8.05] inhabitants by slaying Sheriff Lucas Simms for this hat. However, you could tell him about Mister Burke, hope Lucas dies in the ensuing firefight, and pick at the remains.

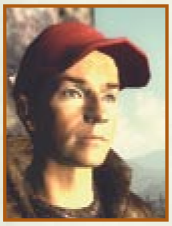
STORMCHASER HAT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	10
DR	1
EFFECT LIST	PE +1

Sold by Wandering Traders [0.00], this is another option for improving your Perception early on.

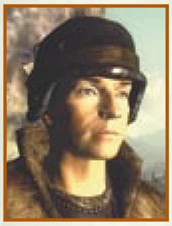
TAKOMA PARK LITTLE LEAGUER CAP



VALUE	60
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	Melee Weapons +5, Explosives +5, Melee Damage +5

A must-have for those focusing on explosives and melee weapons, this unique cap is found in Takoma Park's Nifty Thrifty's store [13.02].

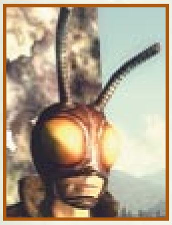
TALON COMBAT HELMET



VALUE	60
POWERED	N
WEIGHT	3
HEALTH	40
DR	4
EFFECT LIST	—

Worn by the leader of Talon Company in Fort Bannister [4.11], this is slightly less impressive than a Combat Helmet. Try finding it only if you really want to finish off your Talon Company ensemble.

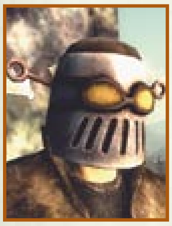
THE ANTAGONIZER'S HELMET



VALUE	60
POWERED	N
WEIGHT	5
HEALTH	50
DR	6
EFFECT LIST	—

The matching piece to the AntAgonizer costume, this is worn by a lunatic superhero and is usually found in her lair [6.01] during **Miscellaneous Quest: The Superhuman Gambit.**

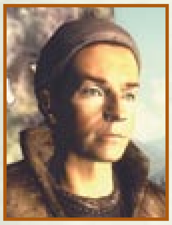
THE MECHANIST'S HELMET



VALUE	60
POWERED	N
WEIGHT	5
HEALTH	50
DR	6
EFFECT LIST	—

The matching piece to the Mechanist's Costume, this is worn by a maniac superhero and is usually found in his base [6.H] during **Miscellaneous Quest: The Super-human Gambit.**

THREE DOG'S WRAP



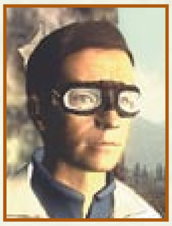
VALUE	200
POWERED	N
WEIGHT	0
HEALTH	15
DR	2
EFFECT LIST	CH +1, LK +1

This is only one of two pieces of headgear that give a Luck bonus (in addition to the Lucky Shades). You must kill Three Dog in the G.N.R. Building [11.01] to claim this, which also gives you a Charisma bonus.

Other Headgear: Glasses & Facial Coverings

These are showcase eye-covering items, which can be combined with non-enclosed headgear.

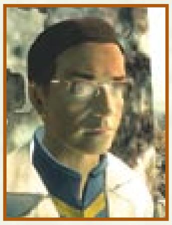
BIKER GOGGLES



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	10
DR	1
EFFECT LIST	—

These offer little value and are found on some Raider corpses. Try looting the corpse of the Scavenger at Lucky's Grocer [7.R] for one.

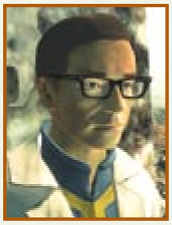
CRYPTOCHROMATIC SPECTACLES



VALUE	8
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	Unique

Wear these whenever you wish, find them in a toilet inside the Homestead Motel [5.24], and use them to solve a strange puzzle in the hothouse of the Calvert Mansion [6.28].

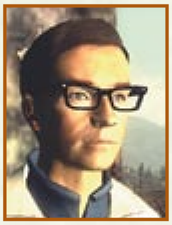
DESMOND'S EYEGLASSES



VALUE	25
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	Explosives +5, Small Guns +5, Unique

If you offed this Ghoul in the Underground Laboratory [6.29], you can steal these glasses from his corpse. They offer an impressive couple of skill increases.

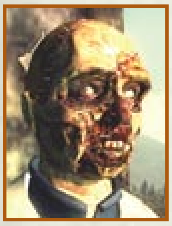
EYEGLASSES



VALUE	8
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	—

Allowing a distinguished (or geeky) look, these are easily found on the body of Jonas, inside Vault 101 [8.01].

GHOUL MASK



VALUE	50
POWERED	N
WEIGHT	1
HEALTH	100
DR	3
EFFECT LIST	Causes Feral Ghouls to ignore you

Roy Phillips gives these to you after a successful rout of the humans from Tenpenny Tower during the **Miscellaneous Quest: Tenpenny Tower.** This allows you to pass by Feral Ghouls without being attacked.

LAG-BOLT'S SHADES

VALUE	8
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	Lockpick + 3, Sneak +3, Unique

Found on the body of Lag-Bolt inside the lobby of La Maison Beauregard Hotel [BS 14.08], these shades are super-cool if you require further lockpicking prowess, or your Stealth Suit isn't getting the job done.

LUCKY SHADES

VALUE	40
POWERED	N
WEIGHT	1
HEALTH	150
DR	1
EFFECT LIST	LK +1

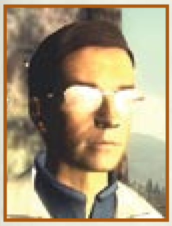
Look for a mannequin near Lucky's Grocers [7.R] to find these Shades. Repair them like any other regular pair of glasses. Note the Luck increase. Combine this with Three Dog's Wrap for increased Luck.

READING GLASSES

VALUE	12
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	—

If you crave the bespectacled look, you can take this from the corpse of Red. Or you can take it while handing Red a weapon during **Miscellaneous Quest: Big Trouble in Big Town.** She is located at the Germantown Police Headquarters [5.01]. These glasses are rarely found elsewhere.

SUNGLASSES



VALUE	2
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	—

Find these in a Roosevelt Academy bathroom [1.16], on the head of Snowflake in the Underworld [17.07], on a table in the Irradiated Metro [U.20], or on mannequins in The Pitt Uptown [TP.5].

THREE DOG'S GLASSES

VALUE	12
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	—

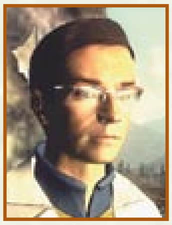
You must kill Three Dog in the G.N.R. Building [11.01] to obtain this unique pair of sunglasses.

TINTED READING GLASSES

VALUE	12
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	—

These are part of Floyd Lewis, the dead engineer you may stumble across during **Main Quest: Escape.** You find these only rarely across the Wasteland.

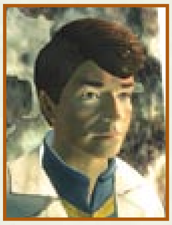
TORTOISESHELL GLASSES



VALUE	2
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	—

These are rarely found across the Wasteland. Mister Burke [8.05] wears a pair, as does Andale resident Martha Wilson [8.07]. There are also two pairs inside Dukov's Place [9.08], and Snowflake in the Underworld [17.07] has a pair.

WIG



VALUE	20
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	—

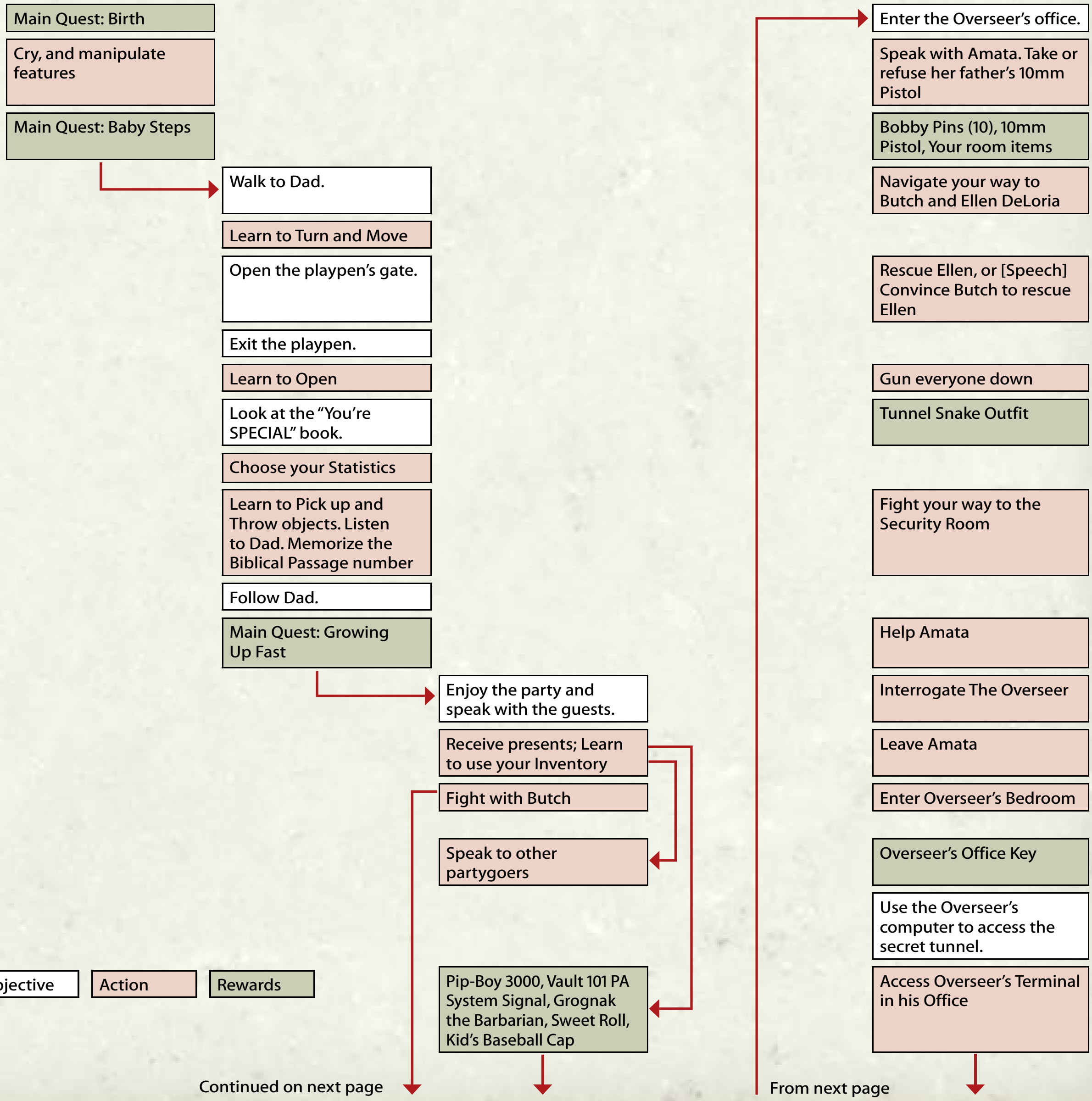
Only three Wigs exist. Find one on a Ghoul named Griffon, who's plying his wares outside the Underworld [17.01]. The other Wigs are inside the Museum Authority Building [BS 17.01]. A perfect cure for baldness, if you don't mind the tittering behind your back.

Chapter 5

MAIN QUEST

QUEST FLOWCHART

	MAIN PATH	MAIN PATH 2	MAIN PATH 3	MAIN PATH 4	MAIN PATH 5
Main Characters	Your father, James; Your mother, Catherine; Nurse Madison Li	Your father, James	Your father, James; Amata Almodovar; Paul Hannon; Officer Gomez; The Overseer; Lucy "Old Lady" Palmer; Butch DeLoria; Wally Mack; Stanley Armstrong; Mister Handy "Andy"; Beatrice; Officer Kendall; Jonas Palmer	Your father, James; Jonas Palmer; Stanley Armstrong; Mister Handy "Andy"; Butch Deloria; Paul Hannon; Wally Mack; Amata Almodovar; Edwin Brotch; Freddie Gomez; Susie Mack; Christine Kendall	Amata Almodovar, Butch DeLoria, Ellen DeLoria, Grandma Taylor, Officer Gomez, Mister Handy "Andy", Stanley Armstrong, Tom Holden, Mary Holden, Allen Mack, Floyd Lewis (Deceased), Jonas Palmer (Deceased)
Locations	Jefferson Memorial, Gift Shop area	Vault 101			
Adv. Items/Abilities	—		Small Guns, BB Gun	Speech	Science, Sneak, Speech
Possible enemies	—		Radroach	—	Radroach, Officer Kendall, Officer O'Brian, Officer Richards, Officer Wolfe, Officer Park, Security Chief Paul Hannon, Officer Steve Mack, The Overseer
Karma Influence	—	—	—	Neutral	Neutral



Main Quest: Birth
Cry, and manipulate features
Main Quest: Baby Steps

Walk to Dad.
Learn to Turn and Move
Open the playpen's gate.
Exit the playpen.
Learn to Open
Look at the "You're SPECIAL" book.
Choose your Statistics
Learn to Pick up and Throw objects. Listen to Dad. Memorize the Biblical Passage number
Follow Dad.
Main Quest: Growing Up Fast

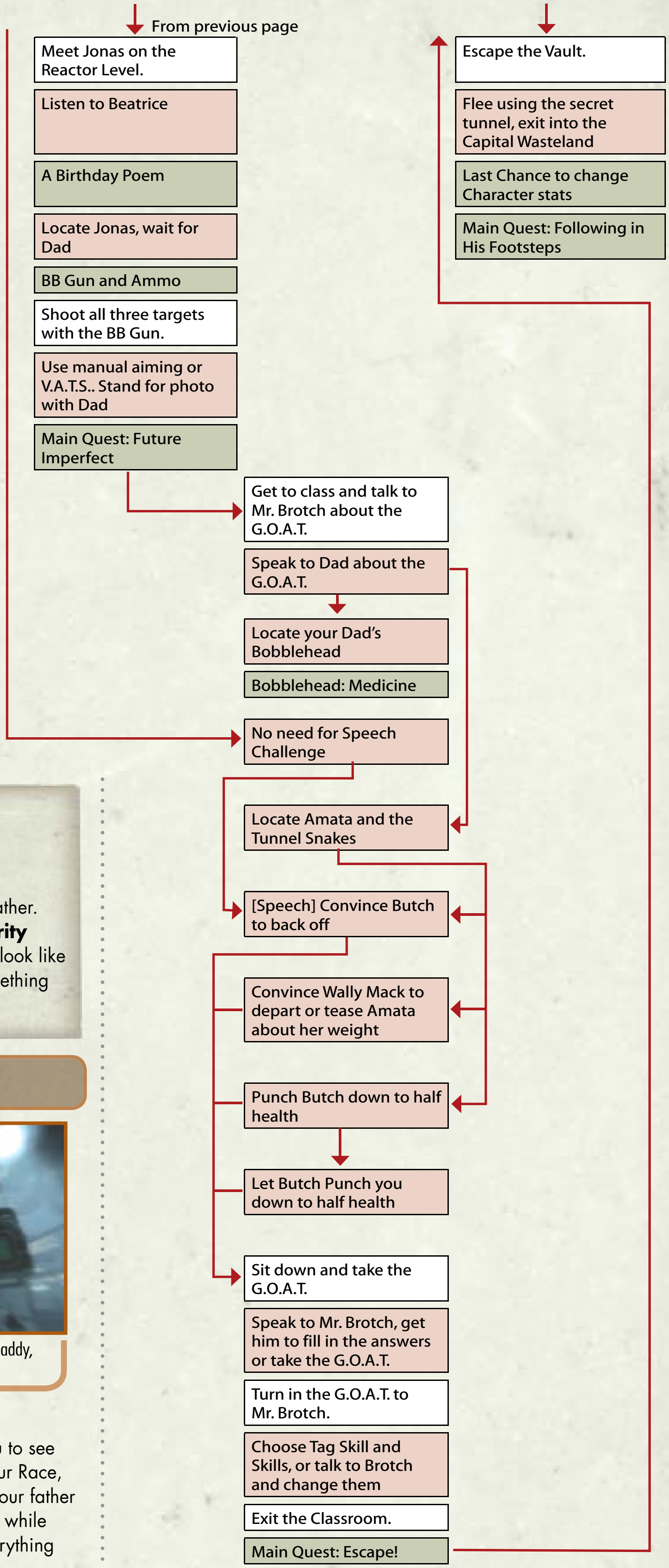
Enjoy the party and speak with the guests.
Receive presents; Learn to use your Inventory
Fight with Butch
Speak to other partygoers
Pip-Boy 3000, Vault 101 PA System Signal, Grognak the Barbarian, Sweet Roll, Kid's Baseball Cap

Enter the Overseer's office.
Speak with Amata. Take or refuse her father's 10mm Pistol
Bobby Pins (10), 10mm Pistol, Your room items
Navigate your way to Butch and Ellen DeLoria
Rescue Ellen, or [Speech] Convince Butch to rescue Ellen
Gun everyone down
Tunnel Snake Outfit
Fight your way to the Security Room
Help Amata
Interrogate The Overseer
Leave Amata
Enter Overseer's Bedroom
Overseer's Office Key
Use the Overseer's computer to access the secret tunnel.
Access Overseer's Terminal in his Office

Color code: Objective | Action | Rewards

Continued on next page

From next page


From previous page
Meet Jonas on the Reactor Level.
Listen to Beatrice
A Birthday Poem
Locate Jonas, wait for Dad
BB Gun and Ammo
Shoot all three targets with the BB Gun.
Use manual aiming or V.A.T.S.. Stand for photo with Dad
Main Quest: Future Imperfect
Get to class and talk to Mr. Brotch about the G.O.A.T.
Speak to Dad about the G.O.A.T.
Locate your Dad's Bobblehead
Bobblehead: Medicine
No need for Speech Challenge
Locate Amata and the Tunnel Snakes
[Speech] Convince Butch to back off
Convince Wally Mack to depart or tease Amata about her weight
Punch Butch down to half health
Let Butch Punch you down to half health
Sit down and take the G.O.A.T.
Speak to Mr. Brotch, get him to fill in the answers or take the G.O.A.T.
Turn in the G.O.A.T. to Mr. Brotch.
Choose Tag Skill and Skills, or talk to Brotch and change them
Exit the Classroom.
Main Quest: Escape!
Escape the Vault.
Flee using the secret tunnel, exit into the Capital Wasteland
Last Chance to change Character stats
Main Quest: Following in His Footsteps

Birth

Your birth is a moment of great joy and sadness for your father. A name is chosen, your sex is checked, and a **Project Purity [9.14]** Gene Projection unit reveals what you'll eventually look like as an adult. This happy time is but a fleeting moment. Something terrible is happening to your mother….

WHAAAA! AH-WAAAA!

Welcome to the world, little mite. That's your daddy, little guy (or sweetheart).

There's a blinding white light. Your vision is blurred. A woman lies to your left, panting. "Well?" asks a man's voice. "Is it a boy or a girl?" Choose your sex, and your father peers down and exclaims his joy at your birth. Your father and mother have been thinking of a name for you. Type it in when prompted.

Your father brings forward the Gene Projection, allowing you to see what you'll look like in 20 years or so. You can now change your Race, Face, and Hair. Whatever the outcome, you're very much like your father in appearance. The nurse wheels you out of the operating room while your father can be heard shouting "she's in cardiac arrest!" Everything fades to white….

One Year Later…

Baby Steps

DADA? DAAH-DA? DADDA!

Your father is proud of your first faltering steps, you little tear-away!

NEW OBJECTIVE

"Walk to Dad" begins.

Your father is standing on the other side of a playpen gate. You're taking your first steps, so stagger east through the open gate and into your father's arms.

NEW OBJECTIVE

"Open the playpen's gate" begins.

NEW OBJECTIVE

"Exit the playpen" begins.

Your father closes the playpen gate, trapping you with only a big red ball for company. Move to the Gate Door, and open it when the prompt appears on-screen. Toddle back to the rug or check the hatch door. Your Lockpick skill isn't quite that developed yet....

NEW OBJECTIVE

"Look at the 'You're S.P.E.C.I.A.L.' book" begins.

Make a quick reconnoiter of the room. The big news is the toy box; scamper over, following the on-screen instructions for grabbing a toy from the box, and letting go. When you're bored of the toy-throwing, crawl to the "You're S.P.E.C.I.A.L." book, and open it.

Spend the next few minutes assigning points to your seven S.P.E.C.I.A.L. abilities. Remember that you can reduce an ability as well as increase it. Every ability, how points affect them, and recommended "types" of character based on point allocation, are shown in the Character Development section of this guide (starting on page 25). When you've finished assigning points, close the book. You have another option to change your scores after you take your G.O.A.T. exam.

Once the book has been closed, your father returns, and sits down on the rug to explain Catherine's favorite biblical verse to you. After the comforting talk, your father gets up and leaves. Follow him through the open hatch door, through a living room, and into a metallic passageway. Continue to follow. Everything fades to white....

Nine Years Later...

Growing Up Fast

You are 10 years old. Surprise! Welcome to your birthday party. Your father has a nice surprise for you down in the Reactor Level if you're good. Wait, Andy appears to have obliterated the cake. No matter, there are still some presents to receive, and people to chat with. You also receive your most important present of all: your very own Pip-Boy 3000!

PARTY, STREAMERS, AND A PIP-BOY

Everything fades from white. Your father is congratulating you on your 10th birthday, while your best friend Amata, Officer Gomez, and Paul Hannon applaud. They've thrown a surprise party and everyone's here! One of the invited guests is Amata's father, the Overseer. He greets you with his usual stern expression and gives you an extra-special gift: your very own Pip-Boy 3000! It isn't the latest model, but Stanley reckons it's more reliable than the newfangled unit.

Pip-Boy 3000

Vault 101 PA System Signal found

NEW OBJECTIVE

"Enjoy the party and speak with the guests" begins.

Chat with Amata, and you're presented with a number of dialog choices, depending on how friendly or unpleasant you want to be to her. Amata's gift is a *Grognak the Barbarian*, issue 14! Take the present, then optionally speak with Paul Hannon before he returns to sit with Butch and his gang.

Grognak the Barbarian

Skill Book: +1 Melee Weapons (when read)

Amata's a real sweetheart and you may be developing a crush on her. You know, if girls weren't so weird and gross.

Tip

Immediately bring up your Pip-Boy and run through its basic functionality, as detailed in the section of this guide called General Training (page 28). Read the *Grognak the Barbarian* comic and your Melee Weapons skill is immediately increased by 1! You can also check out the Vault 101 PA transmissions by selecting the Radio option on your Pip-Boy.

Buttersaw! Andy the robot may have the depth perception of a Radroach, but he means well. Just as long as doesn't go into field surgery....

You can talk to anybody you like, in any order. Old Lady Palmer offers you one of her delicious Sweetrolls. It appears in your Pip-Boy's Item > Aid screen. This might be the only food you're eating; your cake looks like it's been attacked! Take a Party Hat from the counter to cheer yourself up.

Party Hat

Sweetroll
+5 HP (when eaten)

Butch demands that you give him the Sweetroll now that the cake is ruined. You have many responses, but Butch actually gets off his seat to punch you if you mention his mother and her alcohol problems, and the fight is broken up by Officer Gomez. You can then blame Butch, but any choice is fine, although you might want to stand up for yourself. Butch's boys are Wally Mack and Paul Hannon.

Speak with Stanley at the bar; he has a birthday gift for you. Take the Kid's Baseball Cap, then speak with your dad. He has another present for you. Your dad speaks to his friend Jonas on the intercom; they've been cooking up something special for you!

Kid's Baseball Cap

NEW OBJECTIVE
"Meet Jonas on the Reactor Level" begins.

SUFFOCATION! LITTLE HANDS, GROPING IN SUBTERRANEAN UNCERTAINTY.

Your dad opens the diner door to the west (be sure you use the Pip-Boy's compass, shown all the time at the screen's bottom left). Before you can depart, Beatrice gives you A Birthday Poem; read it in your Pip-Boy's Data > Note screen. Head north out of the diner, along the corridor, and make the first left (west) turn. Walk west, looking for the sign pointing right (north) down to the reactor. You can speak to Officer Kendall coming down from the upper level, but he isn't very pleasant.

A Birthday Poem

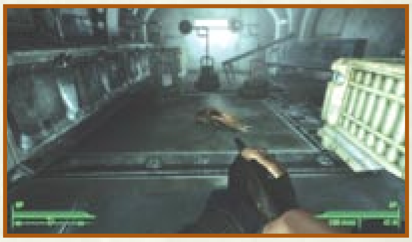
Instead, descend to the connecting room near the reactor, where Jonas is waiting for you. When your father arrives, he gives you an old BB Gun. Follow your father into the side corridor. Your dad tells you to come down here any time you want to practice. In fact, he's set up a few targets right now!

BB Gun

50 BBs

NEW OBJECTIVE
"Shoot all three targets with the BB Gun" begins.

Move to the southern end of this side corridor, between the crates, and peer ahead; there are three targets. Bring out your BB Gun and fire, optionally using the Aim functionality to get a better view. Remember to shoot the center target, not the outer metal area, or the target won't swing back. If you have any problems, read the on-screen instructions. When all targets are struck, a Radroach scuttles out from the right.



Test your aiming abilities on some metal, and greasy, irradiated insect targets.

NEW OBJECTIVE
"Use the BB Gun to kill the Radroach" begins.

It is time for your first live kill! Bring your BB Gun to bear on the Radroach, or enter the Vault-Assisted Targeting System (V.A.T.S.), which allows you to pinpoint the Radroach's different appendages for a slower, but cleaner kill. When the Radroach has been peppered with ball-bearings, head back to your father, who beckons Jonas over to take a picture. Whoa, that flash is white...very white....

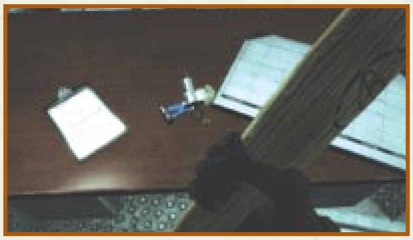
Six Years Later...

Future Imperfect

GREASER TEASERS

You get to take your G.O.A.T. today. The Generalized Occupational Aptitude Test is completed by every 16-year-old in the Vault, and it determines what jobs they're most suited for. Stalling doesn't help, so speak to your father about other matters if you wish before you leave. You can even read the confidential profiles on your father's Vault 101 Medical Data System. His patients make interesting reading but most intriguing is his "other work" and the hint that he may have been outside the Vault.

Leave your dad's surgery, but not before a quick check of the area. There's a Bobblehead: Medicine on the table. Pick it up, and then inspect the wall plaque with your mother's favorite biblical passage. It is locked. Perhaps you should head back here later? Head out and then west and take your test!



Bobblehead: Medicine: "The smart man knows a bandage only hides his wounds."

Bobblehead: Medicine
Your Medicine skill is permanently increased by 10 points.

Note

There are 19 more of these Vault-Tec Limited Edition Bobbleheads scattered throughout this world, each giving you a substantial (and permanent) bonus to a particular ability. Each location is shown in the Appendices section of this guide, on page 733.

NEW OBJECTIVE

"Get to class and talk to Mr. Brotch about the G.O.A.T." begins.

Head down the corridor where the Tunnel Snakes—a gang of greasers led by Butch—are harassing Amata. You can ignore this petty squabble, step in to help Amata, or join in the bullying. Your choices are as follows:

Sidle in, speak with Butch, and convince him the Overseer is going to come down hard on the Tunnel Snakes. If successful, he agrees to "deal with her later." Note this option doesn't require a **Speech** challenge if you already fought Butch during "Growing Up Fast."

Or, you can ignore Butch and convince Wally Mack that the Vault's opinion of Butch is far less flattering than his own. Wally and Paul bail, you cut down the Tunnel Snakes leader without direct conflict, and class can begin.

You can give Butch some verbal ammunition—and the taunting gets worse. Amata runs off crying, and the Tunnel Snakes saunter off into class.

You can let your **fists** do the talking for you ("raise" your fists before starting the dialog), and punch Butch down to half his health (concentrate on him, not the other Tunnel Snakes). He stops the fight, and the Tunnel Snakes shuffle off into class.

You can let your less capable fists do the pleading for you and begin to fight but let the gang batter you down to half health. You're no challenge, so the gang swaggers into class.

Or simply ignore the teasing altogether. Amata will get over it. Whatever your choice, head north and then turn left, into the classroom.

GETTING YOUR G.O.A.T.

The Overseer wants to see your skills, so answer the G.O.A.T. as accurately as possible. Or cheat, afterward!

Speak with Mr. Brotch, your teacher. If you ask him whether you have to take "this stupid test," you can ignore the G.O.A.T. entirely, Brotch fills out the answers for you, and you can pick the conclusion to your test yourself! Otherwise, take your seat as Brotch moves to the front of the class.

NEW OBJECTIVE

"Sit down and take the G.O.A.T." begins.

The G.O.A.T. consists of 10 multiple-choice questions, based mainly on moral or skill-based situations. Once the G.O.A.T. is over, approach Mr. Brotch at his desk, and he tells you the job you've been chosen to undertake. You can agree with the choice or not, it doesn't matter; Brotch says you can tweak your test results to your choosing, anyway!

NEW OBJECTIVE

"Turn in the G.O.A.T. to Mr. Brotch" begins.

The Skills menu now appears from your Pip-Boy. Thirteen skills are listed here, with three skills chosen to allocate G.O.A.T. points to. If the chosen skills are to your liking, click "Done." If they are not, you can change them. When you've finished allocating Skill points, you can leave the classroom or stay and listen to how everyone else did. Once you leave the room, everything fades to white.

NEW OBJECTIVE

"Exit the Classroom" begins.

Tip

Are you having problems deciding what skills to give points to? Then read the descriptions on-screen, or access the Skills and Perks section of the Training chapter of this guide (page 10), for more advice.

Three Years Later…

Escape!

WHAT'S THE MATTER, AMATA?

Amata shakes you from your slumber and informs you that all hell has broken loose. Jonas is dead, your dad has escaped, and you've slept through the turmoil. You need an escape plan. The following options are available:

You can agree to let Amata help you escape. A secret tunnel leads directly from the Overseer's office to the Vault exit, although you'll need to hack into a computer to open it. You're given 10 Bobby Pins to help you access this room. Amata also pushes her father's 10mm Pistol into your hands (which you can refuse, which helps her out during a subsequent interrogation). She then leaves, recommending that you gather belongings and start to flee.

Or you can dismiss her help completely. You aren't given any items and may need to return to her later to apologize and request her help. This, as you might have gathered, isn't the recommended option! Instead, you can proceed directly to the Overseer's Office, and escape using Bobby Pins (in Amata's room) or the key from the Overseer himself.

Now ransack your desk. Take the Baseball Bat, Baseball, Glove, BB Gun, and BBs (50), then raid the First Aid Box for a Med-X and Stimpaks (10).

Bobby Pins (10)

10mm Pistol

Baseball Bat

Baseball and Glove

BB Gun and Ammo **First Aid Box**

NEW OBJECTIVE

"Enter the Overseer's office" begins.

Tip

Take the BB Gun and Baseball Bat, then set your Pip-Boy's Hot Key functionality so you can quickly switch to the 10mm Pistol, Baseball Bat, or BB Gun, depending on the situation.

Head north, into the corridor from your apartment. You can circumvent some guards and Radroaches if you Sneak. However, it is beneficial to move to the junction and watch a Radroach attack Officer Kendall. The following options are available:

Watch combat begin, then open the door to the left, behind Kendall, that leads into the gentlemen's restroom. **Sneak** into here, and completely avoid being spotted.

Let the Radroaches win, then pepper them with BB Gun fire until they splatter. Don't use the 10mm Pistol; save the ammo.

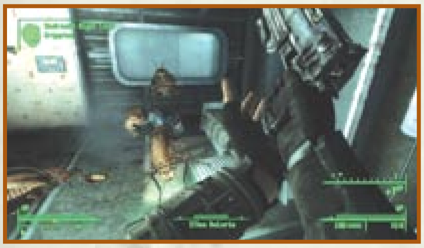
If you help Kendall, he turns and attacks you anyway, because he's been sent to tackle you as a traitor.

Or, you can flee, heading west and leaving Kendall to his fate, but without watching it unfold.

If you let the Radroaches kill Kendall, you can raid his corpse, taking a Police Baton (useful only after your Baseball Bat breaks) and his armor. Quickly place the weapon into the fourth Hot Key location, then wear the armor; it provides protection for the fighting to come, and helps conserve Stimpaks.

Police Baton **Vault 101 Security Armor**

Vault 101 Security Helmet



Ellen DeLoria has a few unwanted drinking partners. Help her or leave her or massacre the bums.

Turn the corner, or if you're continuing to Sneak, break into the ladies restroom, and you're soon spotted by Butch. He pleads for you to help his mother. There are a few available options, here:

You can agree. Follow Butch to the south end of the corridor, then turn right, armed with your preferred gun. Ellen DeLoria is surrounded by three Radroaches; quickly enter V.A.T.S., aim at a single enemy, and destroy it. Then manually blast the remaining foes. Don't hit Ellen, or the DeLorias turn hostile!

You can tell Butch exactly what you think of him and his alcoholic mother, and he calls for guards to come. Run to the next section of the Vault.

Or, you can use **Speech** to convince Butch to get in there and stamp the menace out himself, gaining respect from his mother.

Or, you can get Butch to save his mom himself; give him your BB Gun or Baseball Bat.

Or, you can gun Butch and his mother down; this gives you a few minor additional items, and a sting of regret.

If you helped Butch and his mother survived, you receive Karma, and Butch offers you his jacket. Whatever the outcome, head north, then west from Butch's apartment, toward the diner.

Tunnel Snake Outfit

Follow the only open corridor in the Vault, moving north past the diner (inside is the body of Grandma Taylor), and follow the signs to the atrium. At the top of the stairs, you bump into Officer Gomez. He's just as confused as you are but doesn't want to fight because he was a good friend of your father's.

You can leave him alone, continuing to a fire up ahead.

Or, you can shoot him (and any other innocents you meet from this point on).

Continue east toward the atrium, but stop at the laboratory area to watch Andy cooking Radroaches with his flamer! Step into the lab area, briefly chat with Stanley, and rummage around in your father's ransacked office. His terminal turns out to be locked, but your real reason for being here is to grab an extra-special Vault-Tec Limited Edition Bobblehead; if you didn't during "Future Imperfect." Now head out to the corridor, and east to the Door to Vault 101 Atrium.

Bobblehead: Medicine

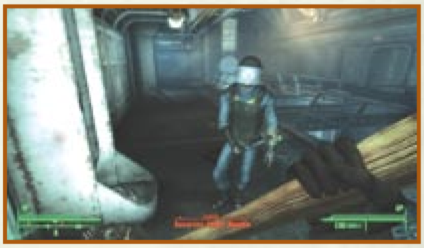
Your Medicine Skill is permanently increased by 10 points.

Note

There is something behind the wall plaque in here, but you'll need Lockpick 50 to open it. Return during **Miscellaneous Quest: Trouble on the Homefront** to claim it.

"I DON'T WANT YOU TO FOLLOW ME."

Enter the lower level of the atrium, and you bump into Tom and Mary Holden, Tom sprints off toward the door to the Vault exit in fear and confusion. Try switching your Pip-Boy's Flashlight on. A computer room to the northeast holds some minor items. In the locked Vault exit corridor Tom Holden is viciously shot down by Officers O'Brian and Richards. They both have 10mm Pistols; a great reward so defeat them! The Door to Vault 101 Entrance is locked, so move to the door with the locker preventing it from closing, and head to the upper level.



Security Chief Hannon is no pushover...unless you slam him over the gantry!

Move to the corridor at the top of the stairs where Security Chief Hannon spots you. Bring the fight to him and knock him unconscious or worse. Continue west, past the circular window (which is where the Overseer's office is), and pass Alan Mack (Wally's dad) knocking on the window. Run into the admin area and the server room. The remains of Floyd Lewis, the technician, lie in a heap. You can optionally grab his Tinted Reading Glasses and Vault 101 Utility Jumpsuit, but only if you're collecting outfits!

Continue into the atrium corridor, then look left (west) through the security room window. Amata is being tortured by her own father and his lackey, Officer Mack (Wally's brother)! You have a variety of choices here:

You can leave them to interrogate Amata and continue to escape.

You can open the door and storm inside. Amata immediately flees, while the Overseer backs up and lets Officer Mack attack. Beat or shoot him down, and then approach the Overseer.

If you let Amata keep the 10mm Pistol earlier, she uses it on Officer Mack.

Or, you can **Sneak** in and pickpocket the Overseer's key and password from him. Run for the Overseer's office if they catch you in the act!

Once you're alone with the Overseer, you can talk or attack him.

If you talk, he reveals nothing. Threaten to harm Amata though, and the Overseer's Office Key and Overseer's Terminal Password are yours!

You can (foolishly) surrender to him, and he takes your weapons, using them on you!

A better plan is to leave him be. Search the lockers to find Batons and security uniforms, if you haven't lifted them from guards you've dispatched. There's some 10mm Ammo inside one of the lockers, too.

Or, you can kill the Overseer and take the key and password from the body. This won't make Amata happy, though!

10mm Rounds

Overseer's Office Key

Overseer's Terminal Password

Run north from the Overseer, and turn right (east), into the Overseer's office. Search Jonas's body to uncover Eyeglasses, a Stimpak, and a Vault Lab Uniform, as well as a Note from Dad. Play this on your Pip-Boy in the Data > Note area. It is a farewell message from your father. Turn north, and enter the Overseer's living quarters.

Note from Dad

If you freed Amata, she's crying on a chair to your right. If she has the 10mm Pistol, she gives it to you. Investigate the chamber to the north: the Overseer's bedroom. Open the dresser in the corner, and grab 10mm Rounds and the Overseer's Office Key, but leave the three Jumpsuits, which simply weigh you down. Then enter Amata's bedroom and grab the Bobby Pins in the dresser. Now you can finally enter the Overseer's office.

10mm Rounds (and Pistol)

Overseer's Office Key

Bobby Pins (5)

NEW OBJECTIVE

"Use the Overseer's computer to access the secret tunnel" begins.

Enter the Overseer's office. One of the lockers to the far right contains the Overseer's Terminal Password. Now move over to the terminal behind the Overseer's curved desk. The following options are available:

Use your **Science** skill to hack into the terminal, if you don't have the Overseer's Terminal Password. Follow the on-screen instructions. If you're successful, you can access the computer records. If you fail, move to the locker and take the password.

Or, access the terminal using the password.

You have four attempts to hack into the terminal. However, if you quit out of the terminal when you have one attempt left, then access the Terminal again, the number of attempts resets. Use this trick across the Wasteland, when hacking into every terminal you find!

The Overseer's terminal makes fascinating reading. There are four sets of entries to pour through. Most are some interesting background on other Vault 101 dwellers. One reveales that there have been people scouting outside and there is some very interesting information about something called G.E.C.K. The entry you really want, however is Open Overseer's Tunnel. Do this now!

Watch the Overseer's desk rise up and a hidden staircase appear! Descend into the secret passage, using the electrical switch to open the hatch door, then run down the passageway, turning left (east) and ending up at another hatch door. This leads to a small room with a hidden door in front of you. Press the switch and the wall panel slides up, allowing you to clamber to the entrance chamber. Use the Vault Door Control Pod to activate the giant piston that plugs into the massive "cog" door, spinning it out and allowing your first glimpse into the outside world!

NEW OBJECTIVE

"Escape the Vault" begins.

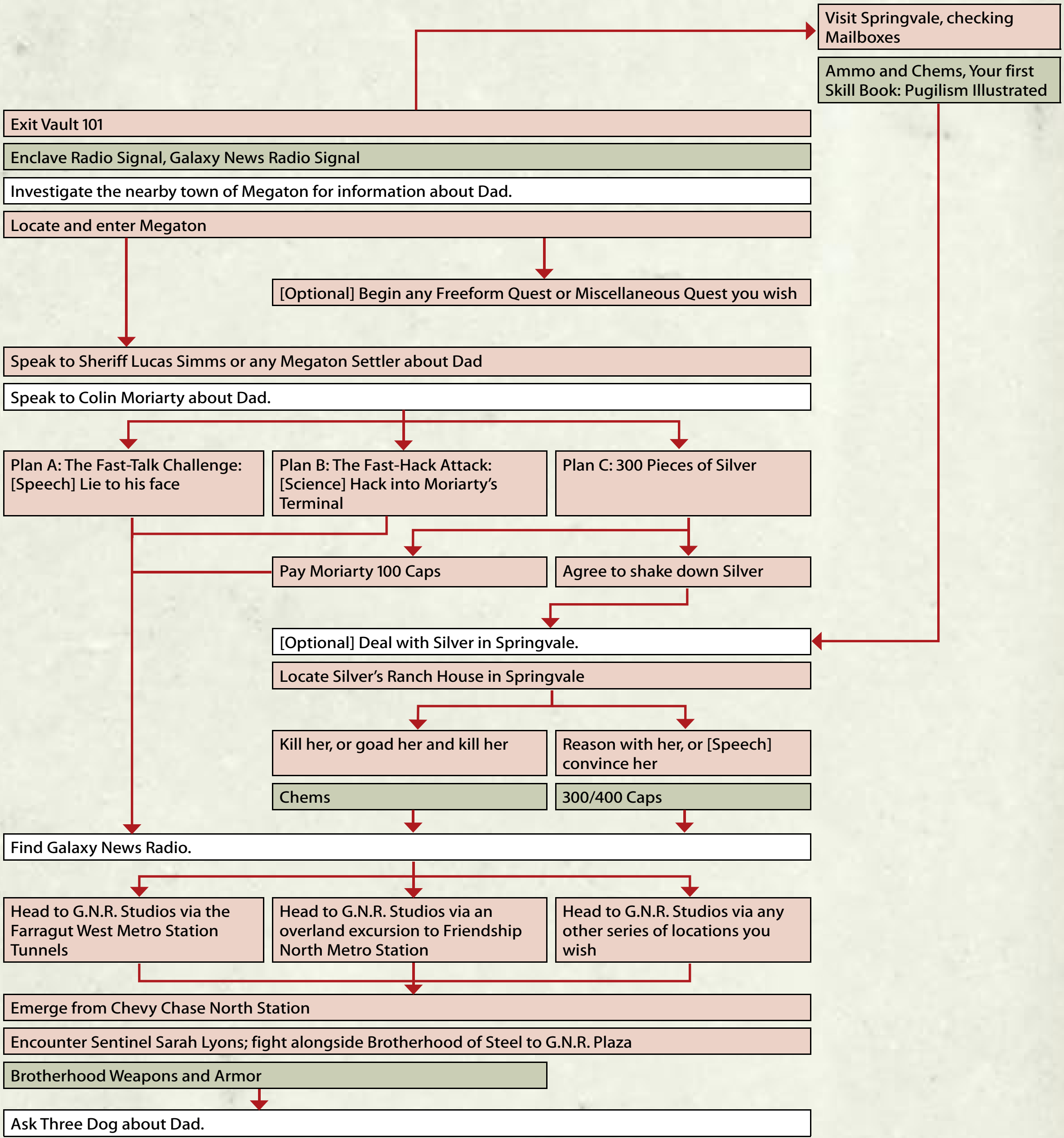
As the door grinds open, Amata appears and wishes you the best of luck. She refuses your offer to come along. As the guards charge in, run east, toward the gate with the light streaming in. Before you leave Vault 101 for good, you have a final opportunity to edit your Name, Race, Sex, S.P.E.C.I.A.L. Abilities, and Skills before you open the gate and step out into the dangerous wilds of a radioactive wasteland. What remains of civilization? You'll find out soon enough!

Take a look out at that Wasteland, adjust your glasses and Tunnel Snake jacket (optional), and start to explore!

Following in His Footsteps

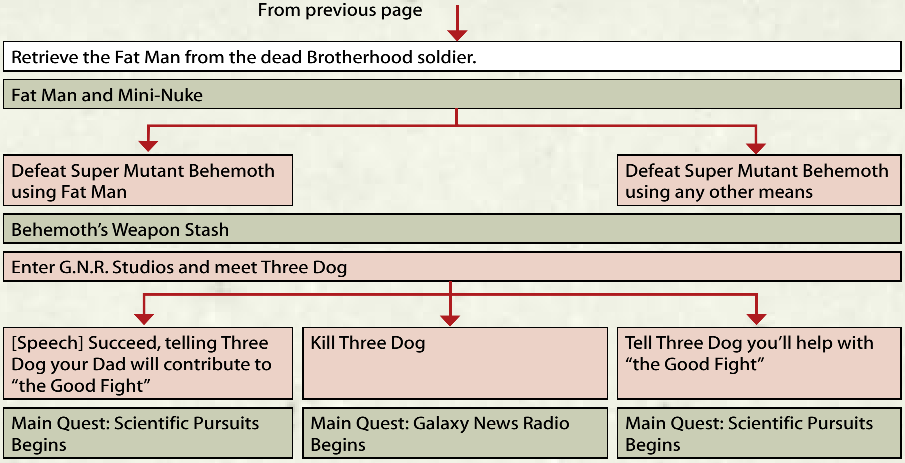
QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH 1
Main Characters	President John Henry Eden, Three Dog, Sheriff Lucas Simms, Nova, "Gob" Gobtholemew, Moriarty, Silver, Sentinel Sarah Lyons	Moriarty, Silver
Locations	Silverlake, Megaton, Farragut West Metro Station, Friendship Health Metro Station, Chevy Chase North Metro Station, Galaxy News Radio	Megaton, Silverlake
Adv. Items/Abilities	Lockpick, Repair, Science, Speech, Sneak	Speech
Possible enemies	Enclave Eyebot, Protectron, Mole Rat, Ghoul Genus, Super Mutant Genus, Radroach, Raider, Deathclaw, Robot Genus, Talon Company Mercenary, Brotherhood of Steel, Centaur, Super Mutant Behemoth	
Karma Influence	Neutral	Neutral


Visit Springvale, checking Mailboxes
Ammo and Chems, Your first Skill Book: Pugilism Illustrated
Exit Vault 101
Enclave Radio Signal, Galaxy News Radio Signal
Investigate the nearby town of Megaton for information about Dad.
Locate and enter Megaton
[Optional] Begin any Freeform Quest or Miscellaneous Quest you wish
Speak to Sheriff Lucas Simms or any Megaton Settler about Dad
Speak to Colin Moriarty about Dad.
Plan A: The Fast-Talk Challenge: [Speech] Lie to his face
Plan B: The Fast-Hack Attack: [Science] Hack into Moriarty's Terminal
Plan C: 300 Pieces of Silver
Pay Moriarty 100 Caps
Agree to shake down Silver
[Optional] Deal with Silver in Springvale.
Locate Silver's Ranch House in Springvale
Kill her, or goad her and kill her
Reason with her, or [Speech] convince her
Chems
300/400 Caps
Find Galaxy News Radio.
Head to G.N.R. Studios via the Farragut West Metro Station Tunnels
Head to G.N.R. Studios via an overland excursion to Friendship North Metro Station
Head to G.N.R. Studios via any other series of locations you wish
Emerge from Chevy Chase North Station
Encounter Sentinel Sarah Lyons; fight alongside Brotherhood of Steel to G.N.R. Plaza
Brotherhood Weapons and Armor
Ask Three Dog about Dad.

Continued on next page

Color code: Objective Action Rewards



From previous page

Retrieve the Fat Man from the dead Brotherhood soldier.

Fat Man and Mini-Nuke

Defeat Super Mutant Behemoth using Fat Man

Defeat Super Mutant Behemoth using any other means

Behemoth's Weapon Stash

Enter G.N.R. Studios and meet Three Dog

[Speech] Succeed, telling Three Dog your Dad will contribute to "the Good Fight"

Main Quest: Scientific Pursuits Begins

Kill Three Dog

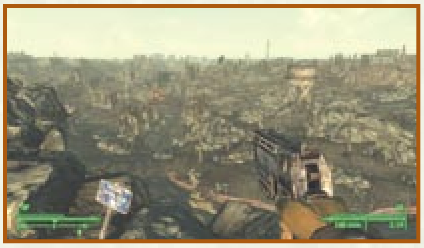
Main Quest: Galaxy News Radio Begins

Tell Three Dog you'll help with "the Good Fight"

Main Quest: Scientific Pursuits Begins

WELCOME TO THE WASTELAND

As soon as you step outside Vault 101, you're likely to reach Level 2. Consult the Character Development section (page 25) to learn about allocating points to your skills. Immediately, a new quest begins: find the nearby town of Megaton to investigate where your father might have gone. Step to the scenic overlook, and you can actually see Megaton; it's the large mound of tin and rusting metal glinting to the southeast.



In the distance are skeletons of the Capitol Building and Washington Monument. Southeast lies a corrugated junk-town named Megaton.

NEW OBJECTIVE

"Investigate the nearby town of Megaton for information about Dad" begins.

Tip

Bring up your Pip-Boy, and enter the Data > World Map screen. Megaton is already located on your map as an arrow point. This arrow point also appears under your on-screen compass, giving you an instant idea where to travel.

Note

At this point, you can literally go anywhere and do anything you want! As there are infinite numbers of routes to and from the various locations across the Wasteland, the following routes are simply the optimal paths to take.

The easiest way to Megaton is to travel east along the remains of the tarmac road. As you head out into the open, you pick up two new radio signals through your Pip-Boy. The first is the Enclave Radio Signal, which is an official transmission from President Eden. The second is a broadcast from Galaxy News Radio in the D.C. Ruins; tunes are spun and rants are recorded by your DJ Three Dog. Both give clues to your adventure ahead. Switch either of them on by accessing the Data > Radio menu.

Enclave Radio Signal

Galaxy News Radio Signal

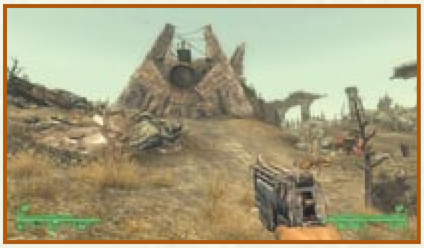
Head into the ruins of a small town called Springvale. Check the mailbox for some hidden items. Everywhere in town might contain useful items and objects. Some are junk, some can be sold, some can be combined to make customized weapons, and some augment your abilities, health, or skills. For now, make a quick sweep of the area. Also floating around here is an Enclave Eyebot, a recon droid that relays the Enclave Radio Signal and isn't harmful unless you fire at it. Move to the Red Rocket Gas Station where a corrugated sign points toward Megaton.

Ammunition

Chems

Tip

There's a junkie named Silver who fled from her "care-giver" in Megaton, and she lives just north of here in a small ranch house. You can't know this information yet, but you might wish to investigate her abode to save a back-and-forth visit later. Skip to "Conversing with Moriarty: Plan C" if you want to know more.



Howdy partner, and welcome to Megaton. Don't shoot the Protectron Deputy!

When you've finished rummaging around, follow the road south out of town and up a rocky path. To the south is an airplane tail rudder and other metal sections pointing skyward. This is Megaton; head to the front gate. The Protectron guarding the gate—Deputy Weld—is friendly. Solomon the sniper sits in a nest above the gate too. Lower your weapon, or simply don't fire it, and they'll open the gate; enter Megaton.

Note

You may pass or interact with a thirsty man named Mickey, or one of a few Traders that traverse the Wasteland. For details on how to interact with them, turn to the General Encouters section on page 304.

MEGATON AND MORIARTY'S: THE RECONNOITER

Once inside the ramshackle confines of Megaton, head south down the main pathway. Speak civilly with the man in the cowboy hat; that's Sheriff Lucas Simms. At this point, you can begin **Miscellaneous Quest: The Power of the Atom** if you wish. However, you should definitely ask him if he has any information about your fathers's whereabouts. If you agree to disarm the bomb, he directs you to Moriarty's saloon on the southern "balcony" overlooking the town.

NEW OBJECTIVE

"Speak to Colin Moriarty about Dad" begins.

Now is a good time to thoroughly explore the town, gaining backstory on the settlement and the different inhabitants. When you're ready, head toward Moriarty's Saloon. Enter via the front door; it's a lot safer and more practical than trying to Lockpick the back door.

Caution

Just for fun, try stealing something from the bar. The inhabitants turn on you, and the situation quickly gets out of control, violent, and actually rather entertaining! If the inhabitants turn hostile, you'll get no clues about where to look for your father and you must simply stumble across the information on your own. This also happens if you accidentally shoot or threaten anyone.

Step into the gloomy interior of Moriarty's, and you have a host of inhabitants to quiz. The two most relevant to your quest are just to your right (southwest). If you're civil, a redhead named Nova can point you to the barkeep, Gob, who might know more about your dad. Also seated to your right is Lucy West. She has a sealed envelope she'd like you to deliver to a town called Arefu. Accept, and you begin **Miscellaneous Quest: Blood Ties**.

It looks like Gob's seen better days, but his amazing skin conditions are the results of the background radiation; he's a Ghoul, and they're usually treated like second-class citizens.

Buck this trend, and speak to him with politeness. He offers you cut-price drinks as a result!

Continue to be polite, and ask about your father. If you succeed with your **Speech** challenge, Gob reveals that Moriarty has a computer terminal in the back of his office, which has all the goings-on in town.

If you fail the Speech challenge, you're simply pointed in the direction of Colin Moriarty.

Tip

This is possibly the first time outside of Vault 101 that you've had chance to perform a Speech challenge. If you want to succeed every time (and the same rule applies to Lockpicking), simply save your game before you begin the conversation. If the Speech challenge fails, reload the game and try again. Or, simply face the consequences instead.

CONVERSING WITH COLIN MORIARTY

There are three separate ways you can glean information about your father's whereabouts from Moriarty.

PLAN A: THE FAST-TALK CHALLENGE

This plan quickly and succinctly resolves the problem of learning what Moriarty knows. Step up to him and ask him about your father. Moriarty blusters on about you staying with him here, as a baby, and your dad's Brotherhood of Steel friend. Could this be true? You can't remember.

When the opportunity arises, lie to his face, and say that Dad talked about him all the time. Succeed with your **Speech** and Moriarty explains your dad headed southeast into the city. He said he needed information from "the loonies" at Galaxy News Radio. A Pip-Boy map marker is placed, and you can leave Megaton and begin "Coming in from the Countryside" right away.

NEW OBJECTIVE

"Find Galaxy News Radio" begins.

PLAN B: THE FAST-HACK ATTACK

You can try his plan if you fail the Speech challenge, or don't want to complete Plan C, although it is more dangerous. Step into Moriarty's back room, just behind Gob, and make sure no one is in the room with you.

Sidle up to Moriarty's Terminal, and use **Science** to hack into it. Once at the Server Menu, there are three sub-menus to read through; Residents, Visitors, and Tabs. The first two are of most interest to you:

Read about the following Megaton Residents to learn Moriarty's thoughts on their activities: Jericho, Leo Stahl, rival bar owner Andy Stahl, Billy Creel, and Doc Church. Some of the dirt you glean could be useful later!

Even more interesting are Moriarty's notes on the various visitors to Megaton. He mentions Mr. Burke, some weirdo in a sharp suit staying at the saloon, waiting for an "opportunist." However, the most critical entry is the one on your father, James (Vault 101): He made contact! He's heading to Galaxy News Radio. Shockingly, he met Moriarty 20 years ago, then sought out and entered Vault 101. You thought he'd been here all his life!

Exit the terminal, and leave town. You can follow the Pip-Boy's map marker directions, and begin "Coming in from the Countryside."

NEW OBJECTIVE

"Find Galaxy News Radio" begins.

Tip

When you're hacking, time stands still, so you can take as long as you like to read the information on a terminal. When you're choosing phrases as a password, and you're down to your last attempt, quit out and start again.

PLAN C: FREEFORM QUEST: 300 PIECES OF SILVER

Try this plan if you fail your Speech challenge. It takes a while and involves a short search of Springvale, but nets a few Caps. Keep asking Moriarty for information on your father. Finally, Moriarty agrees to let you know where he went...for 100 Caps! You have three options:

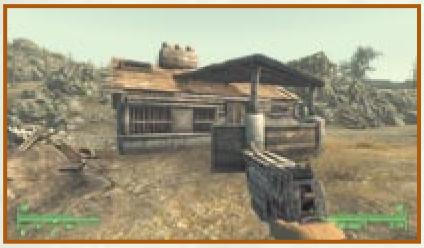
You can find your own way to your father, and locate Galaxy News Radio without it being pinpointed on your World Map. Simply locate Galaxy News Radio from the guide map, manually pinpoint it, and leave town without paying this snake!

You can pay him 100 Caps, and he pinpoints Galaxy News Radio on your map. Begin "Coming in from the Countryside."

If you have less than 100 Caps, Moriarty has a proposition for you. A "junkie bitch" named Silver borrowed some Caps from Moriarty, promising to funnel Jet and Psycho for a good price. Agree, and Moriarty instantly raises the price to 300 Caps! With little to bargain with, grudgingly accept the proposal, and head out of town.

NEW OBJECTIVE [OPTIONAL]

"Deal with Silver in Springvale" begins.


A ramshackle ranch house on the northwest side of town is where Silver the junkie shoots up.

Head north out of Megaton, passing the Red Rocket Gas Station as you reach Springvale, and continue northward up the road, until you spot the small house on your left (northwest). Silver wants to know what you're doing there.

You can simply kill her, ransack her home, and return to Moriarty.

You can goad her into attacking you, then kill her, then return to Moriarty. With either of the first two choices, you can grab Jet and Psycho, plus Health and Chems from a First Aid Box.

You can reason with her, and ask her to give you enough Caps to pay off Moriarty (300), so she can live in peace. Well, until her next hit, anyway.

Or, you can use **Speech** to convince her to hand over what she owes, and you'll convince Moriarty she left town. She agrees, and hands over 400 Caps. Things are looking up! Return to Moriarty, and speak with him again. You only need give him 100 Caps and tell him Silver has left town. In return, he tells you where your father went: to the Galaxy News Radio offices in the city.

Caps (300)
If you reasoned with Silver.

Caps (400)
If you Speech challenged Silver.

NEW OBJECTIVE

"Find Galaxy News Radio" begins.

COMING IN FROM THE COUNTRYSIDE

You can now leave Megaton to follow your father's trail. Before you go, visit Craterside Supply and speak with Moira Brown. You can optionally begin **Miscellaneous Quest: The Wasteland Survival Guide** during your conversation, but the main reason you're here is to sell and buy items, and use her Work Bench if you want to begin customizing your weaponry. Depending on how much other exploring you've done, you may have enough versions of the same weapon to Repair it. Refer to the Weapons Training section (page 32) for a complete understanding. When you've tooled up with an arsenal of at least two or three good quality weapons, some ammunition, and a set of sturdy armor, head out of town.

Leave the relative safety of Megaton and travel roughly east-north-east until the land becomes a more gentle slope. Pass the low fence, keep left of the water tower, and move to the left (north) side of the Super-Duper Mart. Head to a small bridge to the northeast. However, instead of running along the top of the bridge, drop under it. It's safer, and on the far side is a booby-trapped Ammo Box, usually filled with Grenades.

To reach it, move toward the prepped Frag Mine, and quickly disarm it. The larger your **Explosives** skill is, the more time you have to react. Claim the loot, then continue northeast.

Ammunition Box

Tip

You now have two main options:

Going Underground: Locate the Galaxy News Radio offices via the fastest route through the linked Underground Metro Tunnels (recommended).

Finding Friendship: Continue overland, looking for the Friendship North Metro Station.

The former plan is slightly shorter and safer, and it begins to unlock the labyrinth of sewers, passages, and train tracks that still exist under the D.C. Ruins, allowing you to Fast Travel to these destinations in the future.

GOING UNDERGROUND

PART A: DIRECT PATH TO CHEVY CHASE

Enter the small office area, and begin a quick search for items inside the lockers, filing cabinets, and desks. You should find some Caps and Ammo in small quantities. Of more interest is a Metro Security Terminal, mounted to one of the walls.

Use your **Science** skill to hack into the terminal. Here, you can Activate Metro Protectron (the other choices are offline). This boots up the Protectron standing in the nearby pod. It starts off neutral but becomes hostile if you fire your weapon. There's no other reason to activate this, other than to destroy it for XP and Energy Cell ammunition.

When you're done here, move down the entrance concourse to the turnstiles, and begin dropping Mole Rats exiting from a doorway to your right (northwest). Ransack this office, then locate the maintenance tunnel entrance on the northwest wall.

Head northeast down the tunnel steps, blasting Mole Rats as you go. Pass the flaming barrel, enter the generator pit area, and climb the metal stairs. To the northwest is a mesh gate with some Ghouls roaming around. Ignore them for the moment, and open the metal door to the southeast. Inside this office there's a First Aid Box on the desk, next to a terminal, and a safe on the floor. Ransack the First Aid Box for a Metro Utility Gate Key.

Activate the MDCTA Service Access Terminal (no hacking or Science skill is needed), and stop the gas flow test. This shuts off escaping gas farther into this tunnel structure, which means you can fire weapons without the surrounding area exploding! You can unlock the floor safe from this terminal, too.

Or if you have enough Bobby Pins, you can use **Lockpick** on the safe for a small XP boost.

The safe contains various items (such as Caps and weaponry), plus a few interesting objects:

First Aid Box

Utility Gate Key

Holotape: DCTA Laser Firearms Protocol
Notes about firing Laser Weapons near flammable pipes.

Nikola Tesla and You
+1 Energy Weapons (when read)

Head northwest, toward the utility gate, and unlock it (either with the key or your Lockpick skill). The moment the gates swing open, four creatures race in to maul you. These are "Feral" Ghouls, once-humans driven mad by radiation. Naturally, you can wade in, get mauled, and hopefully survive. Or, you can shut the gate, and pop their skulls from safety (just make sure you're on the right side of the gate!). Or, you can shoot out the generators to your right, catching the Ghouls in the explosion, and severely weakening them.

Note

"Flaming barrels" usually direct you to the correct route, so look out for them!

There's a host of valuable ordnance in here.

With the threat of drooling lumpyskins abated, stop and check out this chamber. Stairs heading down from the gantry end at a door in the southwest wall, under your feet. Descend there.

If you can, jimmy open the hatch door using your **Lockpick** skill. Inside is a treasure trove of armaments. Ignore the Coffee Mugs (they simply add to your encumbrance unless you have room to spare and can sell them quickly), and instead open up the four Ammo Boxes, and collect their contents.

Then head up the stairs to the metal door in the northwest wall, use Lockpicking or the Utility Gate Key to open it, and ascend the stairs. At the top, open the Door to Tenleytown/Friendship Station.

Ammunition Box (4)

Missiles

U.S. Army: 30 Handy Flamethrower Recipes
+1 Big Guns (when read)

Assault Rifle

10mm Pistol

Baseball Bat

Frag Grenades

Step onto the train tracks and look east. This tunnel takes you to "Part B: Indirect Path to Chevy Chase" (see next page), but your preferred direction is to head south into the connecting tunnel. Note the daubed graffiti on the left corner of the wall, near the Nuka-Cola machine; this points the way to the G.N.R. Building. Head past the machine, and make a right, moving west. You're on the Red Line, heading toward the Tenleytown Station.

Continue along the tunnel as it bends around to the south, into a station mezzanine. Expect both Ghouls and a huge, eight-foot-tall hulking Super Mutant to be waiting for you here. If possible, stay away so the Ghouls and Super Mutant attack each other, and mop up survivors. The other tunnels here are blocked, so ascend one of the broken escalators and head east, then blast (or ignore) the Radroach problem. Follow the exit tunnel left (north), all the way to the metal gates; note the next "G.N.R. graffiti" daubed on the floor.

PART B: INDIRECT PATH TO CHEVY CHASE (VIA FRIENDSHIP STATION)

Return to where you spotted the first G.N.R. graffiti, and check out the tunnel to the east that you haven't visited before. This allows you to pinpoint another station on your map, so you can Fast Travel to it later. Pass the train carriage, then look right (east), and look out! There's a Ghoul problem in this connecting tunnel. Once you've eradicated the Ghouls, inspect the generator in the alcove. The shelves to the left of it hold a First Aid Box and other items.

First Aid Box

Then step into the other tunnel, or continue along the one you were in; both emerge into another mezzanine, complete with waiting Ghoul fiends. Climb up the escalator, pass the Wastelander's burning shack, and head east, then north, out of the underground station. On the way, prepare for at least four more Ghouls and a couple of Radroaches. Grab a few items from a small office to your left (west). Hack into the terminal or use Lockpick skill to open the wall safe for more ammo and some Caps. Now emerge into Friendship Heights station. A small Raider party is camped out behind you; if you want to learn how to deal with them, and what items they're guarding, check out the end of "Finding Friendship." Now return to finish Part A and exit Tenleytown Station, emerging at Chevy Chase North.

Note

Friendship Heights Station allows you access into the Wasteland, and the outskirts of the D.C. Ruins. It's useful for escaping, but is the wrong way to go if you're heading to Galaxy News Radio.

FINDING FRIENDSHIP

Tip

The following route is the quickest, heading along the northern outskirts of the D.C. Ruins. Alternately, you can make a very long clockwise semicircle north from the Super-Duper Mart, into the Wasteland wilderness, and then south directly into Friendship Station, to avoid a high concentration of Super Mutants. Of course, the Wasteland has its own share of beasts to fear!

If you decided to explore the more dangerous "over-ground" around the D.C. Ruins, head up the tarmac road from the bridge near the Super-Duper Mart, and ready yourself for Raider combat near the ruined freeway overpass. Be very careful around here. Sometimes a Deathclaw attacks from the north; if one does, prepare to launch everything you have at it. These are deadly predators! Once immediate threats have been nullified, continue vaguely eastward, following the tarmac sections of road that remain.

Up ahead is a parked big-rig truck, and guarding it is a small band of Talon Company Mercenaries, along with a single robot protector. You can head north, skirting this dangerous area, or (if you want to test out your Hunting Rifle), bring down the Talon Merc with your favored gun. A good place to hide is inside the back of the container the truck was attached to. Sidestep out, blast, and then head back to cover. Rummage through the three Ammo Boxes inside the container before you continue.

Ammunition Box (3)

Tip

You may wish to save your game before tackling the eight-foot-tall cannibal Super Mutants roaming this next city block.

Ready yourself for some brutal combat (or Sneak north and around to avoid it) by continuing east, toward and under a bridge. There are two Super Mutants and their "pet," known as a Centaur. This may be the moment to use the Grenades you found under the bridge earlier. Finish off your trio of mutations with a Hunting Rifle, and finally an Assault Rifle as you reach closer combat.

Complete your Super Mutant execution by continuing east, around the spikes, and enter a Super Mutant "bonfire." A couple of these are scattered around the city, and on a central platform near a fire, a strong Super Mutant lies in wait. Introduce him to a Grenade or two, tearing him apart, and then pick through the corpses of the Super Mutants, and the items stacked by the wall, once you've finishing healing yourself. The following are available, and well worth picking up:

First Aid Box

Ammunition Box (3)

Mini-Nuke

The way east is blocked, so head north, between the bridge and rubble pile, then turn right (east), and skirt the ruined buildings until you reach a patch of open ground with a Red Rocket Gas Station ahead of you. Pass to the right of the gas station, and continue east-southeast until you spot the signs for the Friendship Heights Station! Watch out for the small band of Raiders here.

There are around four Raiders, including one with a Flamer: another exciting weapon to collect! First, you need to get it off the Raider's hands. Try a long-range Hunting Rifle or lob Grenades. Crouch and use the low wall and metal barricades as cover. A great plan is to aim for the motorbike propped up behind the Raiders. When the motorbike explodes, the splash damage wounds multiple foes at once! When everyone with bondage gear has gasped their last, inspect this Raider camp. They've been busy little collectors—grab any from the following list. You can sleep on a bed inside their tent for a great way to replenish your health without Stimpaks.

Ammunition Box (2)

10mm Pistols and Submachine Guns

First Aid Box

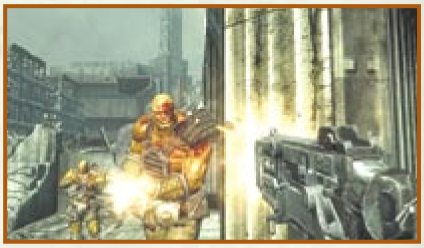
Chems

You can now open the metal gate to Tenleytown/Friendship Station. For a more thorough exploration of this location, read the "Going Underground" section of this quest. For a quick route to Chevy Chase North, head south and then west, into the station mezzanine, fighting off any Ghouls. Head down the escalator by the burning Wastelander shack, and face south. Run down the train tunnel, following it west as it curves around. Once you reach the connecting tunnel with the graffiti and arrows pointing to the G.N.R. Building, follow them all the way to Chevy Chase North.

Tip

You should be able to Fast Travel by now. Consult the Mapping the Capital Wasteland section (page 30) to read up on this.

ON THE PROWL WITH LYON'S PRIDE


Super Mutants are active near the radio station (note the G.N.R. radio mast). Fortunately, so are the Brotherhood of Steel.

Head up the steps, and turn left (south), out into the open. Cross the debris-strewn crossroads toward a large indentation in the ground. You're close to the G.N.R. Building. First, deal with two Super Mutants As you strike, you should be aware of a group of armored humans aiding you in this battle.

Hold your fire, and engage Sentinel Sarah Lyons in conversation. You can tag along as she provides back-up to her brethren guarding the G.N.R. Building. Follow her and Initiate Reddin into a covered passage and around a corner. On a bloody mattress lies Initiate Jennings, the latest casualty of the Brotherhood's battle against the Super Mutants. You can scavenge Energy Cells and Power Armor from her corpse without incurring the Brotherhood's wrath. Unfortunately, you aren't trained in the use of Power Armor yet, so you might wish to discard or sell it until you've visited the Citadel.

Energy Cells

Laser Pistol

Power Armor

Power Helmet

Gunfire erupts from the ruins of a school to the west of you, and Lyons orders her pride forward to take over the building. Head west, staying to the left and the cover it affords you, and bring your ordnance to bear on a trio of Super Mutants at the entrance. If you're trying to conserve ammo, let the Brotherhood do the firing. Follow the Brotherhood as they weave through the remains of the elementary school.

Stay on the ground floor as you systematically check every room for Super Mutants, then for Ammo Boxes and stashes of items on shelving. Spend some time checking each area, or wait until after the subsequent battle and return here to completely pick the area clean. Or, you can run up the stairs, and use the connecting planks to head south across to the other side of the school, raining hot lead on the Super Mutant scum below.

BRINGING DOWN A BEHEMOTH

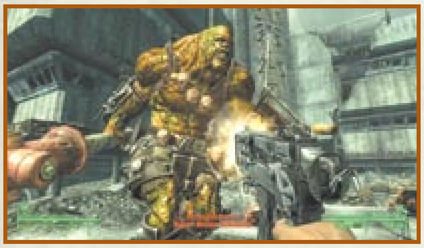
Push out into the G.N.R. Building Plaza, where a Super Mutant attack squad is firing on some Brotherhood Knights dug in behind sandbags, guarding the building entrance. Here are a few of many possible tactics:

Wade in and circle-strafe around the biggest "Brute" threat, then move to a subsequent target, and so on. Expect to soak up damage but end the combat quickly.

Stay behind the relative safety of the school wall, either on the ground or upper floor, and snipe at foes using a weapon such as the

Hunting Rifle. Mix this up with Grenades lobbed at the feet of the biggest Brutes.

Or, you can simply let the Brotherhood secure the area. This results in more casualties, but you expend less ordnance. Whatever the plan, make sure you search the corpses after this battle is over.


Behold the behemoth! Attacking this monstrosity with small arms fire usually gets you killed.

Soon after the last of the Super Mutants falls to your teamwork, the biggest Super Mutant you've ever seen lumbers into the plaza! This is the fearsome Super Mutant Behemoth, and he's a grave threat to the surviving members of the Brotherhood. Just before the Behemoth arrives, move to the remains of the fountain at the center of the plaza, and locate the dead Brotherhood soldier. Loot the corpse, and obtain the greatest invention in the history of ordnance: the Fat Man!

NEW OBJECTIVE
"Retrieve the Fat Man from the dead Brotherhood soldier" begins.

NEW OBJECTIVE
"Help defeat the Super Mutant Behemoth" begins.

The Fat Man is a just-portable nuclear bomb launcher that fires Mini-Nukes at its target. Although you can defeat the Behemoth with other weaponry (providing you hide in the school, keep moving, and don't care about Brotherhood casualties), a far more entertaining plan is to retreat at least 20 feet from the Behemoth, then launch a Mini-Nuke at it! Hit it again to ensure that it goes down. Once the dust has cleared, and you've searched the Behemoth corpse for a huge stash of items, you can speak with Lyons again.

Behemoth's Weapon Stash

Note

This Fat Man is one of 9 located in the Capital Wasteland. The Mini-Nuke is one of 92. Consult the Tour of the Wasteland chapter for the locations of these collectible items.

As soon as the Behemoth has been destroyed, you can leave the pride, and move southeast to the main doors at the foot of the G.N.R. Building. Use the intercom to get the Brotherhood Knights to unlock the door for you. Enter the building, and optionally speak with Knight Dillon (he's the one brandishing the Minigun). He tells you that Three Dog is expecting you.

NEW OBJECTIVE
"Ask Three Dog about Dad" begins.

Climb either set of stairs to the balcony, and optionally loot the empty rooms for the odd Bottle Cap, before moving to the middle corridor. Head east, opening the Door to G.N.R. Studios, and head up the stairs to your right (south). Anything you loot is now stealing, so keep your fingers out of any cabinets or desks, at least until Three Dog tells you what you want to hear. Head upstairs to meet the man himself!

Three Dog isn't what you'd call self-deprecating, and as long as you can listen through his grand entrance, he mentions that he's talked with your father. Then he impresses on you how vital his services are. After all, people out there are barely making it day-to-day, and a whole host of factions attempt to muscle in on different territories. It's a chaotic mess out there!

At this point, you can mention that Three Dog fights the good fight with his voice and radio station. Your **Intelligence** impresses him more than standard answers.

Keep the conversation civil, and Three Dog tells you that to know more about your Dad's location, you'll have to contribute to the "Good Fight." You have two main choices at this point:

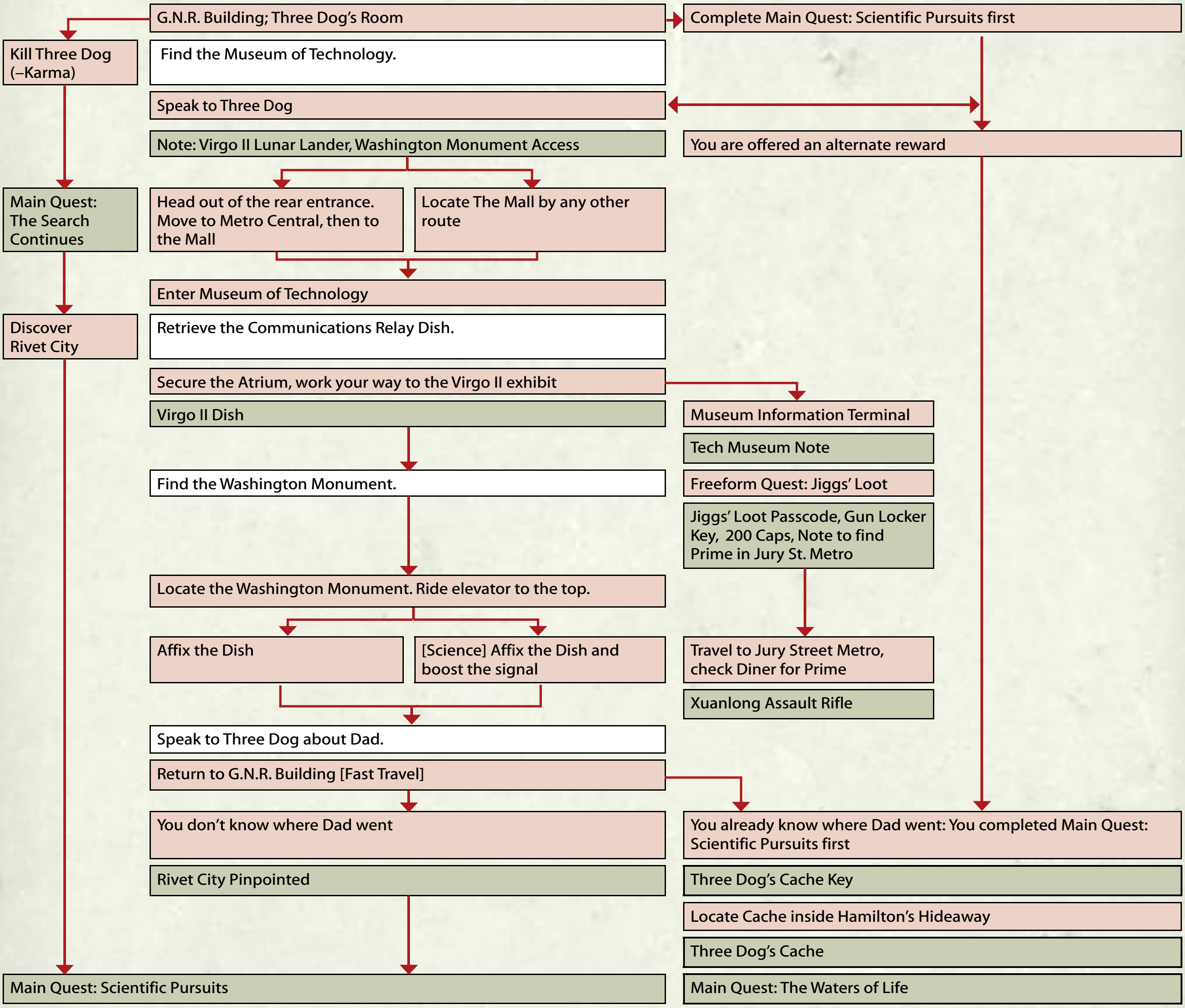
You can use **Speech** to convince him that your Dad can help with the good fight once you find him. If successful, Three Dog asks whether he would really help the cause. Answer "I know he will. He's always talked about doing what's right." Three Dog immediately tells you where your father is! This allows you to completely skip the next **Main Quest: Galaxy News Radio**.

If you choose any other conversation, or fail your Speech challenge, or pass the challenge, but choose the other answer, Three Dog begins to tell you exactly how you can help him with the good fight. A signal needs boosting, and you've just volunteered to drag a dish to the top of the biggest structure in the region. **Main Quest: Galaxy News Radio** begins now!

Galaxy News Radio

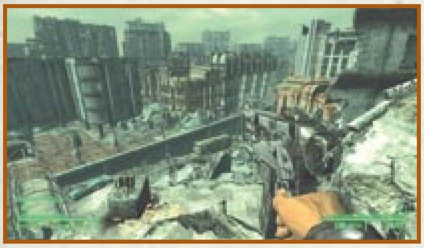
QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Three Dog, Brotherhood of Steel	Three Dog, Brotherhood of Steel
Locations	Galaxy News Radio, Collapsed Car Tunnel, Dupont Circle Station, Museum Station, Museum of Technology, The Washington Monument	Galaxy News Radio, Collapsed Car Tunnel, Dupont Circle Station, Museum Station, Museum of Technology, The Washington Monument, Hamilton's Hideaway
Adv. Items/Abilities	Lockpick, Science, Small Guns	Lockpick, Science, Small Guns
Possible enemies	Ghoul Genus, Raider, Vicious Dog, Super Mutant Genus	Ghoul Genus, Raider, Vicious Dog, Super Mutant Genus
Karma Influence	Positive	Neutral


G.N.R. Building; Three Dog's Room
Complete Main Quest: Scientific Pursuits first
Kill Three Dog (–Karma)
Find the Museum of Technology.
Speak to Three Dog
Note: Virgo II Lunar Lander, Washington Monument Access
You are offered an alternate reward
Main Quest: The Search Continues
Head out of the rear entrance. Move to Metro Central, then to the Mall
Locate The Mall by any other route
Enter Museum of Technology
Discover Rivet City
Retrieve the Communications Relay Dish.
Secure the Atrium, work your way to the Virgo II exhibit
Virgo II Dish
Museum Information Terminal
Tech Museum Note
Find the Washington Monument.
Freeform Quest: Jiggs' Loot
Jiggs' Loot Passcode, Gun Locker Key, 200 Caps, Note to find Prime in Jury St. Metro
Locate the Washington Monument. Ride elevator to the top.
Affix the Dish
[Science] Affix the Dish and boost the signal
Travel to Jury Street Metro, check Diner for Prime
Xuanlong Assault Rifle
Speak to Three Dog about Dad.
Return to G.N.R. Building [Fast Travel]
You don't know where Dad went
You already know where Dad went: You completed Main Quest: Scientific Pursuits first
Rivet City Pinpointed
Three Dog's Cache Key
Locate Cache inside Hamilton's Hideaway
Three Dog's Cache
Main Quest: Scientific Pursuits
Main Quest: The Waters of Life

Color code: Objective Action Rewards

DODGING GHOULS NEAR DUPONT CIRCLE



If this isn't your view as you leave Galaxy News Radio, you're going the wrong way!

If you failed your previous Speech challenge, or decided to stay and fight the "Good Fight," Three Dog has a mission for you. Some Super Mutant scum recently took a potshot at Three Dog's broadcast relay, mounted high atop the Washington Monument. Without this relay, Three Dog can be heard only in the D.C. Ruins area. A Brotherhood soldier mentioned that he saw a dish in one of D.C.'s old museums. Three Dog wants you to find this dish, bring it to the top of the Washington Monument, and jerry-rig it so Three Dog's banter can be heard across the entire Wasteland!

NEW OBJECTIVE

"Find the Museum of Technology" begins.

You're now given two notes. One is a password ("Renfield") allowing you into the Washington Monument, while the other gives you photograph of the dish you're stealing; it's from the Virgo II Lunar Lander. You also receive a Map Marker showing the route to take to reach the museum. Head out of the rear entrance, go north down the stairs to the wooden door, then down the stairs to the Door to Dupont Circle.

Caution

Three Dog is your friend, and it's not advisable to piss him off, especially because he's friendly with the three Brotherhood of Steel Paladins who rush in to his aid; good luck with your impending slaughter! If you do kill Three Dog, even though he doesn't have much to steal, you begin a quest called The Search Continues. This ends once you discover Rivet City.

Note: Virgo II Lunar Lander

Washington Monument Access

Aside from Fast Travel to a nearby Mall building or station you may have previously visited, there are dozens of different routes from here to the Mall, where the Museum of Technology is located. However, the following route is optimal. Follow the route closely, because it's very easy to get lost in the rabbit warren of underground tunnels!

If you kill Three Dog, you won't be given any clues and must chance upon your dad's location, or follow the directions in this guide!

Carefully drop from the ledge, onto the rubble, and peer down to the lower ground area below. Head down to the sloping dirt near a walkway overpass. Ignore the overpass, and prepare for combat with around three Ghouls prowling the remains of a sunken roadway.

You can try to Sneak, shoot each Ghoul with a favored weapon, or aim for the rusting coach liner, causing it to explode and hit all three Ghouls with a shockwave of splash damage! This causes nearby vehicles to catch fire and explode in a chain reaction so be careful! Pick through the rubble-strewn sunken roadway until you reach the metal door with a "Mall Outpost" graffiti sign daubed next to it. Open the Door to Collapsed Car Tunnel.

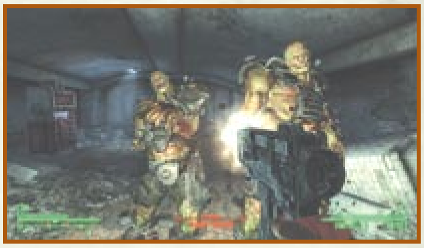
The chamber opens up into a large tunnel with debris everywhere. Of the two exit doors here, the optimal one to run to is southwest, behind sandbags. Or, you can turn south, and venture farther into the Collapsed Car Tunnel.

Try **Sneaking** along the western edge of the tunnel, without attracting the attention of any nearby Ghouls. There's a First Aid Box on the wall to open, too. Continue until you reach the door on the western wall, at the tunnel's far end.

Or, you can begin to slaughter the quartet of Ghouls roaming this tunnel. However, one stray bullet can hit any of the rusting vehicles, causing them to burn and explode, usually killing you if you're not out of the blast radius. Try using V.A.T.S. to pinpoint your foes.

Or, you can remain at the tunnel entrance, blast the nearest car, stand well back, and let the entire tunnel explode before you pick through the debris and mop up any surviving Ghouls.

First Aid Box



A pair of fearsome mutations await you in Dupont Circle Station. Use the nearby office filing cabinets as cover.

Two doors lead out. The southern one leads to a set of steps (watch for a waiting Ghoul!), and a Door to Dupont Circle. Exit this, and you're out in the open again, at the base of the escalators leading up to Dupont Circle itself. Although you can head across here it is a much longer and more dangerous route. Instead, immediately turn right, and enter Dupont Circle Station.

Assuming you took the northern of the two doors, head down a short passage to a metal door that opens to Dupont Circle Station. Stride through the connecting office to rifle through some filing cabinets for the odd Cap or two, and optionally release a Protectron using the security terminal. It may distract the two Super Mutants in the station concourse; shoot them down or flee in fear. Locate the alcove in the southwest wall, and open the metal door to flee to the maintenance tunnel and beyond. Onward and downward!

UTILITY CAVERN TO METRO CENTRAL

Descend the maintenance tunnel steps to the hatch door, and step into a train tunnel. Head left (south), but immediately turn right and cross onto the other tracks, turning north to investigate a small alcove with metal barricades propped up. If you're quick, you can startle a Raider and kill the fool. Loot the corpse and the shelves near the bed for some Ammo and other items. Then continue south to the door with the red light near it. Step into a connecting chamber, heading down the steps to slay another Raider, then look right (north) and grab more items (including Blood Pack and Chems) from a small alcove stash.

Ammunition Box (3)

First Aid Box

Follow the corridor south and down to a small office that opens up into an underground cavern.

Before you dash into combat, you may wish to employ your **Science** skill to hack into the wall terminal and disarm the turrets.

Now head onto a gantry that winds downward, and stay back while you tag two ceiling turrets and some Raiders. Slay the psychopaths ahead or below you. When the coast is clear, continue heading downward, through a low zigzag gantry, to a utility gate at ground level. This leads to a small connecting sewer tunnel. Head south to the Door to Metro Central.

METRO CENTRAL TO THE MALL

After a small connecting corridor, step into a subterranean chamber and watch a pitched battle between two Raiders and Ghouls. You can wait until the Ghouls overpower the Raiders, and then mop up, or just mow everything down if time and XP are factors. Then inspect the weapon caches here. Head east, out to a rubble-filled metro tunnel, where radiation levels are higher than normal. Another graffiti daub points out that the Mall is to your right. Continue along either of the parallel tunnels toward the mezzanine section, dropping some isolated Ghouls on the way.

Ammunition Box (3)

Chems

Frag Grenades

10mm Pistol

Chinese Assault Rifle

Continue pressing southward, ignoring the escalators, and looking for the tunnels marked "Museum Station." Head down the tunnel, to the right of the half-buried carriages, and prepare for a pack of Vicious Dogs and a Ghoul. Check the nearby tripod light for some Ammo Boxes, then press on to the tunnel's southern end and the graffiti pointing to a short passageway. This leads to the Door to Museum Station.

Ammunition Box (3)

Exit the small storage room, and head for the illuminated stairs, attacking a Ghoul in the process. The top of the stairs are blocked by a trap door that opens upward; activate the electrical switch on the right wall to open the door. This leads to a fancy pool table room. Slay the Raider, and scrabble about looking for items; among the Cherry Bombs and Chems is a comic you might wish to read.

Grognak the Barbarian
+1 Melee Weapons (when read)

Head east, onto more metro tunnel tracks and the Red Line, and ignore the area to the left (north) of you. Cross between the metal columns, continuing up toward the Museum Station mezzanine, killing Raiders as you go. When you reach the escalator area, prepare for a small band of Raiders, including one standing on top of the rusting carriages. Drop down from the mezzanine balcony and slaughter him, then take out any remaining Raiders on the escalators. Head east and out the metal gate to the Mall.

Tip

Make a mental note that the Museum Station is the one with wooden planks connecting the rusting carriage roofs. The more spatially aware you are, the less confusing your exploration will be.

Head up and out into the Mall. Ahead and in the distance is the Capitol Building, a haven for Super Mutants. To the left are the Mall's grounds, a warren of open trenches with Super Mutant horrors at every corner. You can remain outside, under Super Mutant gunfire, or turn right (southeast) and immediately run to the wooden double doors of the Museum of Technology. Head inside to the main foyer.

The true extent of the damage to the D.C. Ruins is now apparent. Super Mutants rule, and the Capitol is in shambles.

MAYHEM IN THE MUSEUM: SECURING THE ATRIUM

As you enter the atrium, use any of the crumbling columns as cover. Drop the Super Mutant ahead of you, and the one heading down the balcony stairs. Then investigate the area, passing the destroyed biplane and the stairs to all the exhibits (where you'll head shortly). In the western corner, read the Research Lead's Terminal for some old messages. Then move to the ground floor entrance desk for a small amount of food. Of more interest is the Museum Information Terminal kiosk, with the curved plastic dome surrounding the terminal. Access this now.

NEW OBJECTIVE

"Retrieve the Communications Relay Dish" begins.

FREEFORM QUEST

Jiggs' Loot (Part 1 of 4)

The Museum Information Terminal has some old info, and an odd little menu item marked "#000." It's a strange message from a person named Prime to a compadre called Jigg. Prime left a series of clues to unlock a weapons cache! Return to the main menu, and select "#001." You're presented with a little brain-teaser. There are four additional numbers to choose from. Pick the one you think is correct.

Tech Museum Note

Tip

If you're having trouble figuring out the puzzle, check the answer in the spoiler alert later in the quest walkthrough.

Continue your sweep for goods by entering the doorway in the northwest corner. Spin around and open the First Aid Box on the wall but you can ignore the two bathrooms. Head up the stairs to a small security room, where two terminals can be accessed (the wall terminal requires hacking). You can activate or deactivate the museum's turrets, and read about the museum. Now head up the stairs to the exhibits. Pass the blocked double doors and the two terminal kiosks (there are no odd numbers to access in these), and head into the corridor to the Vault tour. The remainder of the balcony is impassible.

First Aid Box

Begin your Vault-Tec–approved official tour! Listen to the narrator extol the virtues of this fantastic survival bunker! Continue south, down the stairs. Exit the exhibit and you're now back on the atrium balcony, across from the rubble you couldn't navigate past. Open the Door to Museum of Technology West Wing.

MAYHEM IN THE MUSEUM: THE WEST WING

View your compass and investigate everywhere thoroughly. There's usually a Super Mutant to tag, too.

Step into a large balcony area. Ahead (to the west), through the collapsed ceiling and rubble pile, you can make out the Virgo II Lunar Lander, but can't reach it. There is a short hallway leading to the Delta IX exhibit. If you don't have competent Lockpick or Science skills, this is the place to head to, once you sweep the area for items and information. Expect to cut down another couple of Super Mutants in this area.

FREEFORM QUEST

Jiggs' Loot (Part 2 of 4)

Before you continue, access the Museum Information Terminal kiosk on this balcony. The relevant terminal is on the right. The menus are familiar to you, but there's an "#002" to access. You're presented with four numbers. Choose the correct one, and continue. If you choose incorrectly, the puzzle resets and you have to return to the first kiosk and begin again.

Now begin a thorough search of the area. Check the doorway in the northwest corner. This leads to the planetarium which whirs into action and two Suuper Mutants will try to ambush you. Take them out, and continue exploring.

To the east is a planetarium office area, complete with two terminals and a locked gun cabinet. "Mayhem in the Museum: Dish of the Day" reveals what's contained in the cabinet (although you can unlock it now if you've poured most of your points into Lockpick, or if you've already solved Prime's puzzle and collected the key). There is a Nuka-Cola Quantum, a delicious and collectible drink on a high shelf in this chamber, as well. Save this if you're going to attempt **Miscellaneous Quest: The Nuka-Cola Challenge**.

With a modicum of hacking (**Science**), you can access the wall terminal, and unlock the planetarium exit on the opposite (western) side of the chamber. This allows you to quickly reach the Virgo II Lunar Lander exhibit after a quick run down a narrow passageway, passing a metal door on your right (west). "Dish of the Day" also reveals what's through this metal door

Or, you can try picking the planetarium exit door; the effect is the same.

Tip

To complete Freeform Quest: Jiggs' Loot, don't take this shortcut; move to the Delta IX exhibit instead.

Nuka-Cola Quantum †

† Collectible: Consult Appendix 6 for all locations.

Head through into the Delta IX exhibit and begin a vicious firefight with the Super Mutants here. Expect attacks from above and below; hug the wall to avoid most of the gunfire. The terminals here allow you to fiddle with the lights and other exhibit elements. After the fight, thoroughly explore this exhibit room.

You can head down the balcony steps to the base of the rocket. There's scattered food on the balcony. Then move through the double doors, readying your weapon for a firefight up the slight incline corridor, and up into the Virgo II exhibit.

Or, you can head all the way to the top of the Delta IX exhibit chamber, and use **Lockpick** to open the metal door. Enter the small maintenance office, where you can open the desk and grab the Custodian Key for Tech Museum from here! Open the nearby door, and head out onto a balcony overlooking the Virgo II exhibit.

Custodian Key for Tech Museum

Note

The key unlocks the metal door at the top of the Delta IX gallery, which provides an optional (but quicker) route back to the gallery when you are returning from the Virgo display.

FREEFORM QUEST

Jiggs' Loot (Part 3 of 4)

Prior to leaving the Delta IX exhibit room, make sure you access the kiosk on the ground floor, near the double doors, for the next part of Prime's puzzle. Choose "#003" and input the correct number. If you're successful, you receive a new menu option: "#Get Passcode." Choose this, and you're given a congratulatory message from Prime. The loot is stored in the security office, and you'll head there in a moment. Prime mentions that Jiggs should meet him at the Jury Street Metro Station.

Jiggs' Loot Passcode Confirmed

Tip

If you travel to the diner at the Jury Street Metro Station (map 5.13, page 354; due west of Vault 101), you may find Prime's remains, along with some interesting items. Check **Freeform Quest: The Jiggs' Up** for details.

MAYHEM IN THE MUSEUM: DISH OF THE DAY

You should now be in the Virgo II Lunar Lander chamber. You can enter here from one of three areas:

The planetarium, via the locked metal door.

The Delta IX exhibit, via the ground floor double doors.

The Delta IX exhibit, via the upper balcony and maintenance room.

Commence firing on any Super Mutants in the vicinity, and once they're downed, move over to the Virgo II Lunar Lander itself. Take the communications dish from the exhibit at once! You can now exit this building, or stay and secure the loot that Prime left behind.

Virgo II Dish

NEW OBJECTIVE

"Find the Washington Monument" begins.

FREEFORM QUEST

Jiggs' Loot (Part 4 of 4)

Locate the door in the north wall of the Virgo II exhibit that leads to the planetarium. Step into the narrow corridor and enter the metal door to the west. Climb to the security office. Grab the 10mm Pistol on the counter, then move to the far end, and access the Museum of Tech Security Terminal. If you've completed Prime's puzzle, you can unlock the adjacent wall safe. Grab the items listed below. The Gun Locker Key unlocks the gun cabinet back in the planetarium office, so head there immediately. Use the key, and grab the large selection of Ammo, Assault Rifles, and other ordnance, including a Missile Launcher! Gather items then exit.

Gun Locker Key

Bottle Caps (200)

Chems

Gun Locker Ammo and Weapons

Spoiler Alert

Numbers Game: Solving Prime's Puzzle

The solution is to choose the prime number each time. The clue is in the puzzle-creator's name! Here's what to input, and where:

TERMINAL NUMBER	NUMBER TO INPUT
#000	Read Menu option
#001	#019
#002	#053
#003	#113
#003	#Get Passcode

AN EXPRESS ELEVATOR FROM HELL: GOING UP

Unless you're geared up for a supreme struggle in the trenches, ignore the Super Mutants, and head here.

Expect some gunfire as you exit. Turn and head west, passing (but not entering) the Metro Station you used earlier. Try Sneaking if you want to avoid combat. You're heading for the familiar Washington Monument. Continue to skirt the trenches, either running from, or engaging and retreating from the Super Mutants. There are numerous enemies here, so you might wish to attempt a tactical withdrawal!

Continue west, and move to the Washington Monument gates, which are guarded by two Brotherhood of Steel soldiers. They help you if Super Mutants are attacking, and access the wall terminal by the gate. You automatically use the passcode that Three Dog gave you earlier (otherwise, this monument is impenetrable). Head west to the Door to the Washington Monument.

Tip

For an extra stash of items, check out "Freeform Quest: Caching In with Three Dog" at the end of this section before repairing the radio dish.

Activate the elevator control once you're inside the monument, and step into the elevator. Hit the control again, and you'll ascend to the very top! You're actually quite safe up here, so inspect the area around the central elevator. There's Ammo and a bed to sleep on. Move to the Galaxy News Radio Relay. Choose to install the Virgo Dish and activate the relay.

Now you can listen to Three Dog from anywhere in the Wasteland. Nice work!

NEW OBJECTIVE

"Speak to Three Dog about Dad" begins.

Tip

Stop! Before you go, you can optionally begin either of the Miscellaneous Quests that start in this area, such as Head of State or You Gotta Shoot 'Em in the Head. You can also investigate the Museum of History to locate quest-critical items for Stealing Independence.

You can elect to Fast Travel back to the Galaxy News Radio Plaza. This is thoroughly recommended, because you can almost instantly complete this quest. If you don't, you must travel all the way back to Friendship Station or Chevy Chase North.

Back at Three Dog's room, the man is truly impressed. He reveals that your father was heading to a place called Rivet City, south of here. He pinpoints this on your map. That's your next port of call.

Note

Additional: You're Out of Order!

You can grab the dish in the museum without ever having to speak to Three Dog, and you can find out about Dad by "other means" (see below), but you can't get into the Washington Monument without Three Dog's authorization.

FREEFORM QUEST: CACHING IN WITH THREE DOG

If you plan your routes a little differently, you can attempt an exceptionally recommended Freeform Quest. Here's how:

Find out about your dad's progress by visiting a place other than Galaxy News Radio. You have several options:

1. Head to Rivet City and speak with Doctor Li.
2. Head to Vault 112 and enter Tranquility Lane.

Or, agree to complete this quest and obtain the Virgo Lander Dish, but before you repair the dish at the top of the Washington Monument, execute plans 1 and 2 (above). Because Three Dog's "reward" (where your Dad is) is now unimportant, he sweetens the deal. He doesn't want you to leave empty handed, so he offers you the cache as compensation. Head to Hamilton's Hideaway [5.03]. Follow the map and instructions in the Tour chapter, and locate the barred gate. Open it using Three Dog's Cache Key, and stagger out with any or all of the following:

- **Three Dog's Cache Key**
- **Ammunition Box (7)**
- **First Aid Box (3)**
- **Frag Grenades (4)**
- **Stealth Boy**
- **Guns and Bullets**
- **Assault Rifle**
- **Mini-Nuke**

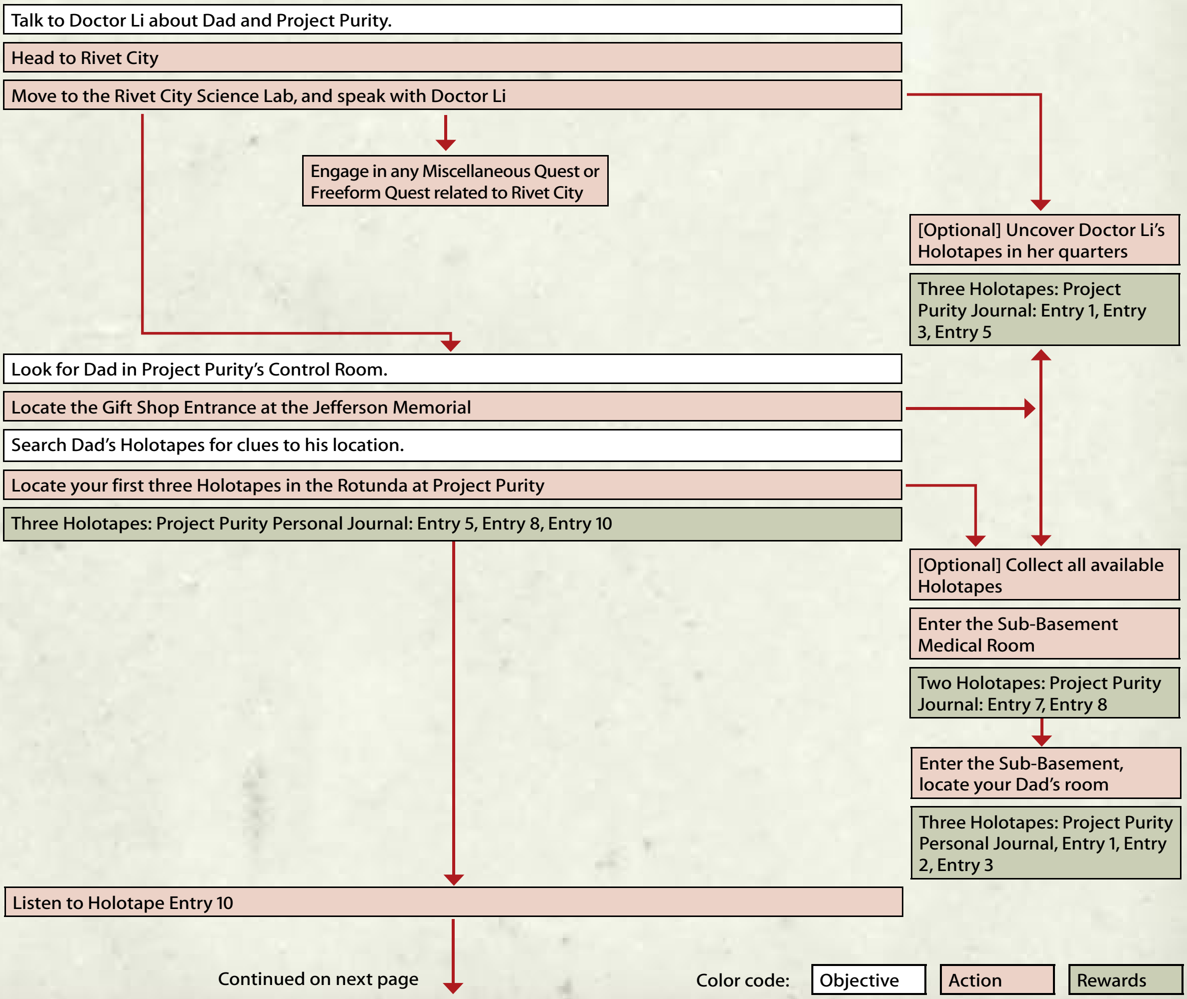
Note

This is the only way you can retrieve this loot, so plan ahead!

Scientific Pursuits

QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Three Dog, Harkness, Garza, Doctor Janice Kaplinski, Doctor Anna Holt, Doctor Madison Li	Doctor Madison Li
Locations	Galaxy News Radio, Anacostia Crossing Station, Rivet City, Jefferson Memorial, Smith Casey's Garage, Vault 112	Rivet City, Jefferson Memorial
Adv. Items/Abilities	Science, Sneak, Stealth Boy	
Possible enemies	Raider, Centaur, Super Mutant Genus, Mole Rat, Radroach	Super Mutant Genus, Centaur, Radroach
Karma Influence	Neutral	



Talk to Doctor Li about Dad and Project Purity.

Head to Rivet City

Move to the Rivet City Science Lab, and speak with Doctor Li

Engage in any Miscellaneous Quest or Freeform Quest related to Rivet City

[Optional] Uncover Doctor Li's Holotapes in her quarters

Three Holotapes: Project Purity Journal: Entry 1, Entry 3, Entry 5

Look for Dad in Project Purity's Control Room.

Locate the Gift Shop Entrance at the Jefferson Memorial

Search Dad's Holotapes for clues to his location.

Locate your first three Holotapes in the Rotunda at Project Purity

Three Holotapes: Project Purity Personal Journal: Entry 5, Entry 8, Entry 10

[Optional] Collect all available Holotapes

Enter the Sub-Basement Medical Room

Two Holotapes: Project Purity Journal: Entry 7, Entry 8

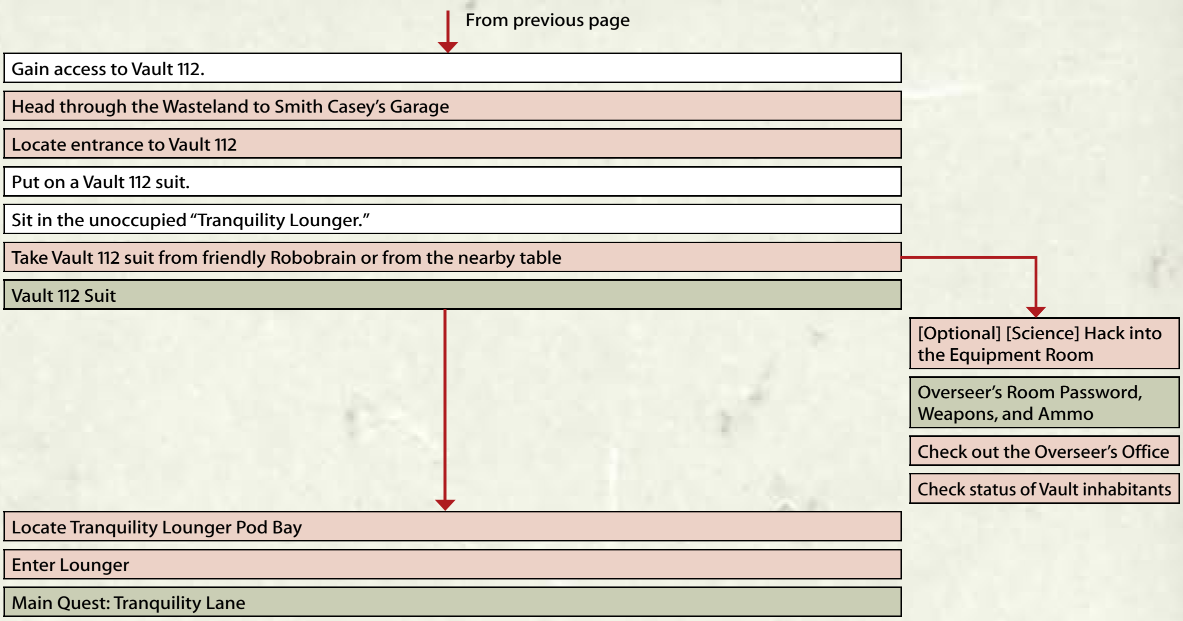
Enter the Sub-Basement, locate your Dad's room

Three Holotapes: Project Purity Personal Journal, Entry 1, Entry 2, Entry 3

Listen to Holotape Entry 10

Continued on next page

Color code: Objective | Action | Rewards


From previous page
Gain access to Vault 112.
Head through the Wasteland to Smith Casey's Garage
Locate entrance to Vault 112
Put on a Vault 112 suit.
Sit in the unoccupied "Tranquility Lounger."
Take Vault 112 suit from friendly Robobrain or from the nearby table
Vault 112 Suit
[Optional] [Science] Hack into the Equipment Room
Overseer's Room Password, Weapons, and Ammo
Check out the Overseer's Office
Check status of Vault inhabitants
Locate Tranquility Lounger Pod Bay
Enter Lounger
Main Quest: Tranquility Lane

A RIVETING EXPLORATION

NEW OBJECTIVE

"Talk to Doctor Li about Dad and Project Purity" begins.

ADVANCING TO ANACOSTIA CROSSING

Tip

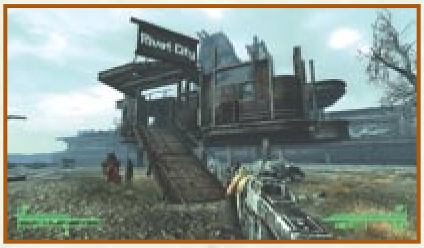
This is the preferred route, because it unlocks another station for you to Fast Travel to at your leisure. You can explore other paths, however.

Instead of traipsing around the Metro Tunnels and getting lost, once you leave G.N.R. immediately Fast Travel to the Museum of Technology. You land outside so immediately run west and enter the Museum Metro Station. If you've been following the optimal route, you explored this location during **Main Quest: Galaxy News Radio**.

Follow the winding concourse west to the mezzanine area, and peer left, looking south down an escalator with the sign reading "Southbound to Anacostia Crossing this Platform." Head down the escalator, or jump to the carriage roofs then down by the flaming barrel, and enter the left tunnel, heading south. The train tunnel curves east, leading to a small Raider confrontation, then continues south to an opening on your left. The door is busted open, allowing you to head around the corner, and open the Door to Anacostia Crossing Station.

Head out onto the Red Line, and turn right (west). Run forward, brandishing your weapon, and turn to use it as you reach an opening on the right wall. A couple of Raiders provide a distraction; gun them down and steal the small amount of Health and Chems on the table. Sleep here if you wish, then continue west. The tunnel bends around to the south and opens to a large mezzanine. Move to the southwest, and climb the nearest escalator. At the top is a small Raider camp, complete with another 10mm Pistol and Ammo, and four Raiders to cull. Head west, up into the entrance tunnel, ignoring the empty restrooms, and exit to the Capital Wasteland via the metal gate.

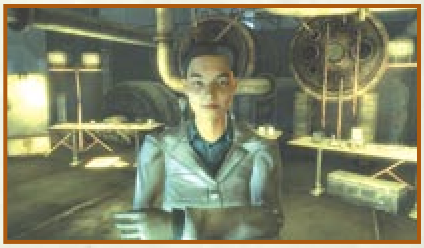
A LIAISON WITH DOCTOR MADISON LI


This is a stop-off point for Traders, thirsty travelers, and those seeking the best in scientific knowledge.

You're headed to the gigantic aircraft carrier, slowly rusting into the Potomac River in the very south-western part of the Wasteland. Access to the ship is via a long gantry plank, which is accessed via the entrance ramp. Carlos, a thirsty traveler, waits near to a security intercom switch. Click the switch, and you're told to wait while the bridge extends.

Once across you're stopped by Harkness, the head of security. Simply tell him you're here to see either your father or Doctor Li, and he lets you past. You should also go to the marketplace and sell what you've scavenged and meet some of the vessel's interesting inhabitants. If this quest is of paramount importance though, turn left (northeast) at the two hatch doors, and enter the Door to Stairwell.

Stay on this level, and open the hatch Door to Midship Deck, to the northwest. You appear inside the belly of the boat, which is initially confusing. However, follow the signs to "Science Lab." Head forward (northwest), all the way to the T-junction where the motorbike is parked. Turn right (northeast), walk forward a few steps, then turn left (north) at either of the next two junctions. There are two entrances to the Science Lab (located in the Aft Hangar); pick either and head inside.


You do remember Doctor Li, don't you? This isn't the first time she's assisted you. She cut your cord!

The Science Lab is a large chamber. Here, you can speak with Christie Young and Garza, a mysterious man with strong arms. Over to the southwest is a cluster of scientists. Doctor Li herself is watching an argument between her fellow scientist Doctor Anna Holt and an old, suited man named Doctor Zimmer, here with a tough-looking bodyguard known only as Armitage. If you're staying on this quest, it's best not to get involved....

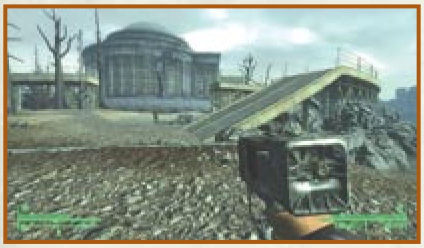
Tip

But if you're not worried, take a detour and speak to Doctor Zimmer. He's one of many Miscellaneous Quests you can begin or continue while on this vessel.

Talk with Doctor Li. Your father isn't here now; he insisted that the old team (Li included) restart Project Purity in the old laboratory, inside the Jefferson Memorial building, northwest of here. You can ask Li about your mother, and what your father was like in his youth.

NEW OBJECTIVE

"Look for Dad in Project Purity's Control Room" begins.



The nearby Jefferson Memorial is your father's last known location. Ready for another Mutie hunt?

Doctor Li tells you that your father journeyed to the old laboratory, sometimes known as Project Purity. This is where you should head next. Retrace your steps to the the Rivet City entrance. If you're low on Ammo and Health, drop to the lower deck and grab items from a First Aid Box and two Ammo Boxes hidden below, near where Harkness is standing. Exit Rivet City and head west toward the dome of the Jefferson building.

First Aid Box

Ammunition Box (2)

Move to the metal ramp surrounding the Memorial steps (which cannot be accessed) and fight. Then head up the ramp and move southwest, wiping out Super Mutants, and descend the ramp on the other side. Just to the left of this ramp, near a tripod worker lamp and red cone, is the Door to Jefferson Museum and Gift Shop. Head inside.

PROJECT PURITY—HOLOTAPE RECONNOITER

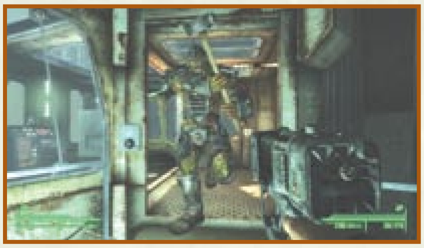
Expect Super Mutants and their "pet" Centaurs as you proceed through this gift shop. Begin by cutting down a frothing foe as you head east to the first junction (Jefferson Memorial). You need not continue to the end of this corridor. Instead, turn right (south) at the junction, and watch as the automated turret attacks a couple of enemies in the main foyer.

With the immediate threats in the foyer abated, turn east and enter the gift shop. There's a First Aid Box on the outer wall, and two Ammo Boxes. Take what you need, then head south to an area of scattered lab equipment, and exits to your left and right. Head left (east) to a door in the corner. It's one of two that allows access to the rotunda.

First Aid Box

Ammunition Box (2)

Head here next, but only after you've coaxed three Super Mutants out to battle you. Before you head into the rotunda, carefully explore the remaining parts of the gift shop. There's a door to the sub-basement and a manhole to Taft Tunnels. The manhole cannot be entered yet. Head into the rotunda via either door.



Holotapes vital to your progress are on the Auxiliary Filtration Input, just behind this bloodthirsty brute.

Head west, then up the stairs to the right, as you enter the rotunda. Your father and his team built this gigantic tank and surrounding structures inside the rotunda, and called it Project Purity. You've reached the control room, but your father is nowhere to be seen.

NEW OBJECTIVE

"Search Dad's holotapes for clues to his location" begins.

There's also the small matter of two Super Mutants. You may have to back down to the gift shop doors and use the columns as cover. Don't get caught in a dead-end! When they're finished step back up to the entrance, and look west at the Auxiliary Filtration Input. Grab the three Holotapes on it. The only vital Holotape to listen to is Journal Entry 10. Your father mentions another Vault, 112, which is hidden under some kind of garage deep in the Wasteland. That's your next destination! Exit this building the same way you entered.

Project Purity Personal Journal: Entry 5

Project Purity Personal Journal: Entry 8

Project Purity Personal Journal: Entry 10

NEW OBJECTIVE

"Gain access to Vault 112" begins.

Note

You can begin the search for Vault 112 immediately ("Dealing with Pests out West"), or you can stay and search for more Holotapes. The end of the next section also lists what each Holotape contains.

[OPTIONAL] PROJECT PURITY HOLOTAPES—THE COMPLETE COLLECTION

Tip

It isn't necessary to complete this, but it does clear out more Super Mutants, facilitating a return trip.

Head back into the gift shop, and move to the south wall, looking for the door with the three signs to the left of it: the Door to Memorial Sub-Basement. Head down the stairs, into the initial chamber, with a mesh fence in front of you. The only way onward is to head right, past the Gore Bag, to the doorway just before the stairs.

Project Purity Journal: Entry 7

Project Purity Journal: Entry 8

Enter this small room with medical equipment and battle a Super Mutant or three. Then look for the small table in the northeast corner. Grab the two Holotapes, then head out and down the stairs to a dormitory. Kill any foes, then push forward (west). Head down the corridor, and make your first turn left (south), at a crossroads. There's likely to be another Super Mutant to deal with here, too.

Ignore the generator room the Super Mutant was in, and make your first turn right (west), to a hatch door that opens up into an office with a bed and a burnt-out terminal. Swing around and deal with a Super Mutant intrusion. On the table with the terminal are four Holotapes. On the side table near the entrance is a single Holotape, with different markings: "Better Days." Now that all relevant Holotapes have been collected, you can exit the sub-basement, despite not having visited every room. A complete search is only necessary during **Main Quest: The Waters of Life**. Now return to the outside Wasteland, backtracking through the gift shop.

Project Purity Personal Journal: Entry 1

Project Purity Personal Journal: Entry 2

Project Purity Personal Journal: Entry 3

Project Purity Personal Journal

Better Days

HOLOTAPE SCRUTINY

You must listen to Holotape 10 to know where your father went. All others are optional. Note that this is a complete list, including Holotapes found in Doctor Li's Science Lab aboard Rivet City. There are two types: those recorded 20 years ago, and those just recorded:

The 20-year-old Holotapes are collectively known as "Project Purity Journal: Entry [x]"

HOLOTAPE	LOCATION
Project Purity Journal: Entry 1	Located in Doctor Li's quarters in Rivet City
Project Purity Journal: Entry 3	Located in Li's quarters
Project Purity Journal: Entry 5	Located in Li's quarters
Project Purity Journal: Entry 7	Located in Project Purity, memorial sub-basement, on table in the medical room where, incidentally, you were born
Project Purity Journal: Entry 8	Located with Entry 7

The following Holotapes were recorded by your dad in the recent past, both before and after visiting Rivet City and attempting to convince Li to return to the project. They are labeled "Project Purity Personal Journal: Entry [x]":

HOLOTAPE	LOCATION
Project Purity Personal Journal	Located on Dad's desk in Project Purity, memorial sub-basement
Project Purity Personal Journal: Entry 1	Located on Dad's desk
Project Purity Personal Journal: Entry 2	Located on Dad's desk
Project Purity Personal Journal: Entry 3	Located on Dad's desk
Project Purity Personal Journal: Entry 5	Located in Project Purity Rotunda
Project Purity Personal Journal: Entry 8	Located in Project Purity Rotunda
Project Purity Personal Journal: Entry 10	Located in Project Purity Rotunda
Additional: Better Days	Located on Dad's side table in Project Purity, memorial sub-basement

DEALING WITH PESTS OUT WEST

As soon as you head outside deal with any nearby enemies and then Fast Travel, because Vault 112 has appeared on your World Map. It's underneath Smith Casey's Garage, so don't be confused that the Vault itself doesn't appear. Depending on how many areas you've uncovered, you may be able to Fast Travel to Evergreen Hills or another nearby location. However, it's more likely that your nearest explored area is Megaton, which is also a great place to trade, stock up on provisions, and repair your equipment. When you're tooled up and ready to go, head west.

Cross the rocky terrain, under the freeway skeleton, and follow the remains of the road before straightening out and continuing due west. Pass the radio antenna on the outskirts of the Jury Street Metro Station area, and plow on ahead, using the distant chapel spire to guide you. As you reach the chapel, be sure you're ready for the Rigged Shotgun and Raiders that ambush you inside. Continue your trek west, until you locate the sprawling Evergreen Hills area. Stay on the upper ground, and skirt around it.

`Once you're around and on top of Evergreen Hills, continue west, until you reach Smith Casey's Garage. The metal door on the western (left) side of the building is the only entrance. Head inside. In one corner of the first chamber is a small container with a Nuka-Cola Quantum to be grabbed and kept. You can sleep here if you wish, but only after you deal with the Mole Rats and a Radroach.

Step into the garage area and check the Gun Cabinet on the western wall; you may find a new weapon in there. Also grab items from the First Aid Box on the eastern wall. Finally, move to the northwest corner, activate the electrical switch, and wait for the horizontal trap flaps to open. Stairs lead down to a small generator room, and a couple more Mole Rats. Dispatch them, and head down the stairs to the Door to Vault 112.

First Aid Box

LOUNGING AROUND AT TRANQUILITY BASE

The familiar cog door of a Vault-Tec tomb rumbles. What fresh hell lies beyond? Oh, it's quite nice down here....

Head down the short set of steps and head on through to the massive door of Vault 112. Locate the Vault Door Control Pod, and activate it. Step inside the Vault, which appears to be in perfect condition, although small. Head east through the hatch door, and through another at the corridor's far end.

Stop yourself from shooting as a Robobrain addresses you. You're given a Vault 112 Jumpsuit and asked to wear it. Do so, and then head through the door behind the Robobrain. Now descend the stairs, and reach the T-junction. Explore the entirety of Vault 112; it doesn't take long.

Vault 112 Jumpsuit

NEW OBJECTIVE

"Put on a Vault 112 suit" begins.

NEW OBJECTIVE

"Sit in the unoccupied 'Tranquility Lounger'" begins.

Caution

Yes, you can shoot the Robobrains. No, they don't fire back. Yes, this is a pointless exercise.

Turn right (west) at the bottom of the entrance stairs, and locate the "Clinic" sign. This leads to a balcony overlooking a strange sight: a cluster of large pods. Head down there in a moment. For now, check both rooms for goods. Now head down to the Tranquility Lounger chamber.

First Aid Box

Move to the eastern side of the chamber, to the locked equipment room door. There are some very exciting items to uncover in here!

> To enter this room, you need to use **Science** to hack the wall terminal. If you're proficient enough, you can step into the room and gather a load of armaments, plus other items in the lockers. Among the goodies is a Holotape with the Overseer's Room Password. Be sure you grab this!

Overseer's Room Password

Laser Rifle and Microfusion Cells

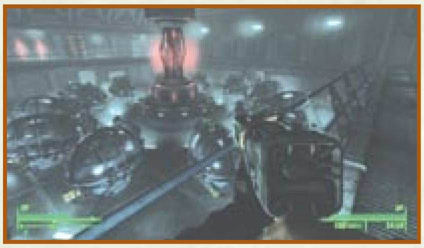
Assault Rifle and 5.56mm Rounds

Pulse Grenades

Chems

First Aid Box

Turn and head toward the door on the south wall, leading to stairs heading up to a junction. Head left (west), following the sign to the Overseer's office. At the wall terminal you automatically use the Overseer's Room Password to open the door. The terminal thinks you're a Doctor Braun. Could this be Doctor Stanislaus Braun who your father was searching for, and who the Vault 101 Overseer was communicating with? Inside the room is a single Tranquility Lounger, with a man inside. He can't be awakened, but his room can be ransacked; check the locker, desk, and a wall safe before you leave.



The good news: You've found your dad. The bad news: He's sealed inside one of these evil-looking pods....

Inspect the Tranquility Lounger chamber a little more closely. All but two of them have a Vault resident inside. Inspect the terminals at the center of the chamber, and you can read the vital signs for each of the residents. Your father's in one! You need to access whatever program he's trapped in, and try to free him! Before this occurs, note the stress levels of each inhabitant:

SUBJECT	STRESS LEVEL
Unknown (your father)	Elevated
M. Henderson	Nominal
M. Simpson	Elevated
W. Foster	Nominal
G. Neusbaum	Nominal
P. Neusbaum	Nominal
J. Rockwell	Elevated
R. Rockwell	Elevated
T. Dithers	Extreme

This gives you a clue to the emotional state of the inhabitants of whatever strange program you're about to launch yourself into. Find the only working (and empty) Tranquility Lounger, then activate and sit in it. You begin to see a sepia-toned leafy lane. What the hell is going on?! And who was that frightening little girl? Welcome to Tranquility Lane. You'll Never Leave!

Tranquility Lane

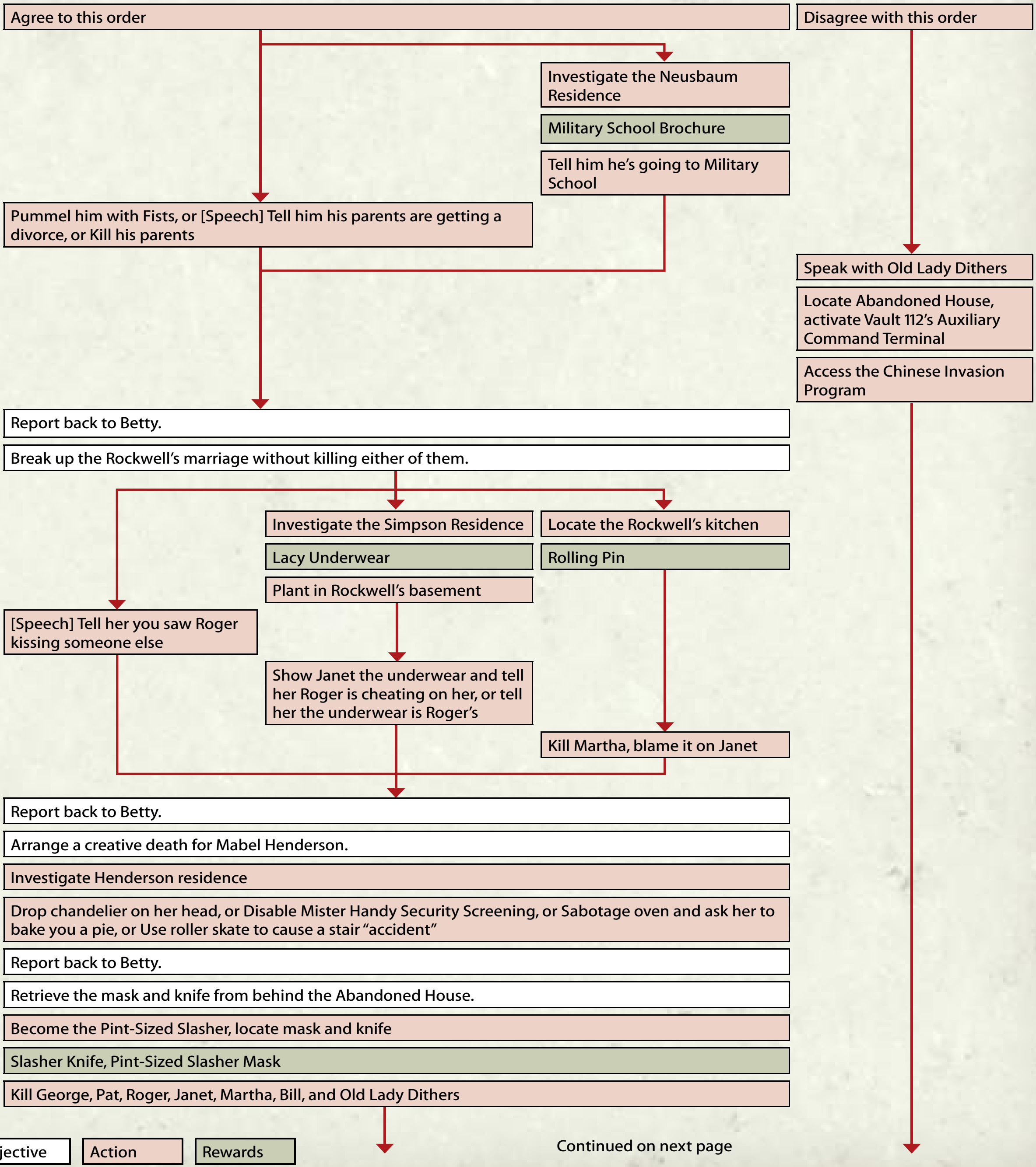
QUEST FLOWCHART

Find Dad.

Find and speak to Betty. → Investigate all the dwellings

Make Timmy Neusbaum cry.

	MAIN PATH 1	MAIN PATH 2
Main Characters	Betty, Doc, Timmy Neusbaum, Pat Neusbaum, George Neusbaum, Janet Rockwell, Roger Rockwell, Martha Simpson, Mabel Henderson, Mister Handy, Bill Foster, Old Lady Dithers, Your Father, James	Betty, Old Lady Dithers
Locations	Vault 112, Tranquility Lane: Neusbaum Residence, Rockwell Residence, Simpson Residence, Henderson Residence, Dithers Residence, Abandoned House	
Adv. Items/Abilities	Melee Weapons, Speech	
Possible enemies	—	—
Karma Influence	Negative	Positive



Agree to this order

Investigate the Neusbaum Residence

Military School Brochure

Tell him he's going to Military School

Pummel him with Fists, or [Speech] Tell him his parents are getting a divorce, or Kill his parents

Report back to Betty.

Break up the Rockwell's marriage without killing either of them.

[Speech] Tell her you saw Roger kissing someone else

Investigate the Simpson Residence

Lacy Underwear

Plant in Rockwell's basement

Show Janet the underwear and tell her Roger is cheating on her, or tell her the underwear is Roger's

Locate the Rockwell's kitchen

Rolling Pin

Kill Martha, blame it on Janet

Report back to Betty.

Arrange a creative death for Mabel Henderson.

Investigate Henderson residence

Drop chandelier on her head, or Disable Mister Handy Security Screening, or Sabotage oven and ask her to bake you a pie, or Use roller skate to cause a stair "accident"

Report back to Betty.

Retrieve the mask and knife from behind the Abandoned House.

Become the Pint-Sized Slasher, locate mask and knife

Slasher Knife, Pint-Sized Slasher Mask

Kill George, Pat, Roger, Janet, Martha, Bill, and Old Lady Dithers

Disagree with this order

Speak with Old Lady Dithers

Locate Abandoned House, activate Vault 112's Auxiliary Command Terminal

Access the Chinese Invasion Program

Color code: Objective | Action | Rewards

Continued on next page

From previous page

Report back to Betty.

The Exit Door opens

Exit Tranquility Lane.

Main Quest: The Waters of Life

IT'S A BEAUTIFUL DAY IN THIS NEIGHBORHOOD

TRANQUILITY LANE

A leafy lane, little Timmy selling lemonade, and the friendliest of neighbors: this must be paradise.

Welcome to Tranquility Lane. There's no exit off this street, and everything's tinged in sepia. You're in an alternate virtual reality simulation, and for some reason, you've taken the form of a small child. It isn't long before you're greeted by George Neusbaum. He tells you to run and say hello to Betty, over on the playground.

NEW OBJECTIVE

"Find Dad" begins.

NEW OBJECTIVE

"Find and speak to Betty" begins.

Before you head over to see what this "Betty" wants, you should check your Pip-Boy to see…ah. It's now a Vault-Tec approved watch! Without mapping, rely solely on your compass and make a quick circuit of the "lane." At any point you can speak with any resident, and enter any house. Memorize the road crossing marking to your right (south), and start a counterclockwise tour.

The first house (all on your right) is the Neusbaum Residence (where George, Pat, and Timmy live): It has the bench, lamppost, and the lemonade stand.

The Rockwell Residence is next (where Roger and Janet live). There's a gnome on the front step.

The next house is the Simpson Residence (where Martha lives). This house has a fence.

Then the Henderson Residence (where Mabel and her Mister Handy robot live). There's a lamppost, no fence, and a single car.

Over on the shady side of the street is where Old Lady Dithers lives. The house has a picket fence, two cars, and a fire hydrant out in front.

The final house is the Abandoned House. It's on the shady side of the street too, with a lamppost and speed limit sign in front, and no name on the mailbox.

Bill Foster, Betty, and Doc the dog don't have a fixed address. Everyone wanders around the neighborhood, except that shut-in, Old Lady Dithers.

Tip

You can tell which residence is which by looking at the names on the mailboxes; there's no need to move to the front door.

Betty's hobbies include watering her daffodils, making boys cry, insanity, and proving complex mathematical theorems.

You can optionally enter each house. When you know your way around Tranquility Lane, head to the central playground. Speak with Doc the dog if you want. Then locate Betty, the odd-looking little girl. She asks if you want to play a game. Answer in the affirmative, and she tells you all you have to do is make little Timmy Neusbaum cry. Accept, or refuse, without penalty.

Note

Stop! At this point (actually, from the moment you appeared here), you have two possible scenarios you can play out:

The first is to agree to Betty's games. There are four, each taxing your cunning and morals more than the last. Begin "It's a Terrible Time for Timmy in This Neighborhood."

The second is to disagree with Betty's cruel fun, and find help (and your dad) by other means. Start "It's a Communist Invasion in This Neighborhood."

IT'S A TERRIBLE TIME FOR TIMMY IN THIS NEIGHBORHOOD

NEW OBJECTIVE

"Make Timmy Neusbaum cry" begins.

Timmy is usually at his lemonade stand, although he sometimes wanders or heads into the Neusbaum Residence. He's the only other child on the lane. You can make Timmy cry using any of the following methods:

A Bunch of Fives: Step up to Timmy with your fists raised, and begin to pummel him. He yells, and runs off weeping!

A Broken Home: Speak to Timmy, and win a **Speech** challenge, convincing him that his parents are getting a divorce, and it's all his fault. He blubbers, and sprints off.

Short Sharp Shock: On the Neusbaum Residence kitchen table is a Military School Brochure. Return to Timmy, and tell him he's being sent there. Produce the brochure when Timmy tells you he doesn't believe you, and start the waterworks!

Military School Brochure

Mommy Dearest: Locate either of Timmy's parents, ideally on their own and inside the Neusbaum Residence. Swing your fists, and pummel the parent to death. Keep the chase going until the parent keels over. Exit the residence. Timmy runs in, so follow him, and watch with glee as he cries.

NEW OBJECTIVE

"Report back to Betty" begins.

Return to the demon child. Your prize is a single question; choose any of the ones she lists, but perhaps the most useful is "Just who are you?" Betty's voice suddenly changes to an older European man's tone. It appears you're talking to Doctor Stanislaus Braun's avatar! He/she has a second task that she wants you to complete: breaking up the Rockwell's marriage, without punching either of them to death!

Caution

Don't taunt Betty more than once with your answers, or you'll find she wields more than just a watering can. You'll be zapped and stand in agony if you attempt to hurt or backchat her. If you aren't enjoying being her helper, start "It's a Communist Invasion in This Neighborhood" instead.

THERE'S A ROCKY MARRIAGE TO BREAK APART IN THIS NEIGHBORHOOD

NEW OBJECTIVE

"Break up the Rockwell's marriage without killing either of them" begins.

Roger and Janet Rockwell are usually in their residence. Head there but before you act, you might wish to snoop around upstairs, in the Rockwell's bedroom. Janet Rockwell's diary makes interesting reading. Here are some highlights:

Roger is always in his "stupid basement."

Or, he's "sweet-talking" Martha Simpson.

She found a pendant on Roger's basement workbench once.

Some days, she wishes she beat Martha to death instead of just "scaring" her.

Oh, she feels such a fool!

Now plot a marriage break-up:

Martha the Trollop: Locate Janet Rockwell, and begin to speak with her. Complete a **Speech** challenge, telling her that you saw Roger kissing another woman. Janet screams at Roger and leaves the house. Roger appears a little dazed.

Martha the Hussy: Head over to the Simpson Residence. Head to Martha's upstairs bedroom, and locate the Lacy Underwear on her bed. Head to the Rockwell's Residence, and enter the basement (it's the metal door between the front room and kitchen). Place the Lacy Underwear on Roger's desk, and return upstairs to Janet. Tell her there's something she needs to see in the basement. When she inquires what is it, tell her to trust you. Feign shock that the underwear isn't Janet's, and exclaim that he's cheating on her. She storms off upstairs, and the argument begins!

Lacy Underwear

Roger the Transvestite: For this variation on "Martha the Hussy," locate and place the Lacy Underwear on Roger's desk, but instead of convincing Janet that her husband is cheating on her, tell her the outfit is probably Roger's. For those times when no one is looking.... Janet races upstairs, and the argument rages!

Martha the Mangled: Head inside the Rockwells' abode, and head into the kitchen. Take the Rolling Pin from the kitchen table, and depart the house, heading for the Simpson Residence. Enter, and then bludgeon Martha to death with the Rolling Pin. Exit and locate Roger Rockwell, and tell him he's married to a psychopath. After he nervously laughs off your remarks, tell him again, and he heads over to Martha's house.It doesn't end well....

Rolling Pin

NEW OBJECTIVE

"Report back to Betty" begins.

When you've chosen your favored method of wrenching apart Janet and Roger, speak to Betty again. It's best to be sycophantic with your dialog choices. For your next task, Betty wants to raise the stakes a little, and have you kill Mabel Henderson. The death can't simply be by your fists though; you need to be creative!

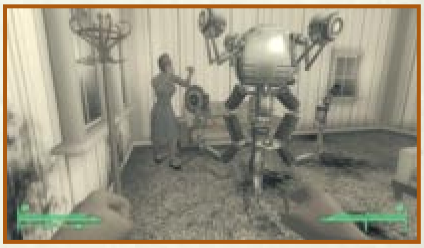
IT'S TIME TO MURDER MABEL IN THIS NEIGHBORHOOD

NEW OBJECTIVE

"Arrange a creative death for Mabel Henderson" begins.

Your murderous impulses to deal with Mabel occur inside her house, so head inside the Henderson Residence.

Chain Reaction: After being greeted by the slightly creepy Mister Handy, look up at the chandelier in the front room, you notice that it's supported by an old chain. Execute a quick fiddle, so the chandelier becomes unstable. Don't wait under it; instead, head to the corner of the room. Patiently wait for Mabel to walk under the chandelier, which promptly comes crashing down on her head!



Twisted Mister: That Mister Handy looks promising. Head into the kitchen and access the wall terminal. Fiddle the menu options: "Initialize Security Program," and "Disable Security Screening." This turns Mister Handy into a killing machine. Keep out of its sight until you hear Mabel's screams. Messy, but creative!

Burn, Baby, Burn: That Mabel bakes some delicious pies. Go inspect the oven and fiddle with the pilot light. Now locate Mabel, and ask her for a pie. She walks over to light the oven and is consumed by a massive gas explosion!

Stepping Out: There's a roller skate at the top of Mabel's staircase. Give the skate a hearty push to the top of the first step. Then patiently wait for Mabel to head down from upstairs (which is the best time to attempt this, or you'll have to wait for her to ascend the stairs, then come back down). She breaks her neck in the proceeding tumble.

NEW OBJECTIVE
"Report back to Betty" begins.

Return to Betty the bully once more. She tells you that after this next task, you'll receive a wish. Hopefully you'll be able to rendezvous with your dad. Your final mission is to head to the dog kennel at the side of the Abandoned House, and search it for a (previously unobtainable) mask and knife. You are to become the Pint-Sized Slasher!

THERE GOES THE NEIGHBORHOOD

NEW OBJECTIVE
"Retrieve the mask and knife from behind the Abandoned House" begins.

The stuff of your neighbors' nightmares is both real, and frightening! Here comes the Pint-Sized Slasher!

Everyone must die! Well, not everyone; Timmy has disappeared, Mister Handy doesn't count, the dog can live, and you can't kill Betty. But everyone else is fair game! The residents will run in fear.

Slasher Knife **Pint-Sized Slasher Mask**

With Mabel (and possibly Martha) already dead, there's only seven (or possibly six) inhabitants that need to taste your cold steel. They are: George and Pat Neusbaum, Roger and Janet Rockwell, (Martha Simpson), Bill Foster, and strange Old Lady Dithers. Your plan is straightforward: run up and slice them once! The trick is to keep your killing indoors, because your residents have less room to flee. Chasing down George Neusbaum in his backyard is hard work! You'll know when you've finished your bloodletting, because your quest updates.

NEW OBJECTIVE
"Report back to Betty" begins.

Betty has found your bloodshed thoroughly enjoyable. In return for your murderous run, she grants you your wish of leaving Tranquility Lane, and she actually obliges you: a door appears behind her! You can spend extra time here, attempting to justify your actions, but in the end, you should exit via the door. Activate EXIT now!

IT'S A COMMUNIST INVASION IN THIS NEIGHBORHOOD

Note

Attempt this if you want to save all the inhabitants of Vault 112. You can attempt it any time after you begin this quest, but it's most advantageous to start it immediately.

To help the Vault 112 inhabitants trapped in this infinite reality program you must find the only individual who knows the truth. That's Old Lady Dithers. Head to her house. She immediately starts babbling about none of this being real, and that "the suffering must end!" Immediately respond that you want to get out of here, and Dithers starts (what else?) dithering about a Failsafe device she knows Braun is accessing. She hints that you'll find more at the Abandoned House.

Head through the front door of the Abandoned House, and step into the gloom. This place has a variety of common objects scattered about the front room. If you activate a certain number of them, you hear a strange chime. These objects must be activated in a specific sequence. Through trial and error, or simply reading the following sentence, you can create a portal to Vault 112's Auxiliary Command Terminal!

Dithers was correct! After tinkering with some objects, a portal appears.

The sequence is as follows; radio, pitcher, gnome, pitcher, cinder block, gnome, and bottle.

Access the terminal, and bring up a series of five options:

Access "Chinese Invasion" Program: Documents show that this routine was never activated, because it would kill everyone but keep Braun in this simulation for eternity. For the actual program activation, see below.

Access Version Control. This shows a series of overrides programmed in by Braun, effectively giving him a god-like status.

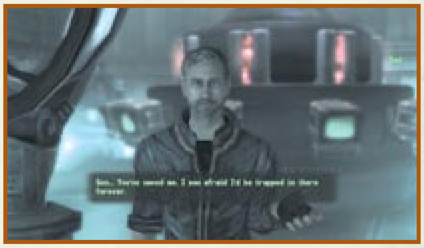
Entry: Toucan Lagoon. The endless beating sun and lagoon waves no longer entrance Braun. He resets the simulation.

Entry: Slalom Chalet. After 23 years in the Swiss Alps, Braun fancies a change, something more domestic.

Entry: Tranquility Lane. Braun notes he is eager to twist this reality to his whim, as his subjects are "at home," making his illusions all the more callous.

Activate the Chinese Invasion Program, and quickly head outside to see a squad of Chinese commandos rampage through Tranquility Lane, slaying all the residents. Although harsh, this ending is much more humane than an eternity with Braun. Head to Betty and press her/Braun for information on the G.E.C.K., and the location of your father. When you're ready, activate EXIT!

NEW OBJECTIVE
"Exit Tranquility Lane" begins.


Your father is back! You can finally team up, and save what remains of the world together!

You meet your father, finally, and he thanks you for saving him. Speak to him, and he tells you Braun's technology can be adapted for Project Purity. He needs to return to Rivet City and speak with Doctor Li. If a G.E.C.K. can be found, Project Purity can become a reality. Agree to accompany your father on the trip back; you're edging closer to creating humanity's biggest advancement since the atomic bomb....

XP +600

The Waters of Life

Spoiler Alert

The information below contains some major developments in the lives of you and your friends. If you don't wish to know what the future holds, be careful where your eyes wander!

QUEST FLOWCHART

	MAIN PATH
Main Characters	Your father, James, Doctor Madison Li, Doctor Janice Kaplinski, Daniel Agincourt, Alex Dargon, Garza, Paladin Bael
Locations	Smith Casey's Garage, Rivet City, Jefferson Memorial, Taft Tunnels, The Citadel
Adv. Items/Abilities	Energy Weapons, Lockpick, Small Arms, Sneak, Speech, Stimpaks (5+), Buffout (5+)
Possible enemies	Super Mutant Genus, Enclave Soldier, Colonel Autumn, Enclave Eyebot, Ghoul Genus
Karma Influence	Negative / Positive

Exit Vault 112

Go to the Rivet City Science Lab.

[Optional] Speak with Doctor Zimmer, if you haven't already

→ Miscellaneous Quest: The Replicated Man

Meet up with Doctor Li

Join the scientists at Project Purity.

Clear Project Purity of any remaining Mutant threat.

Clear the entire area of threats

Tell Dad it's safe to enter Project Purity.

Escort the scientists inside Project Purity.

Speak to your father about your past

Note: Revelation 21.6

Turn on the Flood Control Pump Power.

Head into the Sub-Basement, locate the Flood Control

Get the fuses from Dad.

Return to your Dad

Fuses (3)

Replace the damaged fuses.

Locate the Fuse Room, insert Fuses

Boot up the mainframe.

Locate Mainframe Room in Sub-Basement

Speak with Dad over the intercom.

Drain the intake pipes.

Enter Pump Control

Return to the control room.

Enter Sub-Basement, and battle to Rotunda. Watch altercation with Colonel Autumn and your father

Escort Doctor Li to the evacuation point.

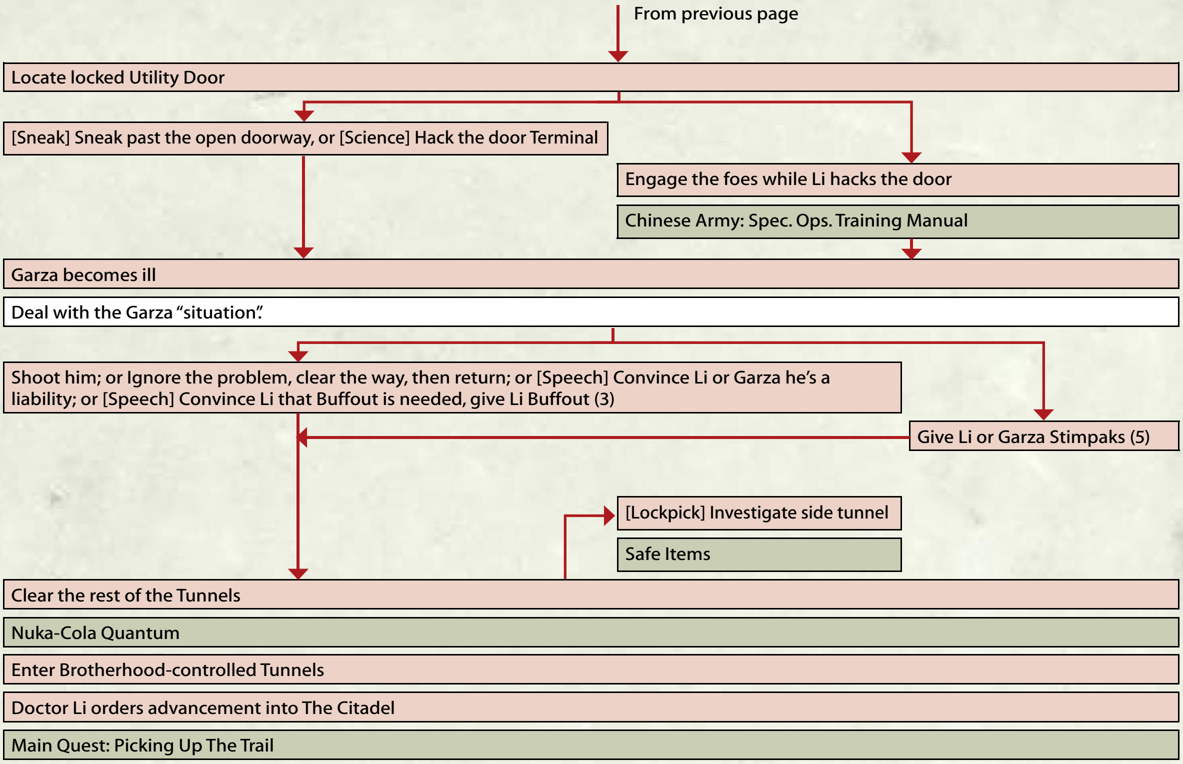
Locate the Manhole to Taft Tunnels, inside the building

Escort Doctor Li through Taft Tunnels to the Citadel.

Battle through Taft Tunnels, keeping everyone alive or keeping only Doctor Li alive

Continued on next page

Color code: Objective | Action | Rewards


From previous page
Locate locked Utility Door
[Sneak] Sneak past the open doorway, or [Science] Hack the door Terminal
Engage the foes while Li hacks the door
Chinese Army: Spec. Ops. Training Manual
Garza becomes ill
Deal with the Garza "situation".
Shoot him; or Ignore the problem, clear the way, then return; or [Speech] Convince Li or Garza he's a liability; or [Speech] Convince Li that Buffout is needed, give Li Buffout (3)
Give Li or Garza Stimpaks (5)
[Lockpick] Investigate side tunnel
Safe Items
Clear the rest of the Tunnels
Nuka-Cola Quantum
Enter Brotherhood-controlled Tunnels
Doctor Li orders advancement into The Citadel
Main Quest: Picking Up The Trail

MEETING OF THE MINDS

As soon as you finish speaking with your father in Vault 112 and agree to accompany him back to Rivet City, you can begin this quest and the return journey. Exit into the Wasteland wilderness. Before you scramble out, remove your Vault 112 Jumpsuit and replace it with your preferred armor, helmet, and weapon.

NEW OBJECTIVE

"Go to the Rivet City Science Lab" begins.

After you depart from the garage, it's almost certain that you'll run into a number of Wasteland pests. Wait here and make sure you kill everything before it overwhelms your father's fighting skills. As soon as all nearby foes are nullified, bring up your Pip-Boy's World Map, and Fast Travel all the way back to Rivet City.

Note

Although you can both traipse across the entire Wasteland, down the Potomac, and finally into Rivet City, this is only advisable if you save often, have enough Stimpaks, and want the additional hassle (and XP).

Enter Rivet City and head into the Midship Deck, following the same route to the Science Lab as you did before. Depending on your point of entry, you may run into Doctor Zimmer and Armitage. Zimmer stops and asks if you'd be interested in a quick mission, if you haven't spoken to him already. If you want to begin **Miscellaneous Quest: The Replicated Man**, do so now. Otherwise, rendezvous back with Doctor Li, who is already having a heated discussion with your father.

Interrupt their talk by speaking with Doctor Li. You can ask her about Rivet City, your father, and even that odd Doctor Zimmer. Then talk to Dad, who wants to use the computer inside the Jefferson Memorial to locate a G.E.C.K. You're asked to scout on ahead, so leave the Science Lab, head out of Rivet City, and proceed immediately to the Jefferson Memorial.

NEW OBJECTIVE

"Join the scientists at Project Purity" begins.

Tip

There's no need to Fast Travel to the Jefferson Memorial. It's close enough, and you want to clear the area of enemies first.

SAFE AND PURE

These blasted Mutants need expunging from the darkest recesses of the memorial sub-basement, too!

Get to the grounds of the Jefferson Memorial and scour the exterior of the building for any Super Mutants you may have missed. You're heading for the gift shop entrance, where you entered earlier.

NEW OBJECTIVE

"Clear Project Purity of any remaining Mutant threat" begins.

The doctor's team and your father now wait outside the gift shop entrance. Speak with your father, and he asks you to clear the interior of the memorial. You may have completed this during the **Main Quest: Scientific Pursuits**. You'll know the area is secured when the objective appears on your screen. Simply return to the surface, and speak with your dad.

NEW OBJECTIVE

"Tell Dad it's safe to enter Project Purity" begins.

NEW OBJECTIVE

"Escort the scientists inside Project Purity" begins.

The science team must all reach their specific locations. Move south then east to the northern of the two rotunda entrances, and wait for Doctors Madison Li and Janice Kaplinski to reach you. Behind them strides your father. Make sure all three of them enter the rotunda door. Optionally, you can speak with two more of Li's team, waiting at specific scientific equipment in the gift shop.

The first is Daniel Agincourt, who's very annoyed. You can also speak to the far less grumpy Alex Dargon, who's thrilled to be here. Now move to the rotunda, via either door.

THE ALPHA AND OMEGA

As soon as your father is in the rotunda, enter the area yourself, and head up the steps to the giant transparent vat. This experiment is the water; the purifier. This is your mother's dream! Revelation 21:6 is added to your Pip-Boy. Now you can speak to your father about your past, your mother, Project Purity, and anything else you feel like. Do this now. Your father tells you that some floodwater needs pumping out.

Note: Revelation 21:6

NEW OBJECTIVE

"Turn on the Flood Control Pump Power" begins.

Head southeast down the stairs, and take the right side (south) exit back into the gift shop. This gives you a straight shot southwest, to the Door to the Sub-Basement (Jefferson Memorial) only a few steps away. There's an intercom in every room; use these to contact your father for directions if you get lost. Wind down the stairs, passing the sewer tunnel exit, and turn right (east), moving past the Gore Bag and following another tunnel staircase down. If you miss a turn, look for the signs pointing to the Flood Control.

Head straight ahead (west), passing the bunk beds, and make your first turn left (south) at the very next junction. Follow the passage to the very end to a rusting, floor-level flood pump, and locate the two devices on the eastern wall, behind the floor pump. There's an intercom, and a Flood Control Power Switch. Activate the switch, and the pump begins to remove the floodwater. You need additional power now, because the fuse box is malfunctioning. Your father has the fuses.

NEW OBJECTIVE

"Get the fuses from Dad" begins.

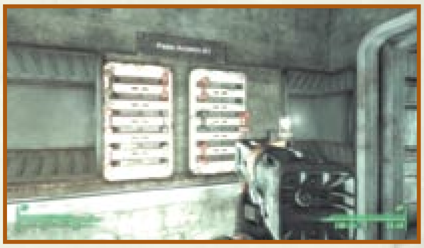
Retrace your steps to the rotunda and contact your father once again. You can get emotional with dear old dad, or you can ask him about the fuses. Apparently, the flooding shorted out the fuse boxes downstairs, including one that controls an automatic door (the one near the Gore Bag, in fact). When the fuses are replaced, you should be able to power up the mainframe computer. You're given the fuses.

Fuses (3)

NEW OBJECTIVE

"Replace the damaged fuses" begins.

Return to the sub-basement, using exactly the same route as before, all the way down to the bunk bed area. Move forward (west), through the doorway, and at the first junction, turn right (north) this time. You enter a larger chamber with two small ponds. Ignore this, and head west to the doorway, just left of the white sofa, into a corridor marked "Fuse Access A1." Look for this sign if you get lost. This is the quicker of the two routes to the fuse room. The fuse box is on the north wall. Place the fuses in here, and listen for another intercom message.



A tiny chamber with two entrances is the Fuse Access A1. Slot your fuses in here.

NEW OBJECTIVE

"Boot up the mainframe" begins.

You must now access the mainframe computer and reboot it. Find the mainframe chamber on your map; it's almost exactly above the fuse room. Backtrack up the stairs to the initial room with the sewer pipe and the Gore Bag, and continue west to the large utility hatch door you couldn't access before. The "Mainframe" sign indicates the chamber behind this door. Once inside the room, locate the Mainframe Power Switch on the mainframe itself, and activate it.

NEW OBJECTIVE

"Speak with Dad over the intercom" begins.

Wait for your dad's response from the intercom, and wait again until the objective appears. Then locate a nearby intercom and see what's next. On your way to an intercom, move up and out of the sub-basement, and exit into the gift shop. Janice has found a blockage in one of the intake pipes. You're tasked with draining it.

NEW OBJECTIVE

"Drain the intake pipes" begins.

The pipe itself is located at the opposite end of the gift shop entrance chamber. To reach it, head north, around the debris and through the entrance doorway, passing the wall terminal, but make a right (east) turn, moving up the slowly rising corridor to a collapsed chamber with steam rising from an exposed grating in the ground. Open this grate, and enter a confined tunnel to the Pump Control. At the end of the first section of pipe, open the Grate to the Capital Wasteland.

Move to the section of pipe that's rusted away, exposing a mesh fence and the Jefferson Memorial gantry. The Pipe Control is on the east side of the broken pipe. Spin the faucet valve to drain the intake pipe. Suddenly, you see an explosion in the distance! Radio chatter erupts as two Vertibirds drop on the gantry and Power Armored soldiers exit! It's pandemonium at the rotunda, with dad sealing the grate behind you! You need to get back there and help defuse tensions!

NEW OBJECTIVE

"Return to the control room" begins.

THE BEGINNING AND THE END

Spoiler Alert

Do not read any further, because a major, life-changing moment is about to occur. You have been warned!

The Grate to Sift Pump is now unlocked, so the only way is north, through the grate, and down the pipe, landing on each grate platform to break your fall. The sewer pipe ends at another grate, this one leading to the sub-basement. You appear on the other side of the mesh wall, facing the Gore Bag and mainframe door. A figure clad in Power Armor is firing at you, so drop down immediately (as you're currently a sitting duck). You land in the large chamber with two pools and the white sofa.

Head forward (south), then make the first left (east) turn you can. You're back at the bunk bed room. Attack the Enclave Soldier at the top of the steps. Move back into the gift shop area, where you can defeat three or more additional Enclave Soldiers. The only unsealed doors lead into the rotunda. Head there at once.

Tip

You're close to the point of being able to use Power Armor, so you might want to pick up a suit and helmet from one of your downed foes. Take the least-damaged one you can find.

Muffled sounds of commotion are coming from the containment vat, and Doctor Li is locked outside. On the other side is a man clad in a thick overcoat. The man is Colonel Autumn, and he's demanding that your father hand over the secrets of Project Purity and bring the experiment online immediately.

Senseless violence and the ultimate sacrifice; your father hides his pet project to the bitter end.

Autumn shows he's not messing around by tagging Janice! Autumn tells your father again to reveal his secrets, and he turns to his computer to type in some keystrokes. This actually releases a massive burst of radioactivity. Your father slumps to the bulkhead, mouthing for you to flee, before collapsing himself. Turn and speak to a shocked Doctor Li. She tells you the only way out is through an escape tunnel they've used before. Doctor Li and three survivors from her team have fled down a manhole. Head out of the rotunda via the door to the north, then turn south, and dash into the small alcove. Locate the Manhole to Taft Tunnels and descend.

NEW OBJECTIVE

"Escort Doctor Li to the evacuation point" begins.

TROUBLE IN THE TUNNELS

Doctor Li needs you to guide her and her three colleagues: Alex Dargon, Daniel Agincourt, and Garza. Tell her to follow you, and head west, to the Taft Tunnels first junction. Ignore the tunnel to the southwest, which is filled with radioactive barrels, but take the Stimpaks and Chems from the nearby wall First Aid Kit, and the Buffout atop the barrel. Shoot the Enclave Eyebot as it whistles by you.

NEW OBJECTIVE

"Escort Doctor Li through Taft Tunnel to the Citadel" begins.

First Aid Box

Tip

You have two options: tell Doctor Li to follow you, or ask her to wait so you can scout ahead. The following route details the critical moments for the scientists to hold back. Otherwise, assume Doctor Li's group is following closely behind you.

Not everyone has to live. You can put a quick bullet in all three of the collegues' heads. Not the doctor though because she's important to your cause. Stifle your maniacal laughter as their brains go pop.

Tip

Save your progress often during this route so you can reload a particularly ham-fisted battle.

Head right, to the northwest, and then straight out (west) as the tunnel slopes down to a doorway. Step into a narrow passage that leads to a hatch door. Stop and optionally Sneak, then open the door. In the room beyond, a couple of Enclave Soldiers are running left to right, along an upper balcony. Stay until they leave via an upper exit and the coast is clear. Then move into the chamber and head through the doorway to the right (west). Stop at the next doorway, and blast a second Eyebot.

Halt Doctor Li and tell her to wait. Head into the corridor, turning right (north). You could venture left (south), but the room and a small alcove up here are filled with radioactive barrels (and a Rad-X), meaning it can be ignored. Instead, head north around the corner and face west. Ahead is an open doorway to your left (south), a wall terminal, and a utility door ahead of you. To the right is a First Aid Box on the wall. Snag the items inside, once you've navigated the following area using a plan listed below:

You can **Sneak** (optionally using a Stealth Boy) past the open doorway to the left (south).

Or, you can simply walk to the doorway. Peer inside, and you'll see a two-tier chamber with patrolling Enclave Soldiers. There's a chance you'll be spotted, so don't stay at the doorway for long (unless you want to engage them; see below).

If you have an incredibly high **Science** skill, hack into the wall terminal. You can open the utility door ahead. Sneak back to the doctor, tell her to follow, and run through the doorway before you're spotted.

The other plan requires brute force. Either bring the doctor with you so she can hack the wall terminal (and her brethren face the odd laser fire), or just bring yourself. Either way, make sure you're the Enclave's main target. Storm into the room to the left (south), and use the cylinders and pipes to your left or the girders on your right as cover. Deal with a quartet of foes on your level, and another two or three on the balcony above.

This battle requires good aiming and cunning tactics (such as lobbing a Frag Grenade through the doorway before all the enemies exit). Do not let the Enclave Soldiers into the tunnel to rake fire on your team! Once you've won, inspect the bodies for ammunition and armor, then grab some junk from the small table, including a Chinese Assault Rifle, and the *Chinese Army: Spec. Ops. Training Manual*. Read it when you can! Now return to Doctor Li, who has opened the utility door if you had her follow you. If not, bring her to the wall terminal, and let her do the hacking.

First Aid Box

First Chinese Assault Rifle

Chinese Army: Spec. Ops. Training Manual

Head through the utility door, and then turn and tell Doctor Li to remain where she is. Then weave up to a sloping tunnel structure, and gun down a Ghoul. Then head to the small barricade and barrels. Deafeat another Ghoul then turn right (north), and make a circuit around the central column, blasting everything. When it's clear, return for Doctor Li, and bring the team around and past the bathtub, and through the hatch door near the baby carriage.

GAME OVER FOR GARZA?

Note

This is only available if Garza is still alive, although he may not be for much longer….

One of the team is holding you up. Sacrifice is the key here: either his or yours!

Head through into a small connecting passage, and out into a tiny cross-shaped junction, with only skeletal remains and a hatch door to the north to investigate. Doctor Li says Garza has heart trouble, and he needs medicine. Li isn't moving until he gets the care and attention he deserves. Garza needs Stimpaks.

NEW OBJECTIVE

"Deal with the Garza 'situation'" begins.

Some solutions to this problem include:

Step up to Garza, and shoot him. Problem solved!

You can continue your search in the remainder of the tunnels without the team, although you need Doctor Li to leave. When you return, Garza has passed away.

You can give either Doctor Li or Garza five of your hard-earned Stimpaks.

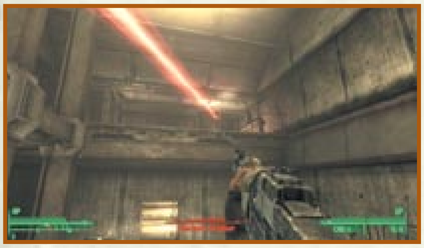
Or, attempt one of the following **Speech** challenges:

» You can speak with Garza, and convince him that it's better if he stays behind.

» You can talk to Doctor Li, and convince her that Garza is a liability. She agrees, talks to him, and he agrees to stay behind.

» You can convince Doctor Li that Buffout is the best medicine for Garza. She takes three from you if you have them. Succeed in your **Speech** challenge, and have three Buffouts, and Garza is given this concoction.

INTO THE LYONS DEN


Enclave Soldiers aren't lobotomized like Ghouls. They try cunning tactics to thwart you.

Now that Garza is feeling better (or much worse), press onward, opening the hatch door to the north, and moving to another small passageway, with a door on your left (west). Tell Doctor Li to remain here while you investigate the room with the metal gantry steps. Once on the metal platform, swing around to face behind you (east); two Enclave Soldiers on a balcony you cannot reach are attempting an ambush. Dispatch them, then climb the stairs to the upper exit, and grab the Eyebot Helmet on the desk.

Eyebot Helmet

Head into another chamber with gantry steps, and face a Ghoul attack at the top. Creep forward (west), as another Ghoul charges in, and step to a T-junction, looking right (north) and bracing for another Ghoul attack. Now that the coast is clear, investigate the small medical bay on the left, with a First Aid Box in one corner. Then return and bring Doctor Li up the stairs, then north and west to the exit passageway.

You might want to keep Doctor Li back in the medical bay for this next section. Open the hatch, and dispatch nearby Ghouls as you step into another large tunnel. Then grab the Nuka-Cola Quantum on the picnic table to the southwest, but don't drink it. You need it for **Miscellaneous Quest: The Nuka-Cola Challenge**. Head north up the tunnel, pausing to cut down another Ghoul to your left (west), and another ahead of you. Now halt Doctor Li one final time.

Nuka-Cola Quantum

At the northern end of the tunnel is a locked hatch door. Once you jimmy it open, you can enter a smaller tunnel leading down and east. This, in turn leads to a Ghoul-filled staircase with another doorway at the bottom, and a tiny tunnel section to a half-buried safe. Blast any remaining Ghouls, and crack open the safe with **Lockpicking** skill, and take the items inside.

Caution

Don't take your scientist friends into this area, as it's very easy for them to get mauled, which is particularly galling as you're almost out of this labyrinth!

Items from the safe

Hold your fire, and use the switch to open the utility door by the skeletal corpses. You're entering an area controlled by the Brotherhood of Steel, and a Flamer Initiate is ready to beckon you in. Quickly run around the sandbags, as a group of Ghouls attempts to breach this security point. Join in and dispatch them. To minimize casualties, head up the tunnel so the scientists don't mill about the entrance. When combat has ended, check the shelving behind you (west); grab the weapons and items from the shelves, the two Ammo Boxes, and the First Aid Box.

Ammunition Box (2)

First Aid Box

Now head up the final tunnel section, turning left (west) at the bathtub, inspecting the small table for some Med-X, and then accessing the Ladder to the Capital Wasteland. You scramble up west of the Jefferson Memorial. The Brotherhood of Steel's main base on the East Coast, in what used to be called "the Pentagon," is just ahead. Listen to the Red Chinese's attempts to convert you before their signal is jammed, if you wish.

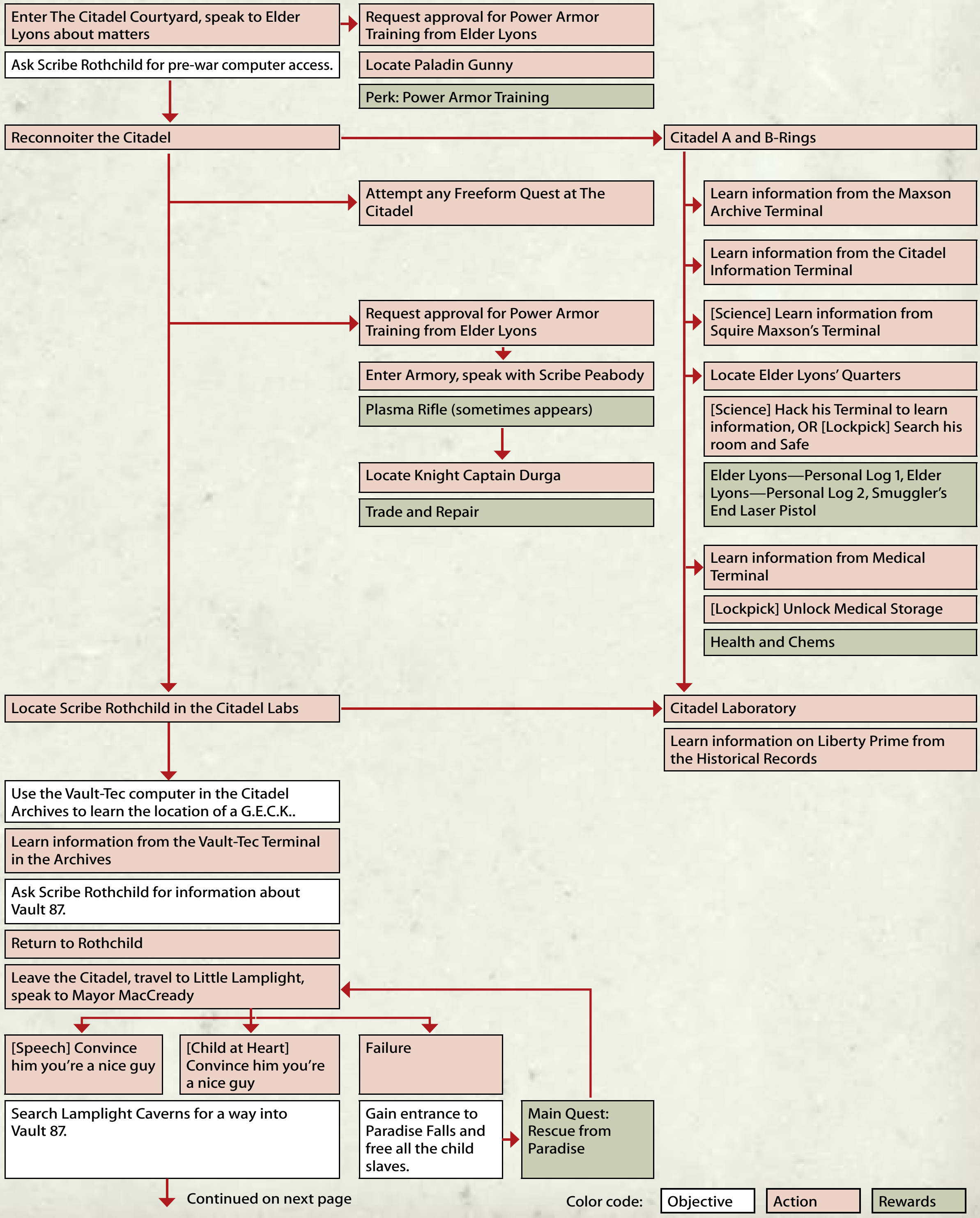
People's Republic of America Radio Signal Found

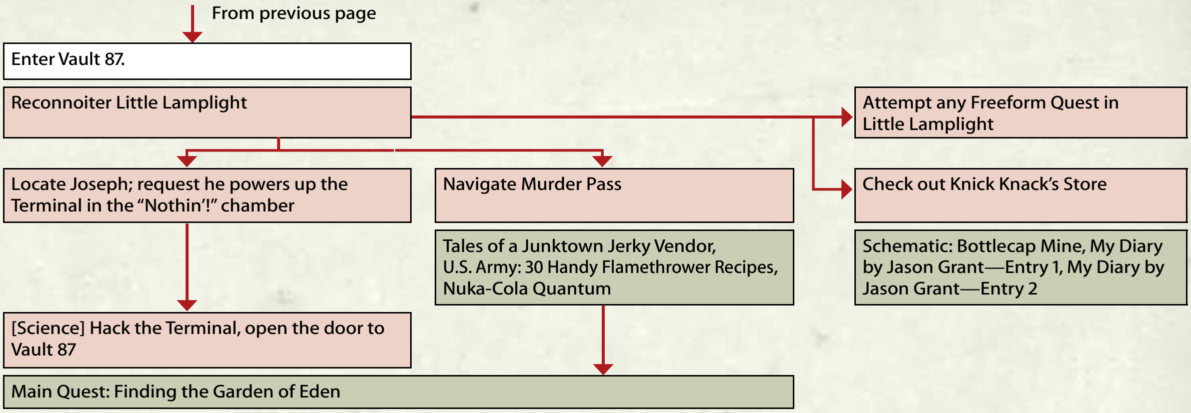
At the entrance to the Brotherhood's base you encounter a Sentry Bot, a soldier, and Paladin Bael. He refuses you access into the building. That is, until Doctor Li strides over, punches the intercom, and shouts at someone named Elder Lyons. The massive metal gate grinds upward. Welcome to the Citadel.

Picking up the Trail

QUEST FLOWCHART

	MAIN PATH 1	OPTIONAL PATH 1	OPTIONAL PATH 2
Main Characters	Elder Lyons, Sentinel Sarah Lyons, Paladin Gunny, Scribe Rothchild, Mayor MacCready, Princess, Joseph		
Locations	The Citadel, Little Lamplight		
Adv. Items/Abilities	Lockpick, Science, Sneak, Speech, Child at Heart		
Possible enemies	Super Mutant Genus		
Karma Influence	Neutral		


Enter The Citadel Courtyard, speak to Elder Lyons about matters
Request approval for Power Armor Training from Elder Lyons
Ask Scribe Rothchild for pre-war computer access.
Locate Paladin Gunny
Perk: Power Armor Training
Reconnoiter the Citadel
Citadel A and B-Rings
Attempt any Freeform Quest at The Citadel
Learn information from the Maxson Archive Terminal
Learn information from the Citadel Information Terminal
Request approval for Power Armor Training from Elder Lyons
[Science] Learn information from Squire Maxson's Terminal
Enter Armory, speak with Scribe Peabody
Locate Elder Lyons' Quarters
Plasma Rifle (sometimes appears)
[Science] Hack his Terminal to learn information, OR [Lockpick] Search his room and Safe
Locate Knight Captain Durga
Elder Lyons—Personal Log 1, Elder Lyons—Personal Log 2, Smuggler's End Laser Pistol
Trade and Repair
Learn information from Medical Terminal
[Lockpick] Unlock Medical Storage
Health and Chems
Locate Scribe Rothchild in the Citadel Labs
Citadel Laboratory
Learn information on Liberty Prime from the Historical Records
Use the Vault-Tec computer in the Citadel Archives to learn the location of a G.E.C.K..
Learn information from the Vault-Tec Terminal in the Archives
Ask Scribe Rothchild for information about Vault 87.
Return to Rothchild
Leave the Citadel, travel to Little Lamplight, speak to Mayor MacCready
[Speech] Convince him you're a nice guy
[Child at Heart] Convince him you're a nice guy
Failure
Search Lamplight Caverns for a way into Vault 87.
Gain entrance to Paradise Falls and free all the child slaves.
Main Quest: Rescue from Paradise
Continued on next page
Color code:
Objective
Action
Rewards


From previous page
Enter Vault 87.
Reconnoiter Little Lamplight
Attempt any Freeform Quest in Little Lamplight
Locate Joseph; request he powers up the Terminal in the "Nothin'!" chamber
Navigate Murder Pass
Check out Knick Knack's Store
Tales of a Junktown Jerky Vendor, U.S. Army: 30 Handy Flamethrower Recipes, Nuka-Cola Quantum
Schematic: Bottlecap Mine, My Diary by Jason Grant—Entry 1, My Diary by Jason Grant—Entry 2
[Science] Hack the Terminal, open the door to Vault 87
Main Quest: Finding the Garden of Eden

THE PRIDE OF LYONS

This old veteran warrior is wise and commands respect. Yes, but what about my Power Armor training?

In the courtyard you are hastily greeted by an old man and his daughter Sarah, who you assisted during the Super Mutant hunt near Galaxy News Radio. Doctor Li tells you not to trust these people. "They're the Brotherhood" she whispers. You can now converse with the Citadel's leader:

You can ask about the Enclave, an organization Lyons deems the most threatening to the Capital Wasteland.

You can inquire about the Brotherhood, and there's a wealth of knowledge here.

You seek Elder Lyons' advice on the Super Mutant threat.

You can also ask whether someone in the Citadel can train you to wear Power Armor. He recommends Paladin Gunny, who trains Initiates in the bailey.

Finally, you are instructed to meet with Scribe Rothchild, who may be able to help you locate information on a G.E.C.K.

NEW OBJECTIVE

"Ask Scribe Rothchild for pre-war computer access" begins.

You can optionally speak with Sarah Lyons, and she echoes her father's thoughts Head into the bailey, which is the central part of this courtyard. Locate Paladin Gunny, amongst the trainees, and ask him to train you in Power Armor. Moments later, you're trained!

Power Armor Training

Finally! Remember that you must follow this two-step plan to receive this perk:

1. Speak to Elder Lyons, requesting Power Armor Training.
2. Speak to Paladin Gunny, and request Power Armor Training.

Both Brotherhood members are in the courtyard, so this should take no time at all. Then, as the nearby slides show, you can wear any of the Power Armor outfits you've collected. You can mix and match, too, such as wearing a Brotherhood suit and Enclave Helmet (slide #1), or an Enclave suit and Brotherhood Helmet (slide #2), or even the fabled Tesla Armor (not pictured)....

Tip

Need a suit of Power Armor in a hurry, but forgot to pack one in your Pip-Boy's Inventory? Then Fast Travel to the Galaxy News Radio Plaza, and search through the ruined school and the surrounding area for a recently deceased soldier.

Note

You can tour the Citadel at your leisure, picking up background info and meeting members of the Brotherhood. For more detail on the various chambers, the Freeform Quests, and the Brotherhood personnel that dwell within, consult the Citadel section in the Tour of the Wasteland chapter (starting on page 404).

RENDEZVOUS WITH SCRIBE ROTHCHILD

With your tour of the Citadel complete, continue to the rendezvous with Scribe Rothchild, who is usually on the lower floor of the laboratory. Ask him if he has any information regarding the G.E.C.K. He says Archive records may hold a clue; specifically the Vault-Tec terminal located in the A-Ring.

NEW OBJECTIVE

"Use the Vault-Tec computer in the Citadel Archives to learn the location of a G.E.C.K." begins.

The optimal route to the Citadel Archives is to head up any of the gantry stairs to the upper lab balcony, and run to the southeast corner, then enter the corridor leading to the Citadel—A Ring. At the top of the stairs, turn right (south), and run straight into the Archives, and locate the terminal straight in front of you, marked Vault-Tec Terminal. Quickly access DC Area Vault Listings > Vault 87 > Equipment Issuances. As soon as the information spools down, your quest is updated. You've found a G.E.C.K. location!

NEW OBJECTIVE

"Ask Scribe Rothchild for information about Vault 87" begins.

Sprint back to Rothchild by the same route. He reveals the locations of five Vaults in the nearby vicinity (which appear on your Pip-Boy). Unfortunately, no one has managed to enter Vault 87

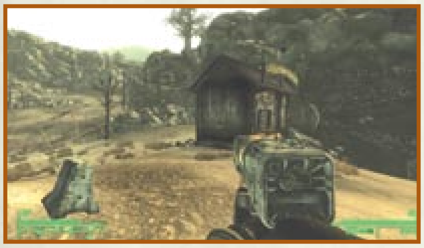
All is not lost though; Rothchild recommends you visit the Lamplight Caverns, which the Vault may be accessible from. Rothchild can't spare any men (although a woman named Star Paladin Cross can accompany you if you locate her and ask her to). Set off for Lamplight Caverns.

NEW OBJECTIVE

"Search Lamplight Caverns for a way into Vault 87" begins.

LET THERE BE LAMPLIGHT

Ascend to the bailey (courtyard), and look for the double metal doors that lead out to the Wasteland. Exit via this location, and immediately Fast Travel. Although you can't directly travel to Little Lamplight (unless you've previously explored the Western Wasteland sector) two possible options that you may have uncovered are the Jury Street Metro Station, or the Smith Casey Garage. Assuming you move to Smith Casey Garage, head north-northwest, avoid the Military Checkpoint, and run through Radio Antenna Papa November.


This is more than just a hole in the ground. It's a hole with fairy-lights strewn everywhere.

From there, it's a short jog, and possibly several fights, until you spot Little Lamplight's large water tower in the distance. As you get close, pass the rusting coach liner and vehicles, and step into the entrance kiosk. Rummage around to uncover three Ammo Boxes on the back shelf, and some food. Then head west, down and into the cave, to the Door to Lamplight Caverns.

Ammunition Box (3)

Follow the tunnel to a sturdy gate of scrap metal. You're ordered to halt by a kid wearing a big combat helmet. This tyke is Mayor MacCready. Little Lamplight, you see, is completely inhabited by children, and they don't trust grown-ups. You'll have to convince MacCready you can be trusted. First, ask about Vault 87, and if you can come in. "No, Mungos aren't allowed!" is the response. The following choices are now available:

You can **Speech** challenge MacCready and convince him that you're a nice guy, really. If this fast-talking works, you're let into the place.

If you have the **Child at Heart** perk, you can reason much more easily with MacCready, and he lets you in.

If your Speech fails, and you don't have Child at Heart, or you just want to ask MacCready how to enter Little Lamplight, he refuses.

After you speak to MacCready and ask how you can prove yourself, he tells you about three kidnapped kids—Penny, Sammy, and Squirrel—who've been held by Slavers in Paradise Falls. If you can find and bring them back alive, he'll know you're a trustworthy Mungo. You must now complete **Main Quest: Rescue from Paradise**.

NEW OBJECTIVE

"Gain entrance to Paradise Falls and free all the child slaves" begins.

NEW OBJECTIVE

"Enter Vault 87" begins.

Note

Remember! You don't need to begin Rescue from Paradise Falls, and you can attempt it even if you're allowed into Little Lamplight, but it is mandatory if you fail to sweet-talk Mayor MacCready.

A GLOOMY TOUR OF LITTLE LAMPLIGHT

Note

This assumes you've entered the main gate at Little Lamplight, either through fast-talking or kid-rescuing. If you don't want to investigate Little Lamplight, talk to Mayor MacCready immediately, and skip to "Two Ways to Vault 87." It is also possible that you may have stumbled across Paradise Falls, and completed Rescue from Paradise, in which case you can tell MacCready you rescued the kids. Little Lamplight is a little easier to find too, because Sammy will have marked it on your World Map.

This is completely optional. For more detail on the various chambers, the Freeform Quests, and the Little Lamplighters that dwell within, consult the Tour of the Wasteland Chapter (page 339).

Note

If you've already gained entry to Little Lamplight before visiting the Citadel and attempting this part of the Main Quest, you can't speak to MacCready about Vault 87, or have the way opened for you.

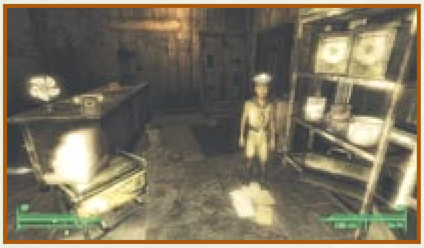
KID'S STUFF PART A: ENTRANCE AND ESSENTIALS

Now that you're inside the main gate, you can explore this settlement thoroughly. Head under the gate and speak to the assembled kids who seem to be holding a party for someone named Sticky; he's the teenager with the party hat. Speak to him if you wish to begin **Miscellaneous Quest: Big Trouble in Big Town**. Otherwise, the rest of the Lamplight's inhabitants roam the tunnels, moving to specific locations from time to time.

Before you follow the two signs to Spelunker's and Great Chamber, move east to the front of a small wooden structure. Open the Door to Little Lamplight Office Building and find a small girl named Lucy. The first room is a disused school room; Joseph holds class here. The second is Lucy's office, where "The Doctor Is In!", and also where you can steal Ammo Box Ammunition. Speak with Doctor Lucy, and she can heal, sell your medical supplies, talk about life here, give you directions, or talk about an android if you're investigating the whereabouts of a Replicated Man (a Miscellaneous Quest).

Lamplighters: Mayor MacCready, Lucy, Sticky Hands, and Joseph†.

KID'S STUFF PART B: SOUVENIR SHOP CAVERN


Knick Knack lives up to his name, providing you with all the junk you want to Trade.

Follow the tunnel to a junction, allowing you to continue west to Spelunker's Cafe and the Great Chamber, or north, following the signs to "Souvenirs." Exit to the Souvenir Chamber, and find the souvenir shop, although you need to pick the lock if it isn't open.

The proprietor of the shop is Knick Knack, who can Repair and Trade with you. One of his items is a sought-after Schematic for the Bottlecap Mine. The shop itself is stacked with some food and Ammo Box Ammunition you can grab. The cabinet requires a key, which you can take if you Pickpocket Knick Knack; it holds the entire inventory! Of more interest are three Holotapes. The one on the counter begins

Miscellaneous Quest: The Replicated Man. Exit the shop, and you have two additional tunnels to explore; one to the west, linking up to the Great Chamber, and a tunnel to the north, to the rear entrance.

Schematic: Bottlecap Mine

Ammunition Box (3)

My Diary, by Jason Grant—Entry 1

My Diary, by Jason Grant—Entry 2

Lamplighters: Knick Knack, Squirrel, Bumble, Stan, Zip†.

KID'S STUFF PART C: REAR ENTRANCE GATE

Choose the northern tunnel, and you reach the back entrance. When you request access to Murder Pass this is the entrance to it. Move to this area when you wish to continue this quest.

KID'S STUFF PART D: SPELUNKING AREA

Move back to the junction, and check out the tunnel to Spelunker's and the Great Chamber. Spelunker's is a small cafe on the calm cavern water, the cafe proprietor offers food for sale. There are some nearby Ammo Boxes to raid, too. When you're ready, head north, into the Great Chamber.

Ammunition Box (3)

Lamplighters: Eclair

KID'S STUFF PART E: THE GREAT CHAMBER

The most impressive cave area by far in Little Lamplight is the Great Chamber. The following exploration begins at the platform linking the southern and eastern entrances. First, you can head down a few different ramps to ground level. The floor of this chamber has little of use. Stay on the platforms for the rest of the exploration.

Head northwest to the first giant rock column, with a motorbike propped up against it. Move left (clockwise) around the column to uncover (all on your left) a shack with a bed, a ramp to the ground, two bridges leading north, and a small zigzag ramp to an upper shack room with a bed.

Choose the bridge that curves to the right (northeast). This leads to a floating junction. Turn left and head into the outhouse shack, with a privacy screen and a short "pondering plank" with a chair at the end. Continue east to a rocky alcove with a bed in it.

Select the other bridge that curves to the right (north), and move to the next rock column. Turn left (west), and follow another bridge section to a shack on your right (north) containing a Holotape on the pool table's edge. Grab and listen to it. Then continue westward to a rocky alcove, with a Work Bench, and an impressive Bottlecap Mine to take. Now return to the stone column.

January 2077—Little Lamplight!

Bottlecap Mine

Holotape: The First Mayor of Lamplight

Lamplighters: Pete, Bandit, Ginger (all dogs), Joseph, Penny, Biwwy, Knock Knock.

†The Lamplighters move around the different areas, so you may need to look thoroughly to find the child you wish to converse with.

KID'S STUFF PART F: NOTHIN'!

Traipse over the debris, and there's the back entrance to Vault 87. Find a tiny teacher to help you.

Move counterclockwise around the rock column, passing the blue outhouse roof on your right, and stopping at the exit junction. Take the bridge to the north. This leads to a debris-filled cavern called "Nothin'!" However, this isn't quite the case; at the northwestern corner of this cavern is a small metal room with a reactor inside. This looks like an entrance to Vault 87! Unfortunately, the terminal isn't powered. This is the alternate way to enter the Vault, if you don't want to face Murder Pass.

TWO WAYS TO VAULT 87

PATH A: THE SAFE AND SHORT WAY

The first method of gaining entry into Vault 87 is to ignore Murder Pass completely, and use the rear entrance. For this, you need to find Joseph, the eldest of the kids. Find him, and begin a conversation. Request that he power up the terminal in the chamber called "Nothin'!", and he obliges. Follow him to this chamber, and move up to the terminal. He quickly powers it back on.

Now use your **Science** skill to open the hatch door to the right of the terminal. If you're successful, you open the door, move into the Reactor Chamber of Vault 87, and immediately begin **Main Quest: Finding the Garden of Eden**, without a furious firefight through Murder Pass.

PATH B: THE LONG AND EXTREMELY DANGEROUS WAY

It's called Murder Pass for a reason! Prepare to repel a gang of Super Mutants out for blood.

The usual method of reaching Vault 87 is to navigate north through Little Lamplight to the rear entrance, where Princess is usually on guard. You must speak with Mayor MacCready (ideally straight after he lets you into Little Lamplight at the first entrance), and inform him you wish to enter Vault 87. Head on through and enter the Door to Murder Pass.

Walk forward (north) a few steps until you reach a junction with a tunnel to your left (west), or the continuation straight ahead. You face a lot fewer problems staying straight ahead, but you can pick up more items from corpses if you turn left. Continue straight on to a shack and a wider opening, with a couple of nearby Super Mutants to Sneak past or engage, and another farther up, around the corner to the north. When combat is over, be sure to check the shack for two Ammo Boxes on the bed frame, and another by a small outhouse. The toilet itself has some light reading, too. Now continue up the tunnel to the north as it winds around, and eventually meets at a small, circular junction where a large stack of sandbags have fallen.

Ammunition Box (3)

Tales of a Junktown Jerky Vendor
+1 Barter (when read)

If you took the left path, expect a much heavier resistance. First, there's usually a foe on the bridge in front of you (west). A second Super Mutant on the opposite side carries a Missile Launcher! Back up, dealing with the first foe, then edge forward and tag the other with a sniper shot, a lobbed Grenade, or a Missile of your own. Then sprint across the bridge, so you aren't winged by the foes down below. Keep going west, down the dead-end tunnel toward the flaming barrel. It illuminates a table where you can grab a passel of goods.

Missile Launcher

Ammunition Box (2)

First Aid Box (2)

U.S. Army: 30 Handy Flamethrower Recipes
+1 Big Guns (when read)

The main cavern chamber itself is a deadly place, where four Super Mutants wait, one armed with a Minigun. You can head down the planks to the ground below, keeping mobile, or you can backtrack to the circular junction, and access the stilt huts from the same height as the Super Mutants, using the rock walls as cover. Assuming the battle is successful, the spoils are reasonable. Two stilt shacks contain the following items:

Minigun

Ammunition Box (2)

First Aid Box (5)

The detour is finally over; you can at last enter Vault 87, and begin locating the G.E.C.K.

The only remaining path heads north at the circular junction, so follow the tunnel to a fork. On the left is a dead-end, and a Brahmin-head-on-a-chain Trap. You can continue north up the right side. Ready yourself for another trap as you reach a wider area. Run through the gap in the mesh fence, and don't dawdle because a Grenade Trap drops here.

Not only that, but a Super Mutant pops out of an alcove to your right (east). When everything has quieted down, you can finally step through the hatch door. To the right are two burned-out terminals and a desk with a Grenade Trap nearby. On the left is a shelf with Ammo Boxes, a First Aid Box, and a Nuka-Cola Quantum; collect it for the **Miscellaneous Quest: The Nuka-Cola Challenge**. Stagger out the other side of the room and weave to the Door to the Reactor Room, then congratulate yourself; Vault 87 awaits! Your G.E.C.K. search begins now.

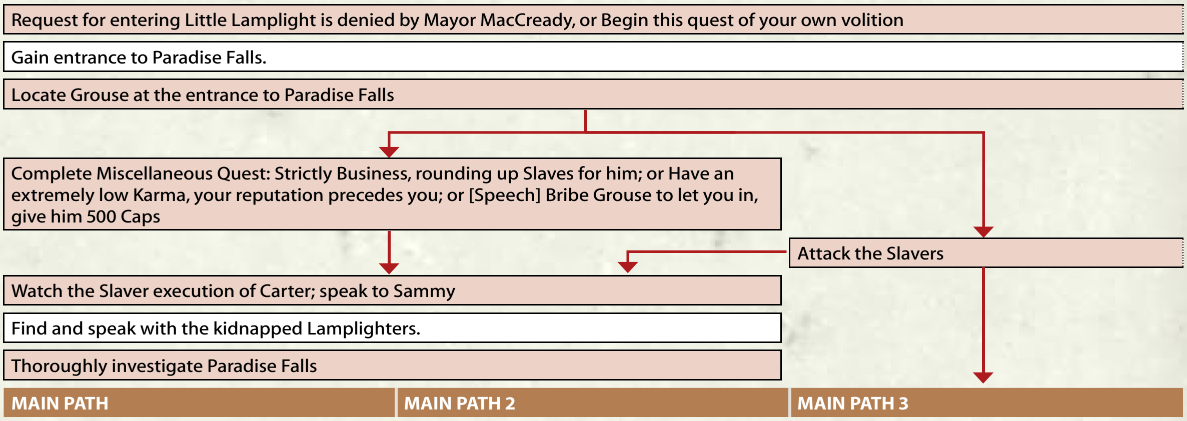
Nuka-Cola Quantum

Ammunition Box (3)

First Aid Box

Rescue from Paradise

QUEST FLOWCHART



Request for entering Little Lamplight is denied by Mayor MacCready, or Begin this quest of your own volition

Gain entrance to Paradise Falls.

Locate Grouse at the entrance to Paradise Falls

Complete Miscellaneous Quest: Strictly Business, rounding up Slaves for him; or Have an extremely low Karma, your reputation precedes you; or [Speech] Bribe Grouse to let you in, give him 500 Caps

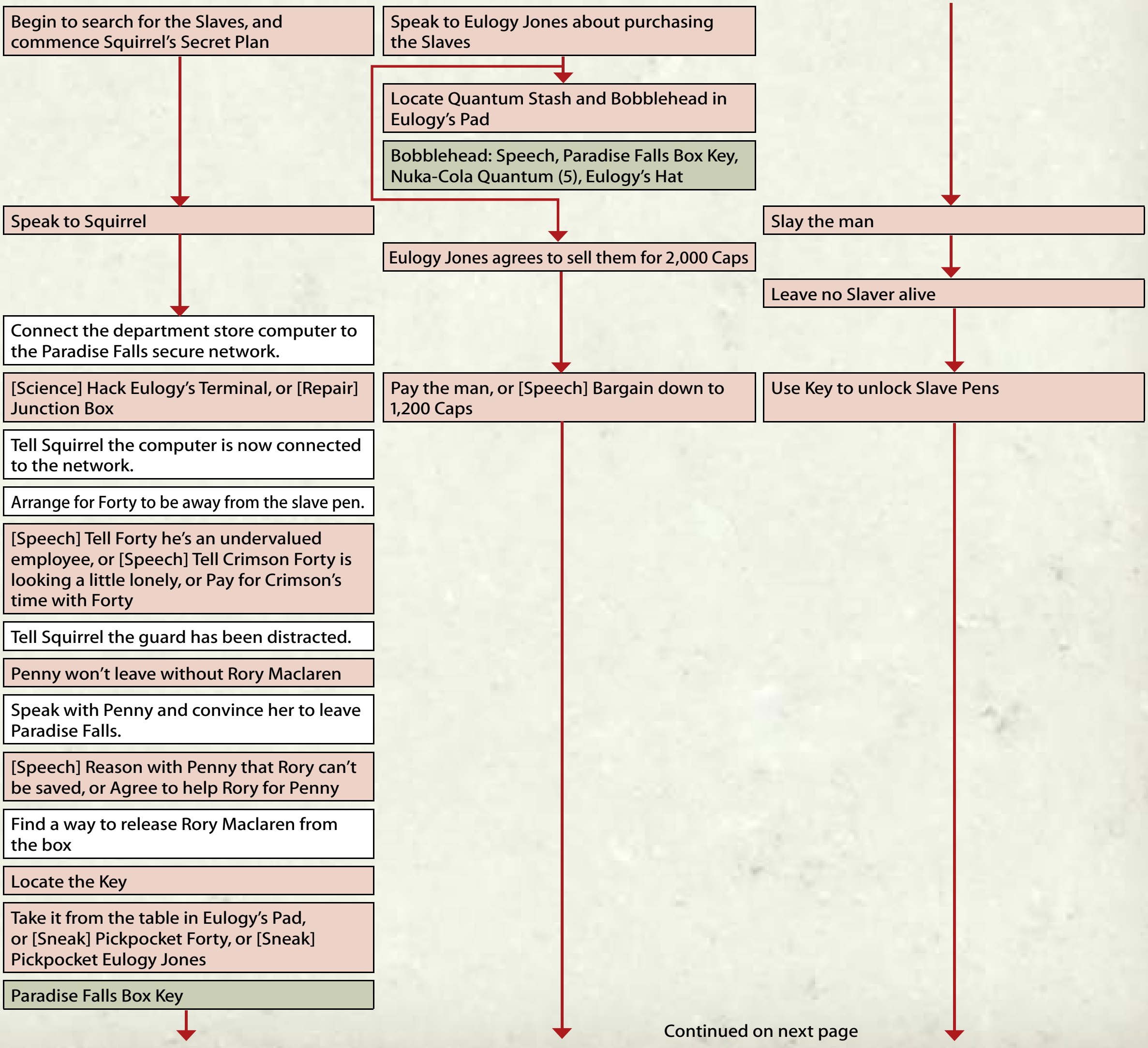
Attack the Slavers

Watch the Slaver execution of Carter; speak to Sammy

Find and speak with the kidnapped Lamplighters.

Thoroughly investigate Paradise Falls

	MAIN PATH	MAIN PATH 2	MAIN PATH 3
Main Characters	Mayor MacCready, Grouse, Carter, Sammy, Squirrel, Penny, Forty, Clover, Crimson, Eulogy Jones, Rory Maclaren		
Locations	Little Lamplight, Paradise Falls		
Adv. Items/Abilities	Lockpick, Repair, Science, Sneak, Speech, 2,500+ Caps, Very Low Karma	Speech, 2,500+ Caps, Low Karma	Big Guns, Energy Weapons, Small Guns
Possible enemies	—		Slavers
Karma Influence	Neutral	Neutral	Positive



Begin to search for the Slaves, and commence Squirrel's Secret Plan

Speak to Squirrel

Connect the department store computer to the Paradise Falls secure network.

[Science] Hack Eulogy's Terminal, or [Repair] Junction Box

Tell Squirrel the computer is now connected to the network.

Arrange for Forty to be away from the slave pen.

[Speech] Tell Forty he's an undervalued employee, or [Speech] Tell Crimson Forty is looking a little lonely, or Pay for Crimson's time with Forty

Tell Squirrel the guard has been distracted.

Penny won't leave without Rory Maclaren

Speak with Penny and convince her to leave Paradise Falls.

[Speech] Reason with Penny that Rory can't be saved, or Agree to help Rory for Penny

Find a way to release Rory Maclaren from the box

Locate the Key

Take it from the table in Eulogy's Pad, or [Sneak] Pickpocket Forty, or [Sneak] Pickpocket Eulogy Jones

Paradise Falls Box Key

Speak to Eulogy Jones about purchasing the Slaves

Locate Quantum Stash and Bobblehead in Eulogy's Pad

Bobblehead: Speech, Paradise Falls Box Key, Nuka-Cola Quantum (5), Eulogy's Hat

Eulogy Jones agrees to sell them for 2,000 Caps

Pay the man, or [Speech] Bargain down to 1,200 Caps

Slay the man

Leave no Slaver alive

Use Key to unlock Slave Pens

Continued on next page

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

From previous page

Open Rory's "Box"

Shoot him, or Let him escape on his own, or Escort him to the Front Gate (usually involving slaying all Slavers)

Talk to Penny and tell her to leave Paradise Falls.

Meet the children southwest of Paradise Falls..

Return to Little Lamplight [Fast Travel recommended]

Return to Main Quest: Picking up the Trail

Color code: Objective Action Rewards

ON THE OUTSKIRTS OF PARADISE

Note

This entire quest is completely optional, unless you fail to enter Little Lamplight during **Main Quest: Picking up the Trail.**

This quest begins not in Paradise Falls, but during your conversation with Mayor MacCready as you attempt to gain entrance into Little Lamplight. If you fail a Speech challenge and don't have the Child at Heart perk for another fast-talking attempt, you aren't getting into this place unless you can prove to MacCready you're a trustworthy Mungo. For this, you need to rescue Sammy, Squirrel, and Penny from Slavers. Offer to rescue them, and the quest begins. Your next stop is Paradise Falls. Fast Travel to the closest place you've previously explored.

NEW OBJECTIVE

"Gain entrance to Paradise Falls" begins.

If you've been strictly following the Main Quest, your best place to Fast Travel to is Vault 101. The Wasteland now has Enclave Soldiers dotted about the landscape, so be prepared for them. Continue northward, and head up the main road through Big Town. Head across the bridge, and skirt the Hallowed Moors Cemetery, because the place is crawling with Super Mutants. Pass under the monorail, and you can see Paradise Falls over the next rise; there's a giant Big Burger Boy you can use as a landmark.

Welcome to the Slaver settlement of Paradise Falls. It's well-guarded by evil men.

Find the sandbag and makeshift barricade entrance to the Falls. This is the only entrance you can use. You're greeted by the thoroughly unpleasant Grouse.

The following options are available when speaking with Grouse at the entrance to Paradise Falls:

Bribery and Corruption

Request entry, and continue to ask until you can try a **Speech** challenge. Ask "everyone has a price; what's yours?" If you succeed, Grouse needs a bribe; 500 Caps should cover it.

Strictly Business

If your fast-talking fails, Grouse needs some Slaves rounded up and will split the profits with you. If you agree to this, you must begin (and complete) **Miscellaneous Quest: Strictly Business**.

Grouse Shooting

You can use threatening language, simply annoy Grouse to the point that he snaps, or begin by planting a bullet into Grouse's skull. Naturally, this launches you into a full battle with you and the dozen or two Slavers in town. Skip ahead to "Slaver Slaughter" for more information on taking Paradise Falls by force.

Or, with chillingly low Karma, you can simply walk into the place, and use your reputation as a disgusting human being to win over the Slavers instantly.

Note

Grouse has a Holotape by his feet: This is part of a **Miscellaneous Quest: The Replicated Man**, which activates if you take the Holotape and listen to it.

When you finally get past Grouse (peacefully), head southward. As you near the entrance, you see a slave running at you. This is Carter, and a second later his head explodes! Quickly run forward (southeast) to the interior entrance.

Here, a small slave named Sammy had the foresight to stop. He tells you he needs to speak to you, then quickly backs away. Near him is a Slaver named Forty. Keep it civil, and he tells you Carter was wearing a special collar that caused the cranial implosion.

NEW OBJECTIVE

"Find and speak with the kidnapped Lamplighters" begins.

Inside the center, you can begin a thorough search, or you can move all the way to the far end (east) of the settlement, and speak with Sammy, who's behind the mesh fencing. From here, you can begin one of three different plans to free Sammy and his friends:

Jonesing for Some Slaves

This involves finding the settlement's leader and bartering for the children.

Squirrel's Secret Plan

Or, you can speak to Sammy's friend Squirrel, and follow his ideas for a break-out.

Slaver Slaughter

Or, you can engage all the Slavers in a mad and dangerous ballet of bullets.

Note

All other settlements in the Capital Wasteland tend to calm down, allowing you access back in after three days if you're violent to the inhabitants inside. The same isn't true of Paradise Falls; Slavers never forget, and will shoot you on sight indefinitely. You've been warned, cowboy!

PARADISE FALLS: THOROUGH INVESTIGATION

Note

This optional investigation gives you a good idea of what's inside this settlement. It is written assuming you are on friendly or neutral terms with the Slavers.

Pass the stand with a "Stow Your Piece" sign and then move around and head east to an abandoned mart, which now houses a place called "Lock and Load." Enter and you reach a counter with weapons to steal, including Ammo. There's a Work Bench near the caged party skeleton, too. You can Trade and Repair items with Pronto.

Ammunition Box

Small Guns (Various)

Melee Weapons (Various)

Move over to the western side of the initial courtyard, and enter the barracks. In the middle is a pool table. Explore the kitchenette area for some minor items, or grab a drink from the vending machine. Then check upstairs. There are some beds you can sleep in, and a bathtub that's tricky to reach (shimmy along the edge of the floor) for a whiskey bottle.

Step back into the courtyard, and move south to the adjacent building to the barracks. This is now Cutter's Clinic. The lady in question can heal you, cure radiation, or sell you Stimpaks and Chems. She has keys to Chem and Health Supplies, which you can steal or kill her for. The Holotape atop the filing cabinet in the southwest corner is part of **Miscellaneous Quest: The Replicated Man**.

Pass the hanging cages, then turn right at the fire hydrant and check out the open-air remains of an old RobCo Store. This is apparently where "food" is served. There's Carolina Red, a wretched young woman, and a pair of lunatics called Jotun and his father Ymir. Head southeast, and inspect the old cinema behind the roasting Brahmin.

Head inside Eulogy's Pad. There's an entrance area with a few items to steal. Eulogy himself is usually on the roof balcony with his female slaves, walking in his home, or wandering around town. Speak to him about the kidnapped kids, or you can start a Freeform Quest (see page 324) and steal children from Little Lamplight. You can also purchase one of his ladies from him…eventually.

When the coast is clear, make sure you steal Eulogy's Hat and the key on the table, then check the southeast corner of the projector room for a Bobblehead and Paradise Falls Main Terminal. The stairs lead up to the balcony overlooking town. Behind the stairs is the largest stash of Nuka-Cola Quantums in the Wasteland! Grab them all, but don't drink them if completing **Miscellaneous Quest: The Nuka-Cola Challenge** is part of your plans.

Eulogy's Hat

Paradise Falls Box Key

Bobblehead: Speech†

Nuka-Cola Quantum (5)

† "Let your words be your weapon." +10 Speech (when picked up).

Tip

As always, only steal something if no one is watching you!

The final areas of Paradise Falls are the slave pens to the east. Head there, and you can see a Pulowski Preservation Shelter to the west, in which is a slave named Rory Maclaren. He doesn't escape, even if you unlock "The Box" (if you have the Paradise Falls Box Key). Nearby is the Paradise Falls Coffee Shop, now the toilets, with a grating that leads outside Paradise Falls. It's too small to squeeze into, but looks just the right size for a child.

Near the toilets are two slave pens and you can unlock either with the Paradise Falls Box Key, although the Slavers will turn hostile if they see you do this. On the left is the child slave pen and house, and on the right are the adults. Check out the Freeform Quest (page 323) to save the adults.

JONESING FOR SOME SLAVES

Note

You can try this optional task if you have enough Bottle Caps.

A Big Burger Boy may tower over the settlement, but everyone knows who the big man in town is.

You can head directly for Eulogy's Pad, and locate the man with the long red coat. This is Eulogy Jones, head of the Slavers. Mention that you want to buy some kids. Then talk about a price, because threatening Eulogy results in the Slavers becoming hostile. Eulogy offers to sell Sammy and Penny for 500 Caps each, but the price on Squirrel is 1,000 Caps because the kid's talented. That's 2,000 Caps total. At this point, you can:

Stop and ponder the decision, or (if you don't have the funds) leave Paradise Falls, secure the Caps, and return.

Or, you can pay Eulogy Jones 2,000 Caps.

Or, you can bargain Jones down to 1,200 Caps for all three. If you succeed in your **Speech** challenge, he agrees.

Tip

If you're after a bargain, make sure you grab the Bobblehead inside Eulogy's Pad before you speak with him!

When the purchase is complete, all three children are ushered to the Paradise Falls entrance. You can walk with them to the outskirts of Paradise Falls, and run back to Little Lamplight, or Fast Travel there. Mayor MacCready now lets you through the entrance gate.

SQUIRREL'S SECRET PLAN

Note

This plan is optional but recommended if you don't feel equipped (or don't want) to defeat the Slavers in combat.

Move to the slave pens, open the only unlocked gate, and walk to the mesh fence to speak with Sammy. He reckons that his friend Squirrel can turn off the collars. Squirrel tells you there's a terminal inside Eulogy's Pad. If you don't think you can manage this, Squirrel recommends you find the junction box near the food area. Nonchalantly walk into Eulogy's Pad.

NEW OBJECTIVE

"Connect the department store computer to the Paradise Falls secure network" begins.

Once inside the pad, you can Sneak or simply wander around When Eulogy and his slaves are well away from the projector room, move to the southeast corner, and locate the Paradise Falls Main Terminal.

Use **Science** to hack into this terminal. If you can't, you must try Squirrel's other plan. You have three menu options:

Update Network Connections

This option is available only after you speak with Squirrel. This connects the terminal to the network.

Unlock Safe

This allows you to pilfer the Bottle Caps and other items from Eulogy's floor safe, to the left of the terminal.

Personal Restraint Systems

Access is denied.

Alternately, you can move to the food area outside. A cable junction box is on the northern wall. Once you Repair the junction box, you can return to Squirrel. If you can't access the terminal or the junction box, you have to either fight for the children or buy them. Once either plan has been successful, you can return to Squirrel.

NEW OBJECTIVE

"Tell Squirrel the computer is now connected to the network" begins.

When you're fast-talking Forty, appeal to his greedy, needy side. It isn't difficult.

Squirrel can access the terminal, turn off the collars, and open the gate, but the Slavers aren't just going to let everyone walk out of here. Squirrel suggests you wait until midnight, when Forty's the only guard. Optionally oblige the little tyke, and head to the barracks for a sleep, wake up at midnight, and return to the slave pen area, although you can simply find Forty at any time of day.

NEW OBJECTIVE

"Arrange for Forty to be away from the slave pen" begins.

The following conversation is available:

Use **Speech** skill to prompt Forty into thinking he's an undervalued employee of Eulogy's. Forty walks away to see Eulogy about a raise.

There's another, more creative method of getting him away from his post. Visit Crimson, one of Eulogy's female slaves, making sure Jones isn't nearby. The following options are available:

You can mention that Forty would benefit from some company. Crimson agrees if your **Speech** is successful, and slips away to find him.

Or, you can simply purchase Crimson's "services" for Forty in a cold, hard transaction; it'll cost you 100 Caps.

NEW OBJECTIVE

"Tell Squirrel the guard has been distracted" begins.

When you return to Squirrel, he's ready to head into the toilets and escape via the child-sized sewer pipe that leads to the southwest of the settlement. But Penny won't leave. She's befriended a Mungo named Rory Maclaren, and won't abandon him.

Try reasoning with Squirrel that you can't save everyone, and leave her behind. If your **Speech** succeeds, Squirrel agrees, the two boys bolt for the coffee shop, and you leave Penny behind. They open the slave pen gates in the process.

Or, you can agree to help, and they head for freedom. It seems Penny is the one to ask, so enter the child slave pens, and run over to her.

NEW OBJECTIVE

"Speak with Penny and convince her to leave Paradise Falls" begins.

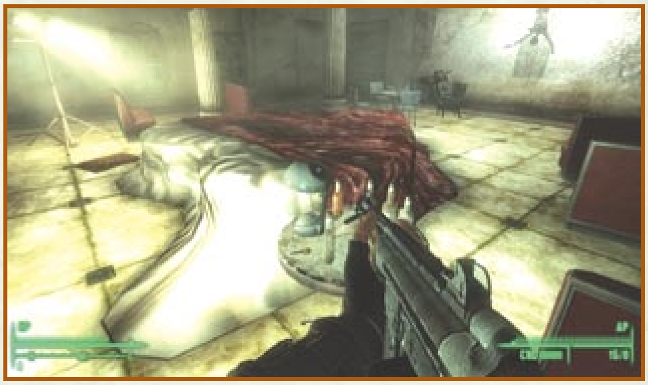
Penny won't leave until Rory is out of the Pulowski Shelter just outside the pens. Forty has a key for the box, and there's one in Eulogy's place, too. The following options are available:

Use **Speech** to convince Penny that Rory can't be saved. Penny says Rory was going to be sold, and she'd never see him again. She's sad. Still, she'll get over it.

Or, you can detour your main mission still further, and agree to figure out a way to release that Rory character from his solitary confinement.

NEW OBJECTIVE

"Find a way to release Rory Maclaren from the box" begins.



The only nonviolent way of grabbing the Box Key is from this table. Although you might want to pick a pocket or two.

Freeing Rory is a straightforward affair. For this to occur, you need to obtain one of three Paradise Falls Box Keys. They are in three locations around the settlement:

On a table inside Eulogy's Pad. Steal it when no one is looking.

In the pocket of Forty the guard. Use **Sneak** to Pickpocket him, or loot it from his corpse after slaying the entire settlement.

In the coat of Eulogy Jones. Use **Sneak** to Pickpocket him, or loot it from his corpse after slaying the entire settlement.

Paradise Falls Box Key

Head to the box, and activate it using the key. Speak with the man in this cylindrical prison, and tell him he's got three options:

You can escort him to the front gate. Unless you Sneak, it's dark, and the Slavers are mainly in the barracks, this results in bloodshed—his, mainly. However, you aren't targeted unless you fire back, and there's no Karma penalty if you leave him to die.

If you must keep him alive, massacre all the Slavers first, and then open the box. That way, he can escape with ease, while you hobble to the nearest First Aid Box.

You can tell him he's on his own. He tries to escape, and is gunned down in seconds.

You can shoot him. Although this is a little harsh.

NEW OBJECTIVE

"Talk to Penny and tell her to leave Paradise Falls" begins.

You can tell Penny either that Rory has been freed (whether it's true or not is a different story), or that he died. She thanks you whatever the outcome, and escapes.

NEW OBJECTIVE

"Meet the children southwest of Paradise Falls" begins.

SLAVER SLAUGHTER

Note

This is optional, but adds valuable Karma for each Slaver you defeat, and is a more direct approach.

The violent option means all-out war with more than a dozen highly armed Slavers, complete with a heavy-weapons guy on the gantry near Eulogy's Pad. The action begins easily enough. Kill Grouse and his friend, then strafe Forty if he hasn't retreated into the settlement, and take up refuge in the Lock and Load store. Naturally, this is a great place to re-arm, exit, blast a couple of foes, then return when you need to re-arm.

Continue the fracas, and once you've tooled up with weapons, sprint for the clinic. Gun down Cutter, then rifle through her Health and Chems. Then mop up the remaining foes, but don't wade into the open fire pit and food area. Instead stay back and use the "Crap" as cover and retreat to any store.

Eulogy's eulogy: He was a sharp dresser, but not quite enough of a sharpshooter. He won't be missed.

Finally, step in and blast Eulogy, using the walls as cover, because he's carrying a nasty Scoped Magnum that really dishes damage. Don't forget the corpse-looting. Then simply take the Paradise Falls Box Key from the body of Jones or Forty, or pick it up from Jones' bedside table, and unlock the slave pens. Sammy and Squirrel both escape. Unlock Rory from the box, then speak to Penny, and she escapes too.

Don't lose sleep worrying over Rory; he's not essential to this quest. In fact, he's likely to be dead in the box. Also note that if you start combat with the Slavers before you enter Paradise Falls, Sammy remains at the entrance to the interior part of the settlement; look for him there, not the slave pen.

NEW OBJECTIVE

"Meet the children southwest of Paradise Falls" begins.

Caution

Watch out! Eulogy's slave girls fight for their master, so you'll have to slaughter them too. However, don't gun down the slaves in the pens!

RETURN FROM PARADISE

Head out of Paradise Falls the same way you came in, and meet up with Sammy, Squirrel, and perhaps Penny, and they thank you for all your help before racing off to Little Lamplight. Fast Travel directly back to Little Lamplight, where Mayor MacCready is amazed at your helpfulness. He opens the gate and allows you into his settlement, but just this once! You can now rejoin **Main Quest: Picking up the Trail** already in progress.

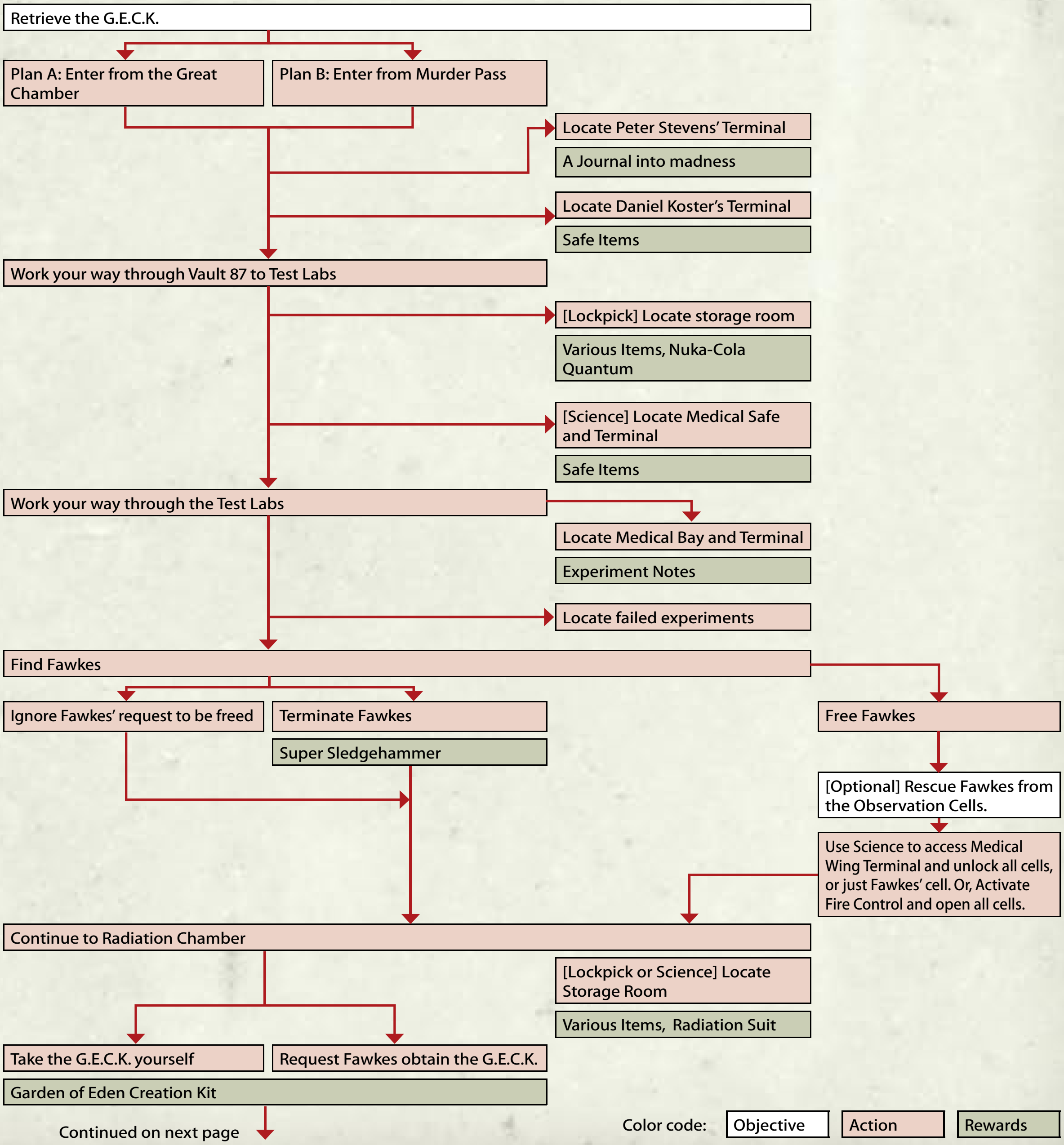
Finding the Garden of Eden

Spoiler Alert

The information below contains some major developments in your adventure. If you don't wish to know what the future holds, be careful where your eyes wander!

QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	—	Fawkes
Locations	Little Lamplight, Vault 87	
Adv. Items/Abilities	Energy Weapons, Lockpick, Science, Small Guns, Sneak Rad-X, RadAway, Radiation Suit	Energy Weapons, Lockpick, Science, Small Guns, Sneak
Possible enemies	Radroach, Centaur, Super Mutant Genus, Enclave Soldier, Colonel Autumn	Centaur, Super Mutant Genus, Sid
Karma Influence	Negative	Neutral


Retrieve the G.E.C.K.
Plan A: Enter from the Great Chamber
Plan B: Enter from Murder Pass
Locate Peter Stevens' Terminal
A Journal into madness
Locate Daniel Koster's Terminal
Safe Items
Work your way through Vault 87 to Test Labs
[Lockpick] Locate storage room
Various Items, Nuka-Cola Quantum
[Science] Locate Medical Safe and Terminal
Safe Items
Work your way through the Test Labs
Locate Medical Bay and Terminal
Experiment Notes
Locate failed experiments
Find Fawkes
Ignore Fawkes' request to be freed
Terminate Fawkes
Super Sledgehammer
Free Fawkes
[Optional] Rescue Fawkes from the Observation Cells.
Use Science to access Medical Wing Terminal and unlock all cells, or just Fawkes' cell. Or, Activate Fire Control and open all cells.
Continue to Radiation Chamber
[Lockpick or Science] Locate Storage Room
Various Items, Radiation Suit
Take the G.E.C.K. yourself
Request Fawkes obtain the G.E.C.K.
Garden of Eden Creation Kit
Continued on next page
Color code:
Objective
Action
Rewards

From previous page

Escape from Vault 87.

You are waylaid by Colonel Autumn

Main Quest: The American Dream

PETER STEVENS'S VOICES

NEW OBJECTIVE

"Retrieve the G.E.C.K." begins.

PATH A: ENTERING FROM THE GREAT CHAMBER

Note

This assumes that you gained entry to the reactor room via the Little Lamplight chamber called "Nothin'!" using Joseph's technical know-how to open the door.

You enter facing west, looking at a small reactor. Turn left (south), and exit into a secondary chamber, where you'll find some minor Chems on the table, and Peter Stevens's Personal Journals Terminal. Only a few entries are uncorrupted, they are:

Journal Entry 06A02

This entry of Peter Stevens, Technician Class 3, details his tragedies. He believes he's sealed inside this "permanent tomb."

Journal Entry 06A05

Peter thinks he hears laughing when he's in the outer tunnels.

Journal Entry 06A07

A snapped mind in text form: "Iamsanelammelamforever!"

Before you leave this chamber, use **Lockpick** to open the floor safe, and grab the Caps and other optional items contained within.

Safe Items

Exit through the southern doorway, ignore the left corridor for a second, and open the hatch door ahead of you (south). This leads to a rock wall and dead end. At the foot of the mannequin is whiskey and *Nikola Tesla and You*. Read it, then step back to the corridor to the east, and run along and up the stairs. You reach the other rear entrance to Vault 87. From here, the paths merge, although you can head south, out of the Vault, and take down Super Mutants in Murder Pass (if you're after the experience and items).

Whiskey

Nikola Tesla and You
+1 Energy Weapons (when read)

PATH B: VENTURING IN FROM MURDER PASS

Note

This assumes that you headed up Murder Pass, collecting the numerous items and health, found many Super Mutants, and accessed the other rear entrance to this Vault.

Step around the "Not Part of Tour" sign, and into a rusting corridor with another passage heading west. You've spotted the corridor down to the reactor room, and Peter Stevens's Terminal; the location of the other rear entrance. Head down Path A in reverse to obtain any items you deem necessary. You can't exit into the Great Chamber unless you hacked the terminal after Joseph powered it up. Backtrack to the initial junction, and the paths merge.

KNEE-DEEP IN THE DEAD

Super Mutant Brute
Head Crippled

Scoped Magnum shots to the face cripple even hulking eight-foot green Muties!

Head north, into a connecting chamber, with windows on either side. Head to the door on the opposite wall, but make sure you clear the western area of Radroaches. But do it quietly or you attract the attention of three Super Mutants waiting at the top of the next set of stairs. Sneak or use a Stealth Boy to approach the bottom of the steps and eavesdrop. They plan to search for more of the "green stuff" and use it to make more Super Mutants. Head up the stairs, and into a small reactor chamber. Unless you're collecting whiskey, quickly exit the reactor chamber and head up the stairs to the south, and open the Door to Living Quarters.

Tip

Preferred corridor takedown methods include the following:

Sneak forward, plant mines, then make noise, and watch Super Mutant legs fly off before mopping up the survivors.

Blast, back up behind cover, and blast again.

Learn the layout of the Vault so you can backpedal and run at the same time as shooting Super Mutants.

Grenades work well in enclosed spaces, as long as you're outside the blast radius.

Step around more corpses, and head toward the hatch door to the east. Back up when you see a staircase directly ahead; there's a toughened Super Mutant! Back up and blast, then climb the stairs, and around and up the corridor. Head west to the door, and step into the lower level of a rusting Atrium area. The exit to this room is on the same wall, to the north of you. Go there, or spend some time investigating the Atrium.

Make a quick, clockwise sweep of the Atrium. There's a small storage room and a projector room. Both contain some minor items, but the projector room also houses a Super Mutant to deal with. On the west wall is a hatch door into a storage area. Scour the shelves for First Aid Boxes, Ammo, and other essentials. Plus Gore Bags to sift through. Return to the Atrium. Now check the north wall for a storage room with some minor items, and a medical room with some Med-X and a Stimpak.

Ammunition Box (2)

Frag Grenades

First Aid Box

Head east, along a corridor, head around the corner and up the stairs to a corridor parallel to the upper Atrium. At the top of the stairs, prepare for a series of Super Mutant attacks. In fact, move very slowly through this section, dealing with them one or two at a time. Here's what a quick search of the area uncovers:

At the top of the stairs are two doors. Check the door to the right (north) which leads to a small restroom. Continue west along the corridor, blasting a Mutie or two, to the next set of doors left and right. The left door leads to the gantry above the lower Atrium, where the majority of the Super Mutants appear from. Keep this closed to avoid getting swamped. On the right is another small restroom. Continue to the end of this corridor, which has a door to the left (also leading to the upper Atrium gantry area), and a blockade. You can see stairs beyond. Step into the Atrium gantry, and the two doors on the opposite side open to reveal around four Super Mutants. Back up, and start strafing!

If you're relying on **Sneaking** rather than combat prowess, use **Lockpick** to open the initial left-side door. This allows you to Sneak to the door opposite and out to a parallel corridor, where you can turn west, catch Super Mutants unaware, and have fewer to deal with.

Once the general Atrium area is secure, you can inspect the parallel corridor running along the outside of the gantry area. Head east to the end of the corridor, where a door leads to the connecting room with the locked door. Of more interest are the stairs heading down and around to another small engineering room. If they haven't stormed the Atrium, expect another three Super Mutants in here! There are items on the shelves, and Engineer Daniel Koster's Terminal. This has six entries that make for interesting reading, but of special note is the last one that says:

Service Issue Entry V87-007

Something is terribly wrong in the experimental section of the Vault. Koster's wife quickly died from an unknown disease. Medical records are missing. Many are dead. Accessing this message opens the nearby wall safe.

You can read Entry 007 on the terminal, or use **Lockpick** on the wall safe, which contains Koster's weapon and other items. Grab what you need, and return to the upper Atrium area.

Koster's Safe Items

Move to the locked door on the left (south) side of the corridor, and **Lockpick** it open. Search the storage room for various items. Jimmy open a wall safe inside here, too.

First Aid Box

Nuka-Cola Quantum

Laser Rifle and Cells

Pugilism Illustrated +1 Unarmed (when read)

Wall Safe Items

The upper Atrium is explored, so continue up the corridor (west), to the top of the next set of stairs. On your right (north) is a barricade, with Super Mutants behind it. Lob a couple of Grenades in there, then continue forward, ignoring the blocked passageway on your left (south). Turn the corner, walk, and turn again, dealing with the Super Mutants you softened up with Grenades. Then turn right (south) and inspect the room you saw through the window. This small laboratory has a few items to take, a medical wall safe, and a Medical Records Terminal.

Use **Science** to access this terminal. Inside are four menu options, the first of which is to unlock the Medical Safe.

The entries are somewhat mysterious but are a piece of the puzzle that is Vault 87 so read them all.

The medical wall safe can also be opened with **Lockpick** skill, but this is much more difficult. Inside, expect a number of items such as Purified Water and Stimpaks.

Wall Safe Items

Exit, and ignore the stairs down. Instead, turn south and locate the door in the left (east). This leads to a corridor to more stairs heading upward. Pass up around two landings, one with another collection of corpses, and reach the Door to Test Labs.

THE TEST LABS: MUTILATED MUTATIONS

In the test labs, realization of exactly what went on in this Vault begins to dawn on you. Look into the room on your right (west), where a Super Mutant is standing. Once he's lying down, inspect the room, and grab Ammo from two boxes (one requires Lockpicking to uncover the Missiles within), and then wrench open (with Lockpicking) more items from the floor safe. Grab any additional items you want, then blast a waddling Centaur back in the main corridor.

Ammunition Box (2)

Floor Safe Items

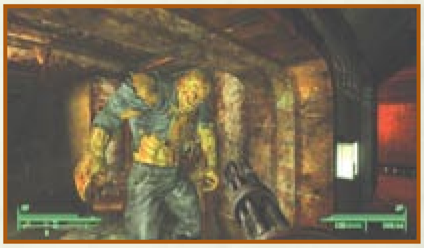
At the door on your left, labeled Test Chamber 01, there's a broken wall terminal, so either peer through the window or open the door and brave some light radiation. There's nothing too horrible until you reach the medical lounger, upon which lies a mangled mutation with growths and sickeningly elongated arms. This is a test subject for F.E.V. (Forced Evolutionary Virus). This is the real reason no detailed deaths were given on the medical records.

Turn the corner so you're facing west, and inspect Test Chamber 02, which is where the Centaur waddled in from. Continue past empty Test Chamber 03, and turn the corner of the main corridor again, to face north. Another Super Mutant turns its attention on you. Blast it then continue to the pair of doors. The left door cannot be entered. The right door leads to a small experimental medical bay with a First Aid Box on a stretcher, and the Chief Physician's Terminal on a desk. There are five entries. Read them to shed more light on the creation of Super Mutants.

First Aid Box

THE TEST LABS: FIREWORKS WITH FAWKES

As you reach a junction where the corridor splits at a corner, you hear a guttural, growling voice asking for help. Study Isolation Room 05, in front of you. A large Super Mutant identifies himself as Fawkes, and asks you to help him. The following possibilities become available:



What a guy! Fawkes is a true anomaly: a friendly Super Mutant, loyal to anyone who rescues him. Yes, that's a hint.

You can ignore him and continue toward the G.E.C.K. Head west, ignoring the northern corridor.

You can speak with Fawkes, a "failed experiment." He pleads for you to release him, and he'll help you secure the G.E.C.K.; he can endure the radiation of the chamber it's in. To free him, you need to trip the Fire Console Control at the end of the northern corridor. This releases him, and all the experiments located in this medical wing!

You can speak with Fawkes and refuse to aid him in any way whatsoever. He pleads and then gets angry. You'll be back!

You can use **Science** to access Isolation Room 05's wall terminal. The three menu options are to check Fawkes' subject identification (Subject D624), to unlock the door (which is jammed, and unable to budge), or to terminate specimen.

Terminate Fawkes, and a blast of fire burns him up. Congratulations; you've murdered one of only two friendly Super Mutants in the Wasteland! Make sure you take his Super Sledgehammer, though!

Super Sledgehammer

NEW OBJECTIVE [OPTIONAL]

"Rescue Fawkes from the Observation Cells" begins.

If you detour your mission for a moment to help free Fawkes, move north past Isolation Rooms 01, 04, 02, and 03 ignoring their wall terminals. After passing Sid in Isolation Room 03, turn the corner (east), and face a Super Mutant or two in the medical wing's reactor room. Drop these foes, then inspect the Fire Console Control in the middle of the east wall. There's a wall terminal too. The following options are available:

Option 1: Freeing everything

Simply activate the Fire Console Control, and choose to Activate Fire Alarm. Klaxons blare, and all five isolation room doors open.

Alternately, use **Science** to access the Medical Wing Terminal adjacent to the control, and unlock all five isolation rooms.

Option 2: Freeing Only Fawkes

Ignore the Fire Console Control, and use **Science** to hack the Medical Wing Maintenance Terminal. When the five menu options appear, unlock only Isolation Room 05.

Return to Fawkes's cell, and dispatch any enemies you may have released. During the battle, Fawkes comes brandishing his Super Sledgehammer, and wallops anything attacking you. He thanks you, and tells you to follow him; he's now going to keep his end of the bargain!

THE TEST LABS: GETTING TO THE G.E.C.K.

Note

This can be attempted on your own, or with Fawkes helping you battle the remaining Super Mutants. The latter option is recommended.

Caution

Watch your fire! Ensure you're mainly using V.A.T.S., and don't spray Fawkes with your gunfire, or he turns on you. He's much better as an ally.

Tip

Have you teamed up with Fawkes? There are two ways to secure the remaining rooms:

Let Fawkes go in front of you, soaking up the damage and blasting foes. Or, run ahead (optionally telling Fawkes to wait), engage the enemy, back up, and let Fawkes deal with them as they advance.

Head west from Fawkes's cell and climb up some steps to a hatch door. This leads to a connecting chamber with a sunken middle, and a couple of foes. Continue west and locate the junction chamber. The door ahead (west) of you is sealed. The only way onward is through the door to the north, and up another set of steps to the final upper floor. Turn the corner, and open the door on the north wall. Execute the Super Mutant near this green-hued laboratory, then halt. Head back to the corridor, and continue around the corner to a locked door to the south. This leads to a storage room, and there are two ways in:

You can, of course, use **Lockpick**, and enter.

Or, you can enter the laboratory, and use **Science** to hack the Lab Technician's Terminal. Inside, are four options, the first of which is to unlock the storage room door. The remaining entries are as follows:

Notice #009

The storage room has been stocked with Rad Suits.

Notice #012

Radiation expulsion ducts from the G.E.C.K. are venting radiation directly into this area.

Notice #018

Doctor Merrick has ordered the F.E.V. subjects terminated. The area must be scrubbed to avoid cross-contamination when new subjects begin testing.

Move to the storage room at the end of the corridor, and rummage around inside. Be sure you grab the items you need, as well as the Advanced Radiation Suit because this area is highly contaminated.

Use **Lockpick** to open a wall safe and take a few additional items.

Laser Pistol and Ammo

First Aid Box

Advanced Radiation Suit and Chems

Wall Safe Items

Push forward, into the lab room with the window on the right, through which you can see an inner corridor that's glowing with massive radiation seepage. Of the two doors ahead of you; choose the right one, which leads to a Super Mutant. Drop that, then open the connecting doors to a new corridor. Move north, and follow the corridor right (east), through another hatch door, into a maintenance room with more Muties to kill! Take the junk parts from the shelves if you need to, and open the door opposite.

Check your Local Map. You're making a clockwise circle around the middle chamber of this level. Follow the corridor around to the south, through a door, and into a second laboratory. Scour the locker for goods, then press on, through the south door to a storage room with a Super Mutant. Finally push through to the radiation chamber entrance, where you can grab Health and Chems from a First Aid Box on the table. If you head through the door in the northwest, you'll face radiation damage of well over +100 RAD/SEC. How will you access the G.E.C.K. inside this chamber? There are three options:

First Aid Box

Option 1: Head inside, unprotected, after gobbling down some Rad-X. Head northeast, north, and immediately turn left (west) at the door and open it, then dart in, open the G.E.C.K. container. Sprint back to the radiation chamber entrance, and gobble down RadAway to return your radiation poisoning to an acceptable level. Then sprint back in, and take the G.E.C.K. You absorb less radiation backing up and waiting for the container to open in safety.

Option 2: You can struggle into the Advanced Radiation Suit that you stole from the previous storage room, swallow a Rad-X, and then trudge into the container room and take the G.E.C.K. that way.

Option 3: Or, you can speak to Fawkes, who offers to shrug off the radiation and stomp his way to the container. You can watch from a nearby window if you wish. He soon returns, gives you the G.E.C.K., and you part ways. Perhaps you'll meet again?

Caution

When you reach the G.E.C.K. yourself, you're asked if you want to Pick Up, or Activate the G.E.C.K. Always choose the former, as the latter begins terraforming right there in Vault 87, killing you instantly in the process!

Garden of Eden Creation Kit

NEW OBJECTIVE

"Escape from Vault 87" begins.

It seems you may have underestimated the guile (and radiation proof overcoat) of Colonel Autumn.

Aside from the door you couldn't open, you've thoroughly explored Vault 87. The only way back to the Citadel is the way you came, so backtrack through the laboratory, down the stairs, and into the junction chamber... You're engulfed in static electricity and white light! Two Enclave Soldiers carrying Miniguns and wearing fabled Tesla Power Armor stride in. They are followed by Colonel Autumn. He commends the soldiers on your capture, and orders the G.E.C.K. to be secured on his Vertibird. You're to be prepared for transportation immediately! But where...?

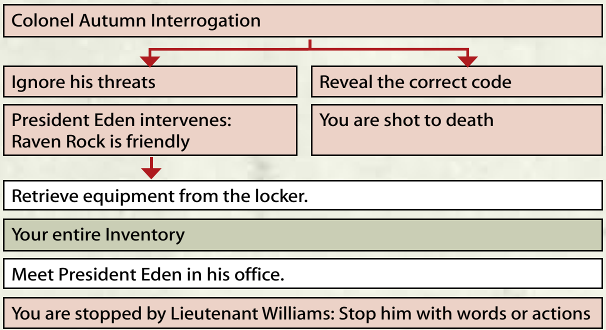
The American Dream

Spoiler Alert

Your forthcoming adventure knowledge becomes shockingly clear if you read any further through this section. Do not proceed unless you've come to accept this fact!

QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Colonel Autumn, President John Henry Eden, Lieutenant Williams, Fawkes, Sentinel Sarah Lyons, Elder Owyn Lyons, Scribe Reginald Rothchild, Liberty Prime	Nathaniel Vargas, Fawkes
Locations	Raven Rock, The Citadel	Raven Rock
Adv. Items/Abilities	Big Guns, Energy Weapons, Small Guns, Speech	—
Possible enemies	Enclave Soldier, Enclave Officer, Enclave Vertibird, Colonel Autumn	
Karma Influence	Neutral	Positive



Colonel Autumn Interrogation

Ignore his threats

Reveal the correct code

President Eden intervenes: Raven Rock is friendly

You are shot to death

Retrieve equipment from the locker.

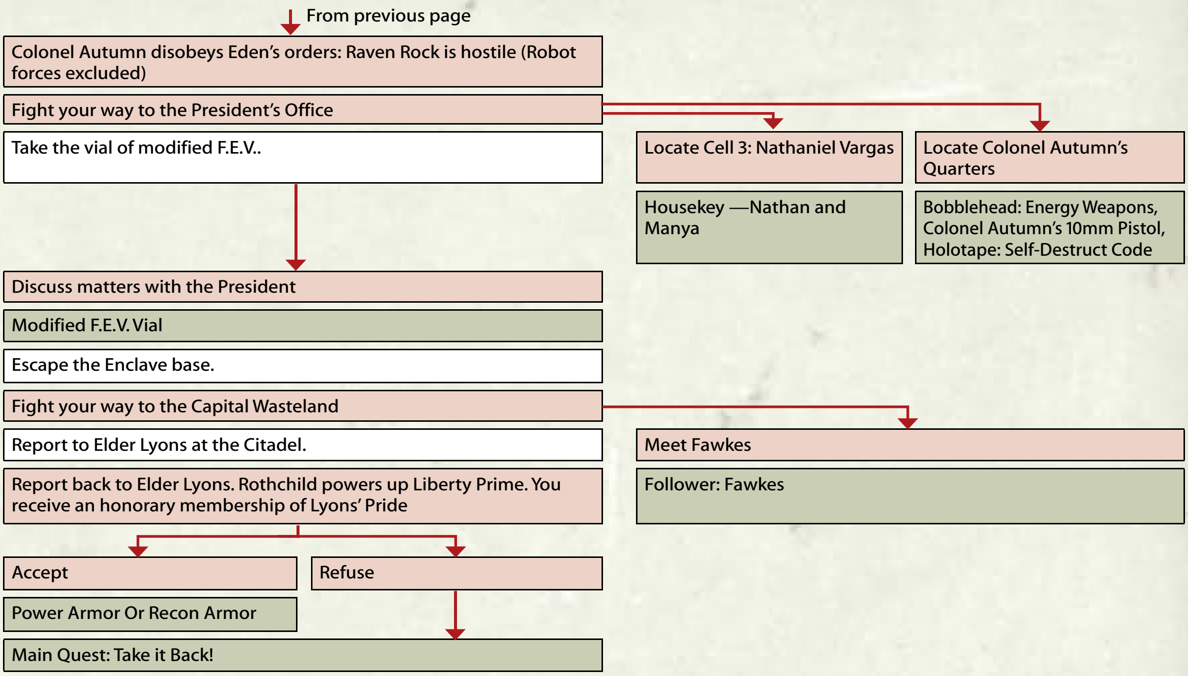
Your entire Inventory

Meet President Eden in his office.

You are stopped by Lieutenant Williams: Stop him with words or actions

Continued on next page

Color code: Objective Action Rewards


From previous page
Colonel Autumn disobeys Eden's orders: Raven Rock is hostile (Robot forces excluded)
Fight your way to the President's Office
Take the vial of modified F.E.V..
Locate Cell 3: Nathaniel Vargas
Housekey —Nathan and Manya
Locate Colonel Autumn's Quarters
Bobblehead: Energy Weapons, Colonel Autumn's 10mm Pistol, Holotape: Self-Destruct Code
Discuss matters with the President
Modified F.E.V. Vial
Escape the Enclave base.
Fight your way to the Capital Wasteland
Meet Fawkes
Follower: Fawkes
Report to Elder Lyons at the Citadel.
Report back to Elder Lyons. Rothchild powers up Liberty Prime. You receive an honorary membership of Lyons' Pride
Accept
Refuse
Power Armor Or Recon Armor
Main Quest: Take it Back!

RAVEN ROCK LEVEL 3—A PRESIDENTIAL PARDON

EXPLORATION: FLOOR 3A CELLS

Colonel Autumn has you right where he wants you. But the commander-in-chief wants you somewhere else.

You wake in some kind of cell (Cell 4, in fact), you've been stripped of all your weapons, armor, and other supplies. Colonel Autumn immediately gets to the point: You're going to tell him the code to activate the Purifier! The following options are therefore possible:

You can tell him, using all manner of expletives, where he can stick that information. Keep it going, and rile him up!

You can simply play dumb, which also infuriates the Colonel.

You can play along with his questions, and give him the code 7-0-4. This is the incorrect code, but Autumn contacts his men at the Jefferson Memorial Project Purity chamber, and they input it. This is perhaps, the most furious you've seen the Colonel....

You can give him the code 2-1-6. This is the correct code, and Autumn contacts his men at the Project Purity chamber, and they input it. They report the success, and the colonel is pleased. You're no longer useful, so he draws his pistol and guns you down. You don't stand a chance; perhaps not the wisest move!

Note

How do you know that 2-1-6 is the correct code? Do you remember the number of the Biblical verse that your father has framed in his Vault 101 clinic?

Choose any option except the last one, and a voice booms out around the room. It is President Eden, he apologizes and wants to meet you in his office. You can retrieve your possessions from the nearby locker. It is wise to see what the president has to say. Leave Cell 4, entering a connecting corridor.

NEW OBJECTIVE
"Retrieve equipment from the locker" begins.

NEW OBJECTIVE
"Meet President Eden in his office" begins.

Caution

You can begin a crazed firefight as soon as you grab your stuff, but it's more cunning to reason with the slightly confused Enclave personnel. The following tactics have you hold off on gunfire until the very last possible moment.

Tip

Grab your equipment from the locker, but don't forget to wear your armor and reassign your Hot Keys. Wandering around in just your Vault 101 undergarments is not recommended!

Open the cell door, and step into the corridor. You're automatically stopped by an Enclave Officer. The following options are available:

You can use **Speech** to tell him to calm down, as you're supposed to be here. Fail, and he gets violent. Succeed, and you tell him you're meeting with the president. The lieutenant checks directly with President Eden, who requests "no questions, and no interference."

If you have a high **Charisma**, you can tell the guard you're off to the president, and you'll put in a good word for him. He leaves you alone.

With high enough **Strength**, you can intimidate him with your bulging muscles, and he sheepishly backs away, remembering that he needs to be elsewhere.

Or, you can simply start a fight.

Assuming you used an ability, you're free to explore Level 3 of Raven Rock.

You are now free to move to Level 2 of Raven Rock's interior. However, it is interesting, if not essential, to check out Level 3. Although you can go anywhere, begin with a quick march south to a second cell on your left (east). Imprisoned inside Cell 3 is Nathan. He's changed his tune about the Enclave; frantically telling you they "aren't what they seem." Leave him, or Pickpocket him to take the Housekey—Nathan and Manya.

Housekey—Nathan and Manya

EXPLORATION: 3A CELLS AND CONCOURSE

Continue to wander around the cells, continue west along this corridor. Head out of the corridor, into a larger concourse, with a sign reading Sector 3A. This is the Bio Lab and cells and you're in the cells part. If you want, you can turn and make a long counterclockwise run around the cell corridor where you came from, and explore Cells 5 and 6 to the north. You appear at the northern end of the concourse.

If you want a suit of Tesla Armor and a helmet, this is one time to attack (but not the best time). You have two other doors to investigate. But first, the lower area under the concourse leads to a set of three blue lasers. This is the Enclave's attempt at dealing with a Radroach infestation, fun to play with!

EXPLORATION: 3B MESS HALL

The optimal route to Level 2 is via the Bio Lab, but you can optionally explore the Mess Hall, which is opposite the southern exit from the cells. Open the door, climb the stairs, and inspect the Mess Hall. Two Enclave Soldiers are here, and a back larder/kitchen with some food to take. There are two First Aid Boxes attached to a locker, too. You can backtrack to the cells, then head north to the lab, or head east, up the stairs to the Door to Raven Rock Level 2. This brings you out farther into the Tech and Cryo Labs, at the south area of Level 2.

Food

First Aid Box (2)

Note

By about this time, Colonel Autumn has disobeyed the president's orders, and told his Soldiers to shoot you on sight; you must now begin to battle the Enclave!

EXPLORATION: 3A BIO LAB

Among mutations encased in vats, and scattering Enclave Scientists, combat in this maze begins now!

Head to the middle point of the north-south corridor, and locate the door on the eastern wall marked "Bio Lab." Enter this place, and expect around three Enclave Soldiers to attack when prompted by Autumn. When you're safe, turn north and head up the stairs to the upper four rooms. The southwest one has a First Aid Box and an Enclave Crate to ransack. The southwest medical bay has another First Aid Box, and the northwest experiment room has two Enclave Crates and a First Aid Box. Grab what you need, then exit through the door in the northwest room to Sector 2A: Tech Lab.

Enclave Crate Ammunition (3)

First Aid Box (4)

RAVEN ROCK LEVEL 2—BATTLE TO THE WAR ROOM

EXPLORATION: FLOOR 2A TECH LAB

Enter the Tech Lab at the exit of the Bio Lab on Level 3. Defeat the Enclave Soldiers in these eight small chambers (four up, four down), and then inspect them. Encased in vats are some strange experiments. Proceed around the upper rooms and you'll find more Ammo inside two Enclave Crates in the northwest storage room. There are two exits. The one is in the upper southwest room leads to the Cryo Lab or back to the Mess Hall. The other, in the northern part of the lower area, also leads to the Cryo Lab, or (if you continue north) to the main L-shaped concourse for this level. Both lead to a pillared atrium area. It's slightly confusing, so check your Local Map.

Enclave Crate Ammunition (2)

EXPLORATION: FLOOR 2A CRYO LAB

The Cryo Lab northwest room hosts one of the experiments, along with two Enclave Crates and a First Aid Box. Move to the downstairs area and you can inspect the four identically sized chambers underneath, where Ghouls, Deathclaws, and a Yao Guai are preserved. There are three exits to the Cryo Lab. One is on the upper floor (northeast room) leading back to the atrium. The one on the southern wall of the lower level leads back to the Mess Hall and Tech Lab. The one to the west leads to storage and living quarters areas. Head there, stepping out into the concourse.

Enclave Crate Ammunition (2)

First Aid Box Health and Chems

EXPLORATION: FLOOR 2B STORAGE AND QUARTERS

Move to the south end of the L-shaped concourse, and inspect the storage area. Grab what you need from a bank of lockers, grab Energy Cells from either Enclave Crate.

Ideally, head north to the doors on either side of you. Check the left (west) living quarters out first; there's little else but a First Aid Box to snag here. Over on the right (east) side, look for another First Aid Box on top of a locker, then inspect a nearby Security Barrier Terminal.

Use **Science** to access this terminal, and you can disarm the security barrier at the north end of this room. Behind the barrier are three Enclave Crates; each holding a variety of armor and weaponry. Grab what you need, then continue north along the concourse.

First Aid Box (2)

Enclave Grenade Crate Items

Enclave Armor Crate Items

Enclave Gun Crate Items

Note

The east-west concourse houses a Soldier or two, and a larger door to access as you head west. A small alcove to the north leads to stairs down to the area under the floor grating. This allows you to Sneak all the way to the storage area, which is purely optional. Continue on your route to President Eden by heading toward Sector 2C.

EXPLORATION: FLOOR 2C WAR ROOM

Continue northward up the western concourse, stepping through to a concourse section with two doors at the end. Swing right (east) and lob a Grenade at the opening door that leads to 2C; you'll catch three Enclave Soldiers on their way out to ambush you. Finish them and make sure to inspect the room to the west. This is Colonel Autumn's chamber and there's a Bobblehead: Energy Weapons on the table! The gun cabinet has a unique 10mm Pistol, and a Holotape (with President Eden's self-destruct code!). Grab the First Aid Kit atop one locker, then inspect the wall terminal.

Use **Science** to access this terminal, and you can disarm the security barrier near the entrance to this room. Behind the barrier are three Enclave Crates; each holding a variety of Ammo and Health.

Bobblehead: Energy Weapons
"Arrive at peaceful resolutions by using superior firepower." +10 Energy Weapons (when picked up)

Colonel Autumn's 10mm Pistol

Holotape: Self-Destruct Code

First Aid Box

Enclave Crate Health and Chems

Enclave Ammo Crate Ammunition (2)

EXPLORATION: FLOOR 2C WAR ROOM

Head through the door where the three Enclave Soldiers who forgot their helmets stormed in from, and climb the metal stairs to the War Room. Study the holomap if you wish, then access the door in the west wall, leading to 1A Access. This leads to the Raven Rock Control Room.

RAVEN ROCK LEVEL 1— AN AUDIENCE WITH EDEN

EXPLORATION: FLOOR 1A CONTROL ROOM ENTRANCE

Sentry Bot slaughter: It's Autumn versus Eden in the Control Room and those hulking great Sentry Bots are on your side!

Enter the Control Room, and you're immediately blasted. However, President Eden's Enclave Sentry Bot guards are ordered to nullify all threats to you. After that, they unlock the door to the Control Room. Don't shoot the Sentry Bots! Grab what you need from the corpses, and head into the Control Room.

EXPLORATION: FLOOR 1A CONTROL ROOM

Move to the northwest corner of the Control Room, and find the metal steps leading up and southward. Follow the steps and gantries onward and upward until you reach a small platform with a door to the east. President Eden doesn't seem to be about...but there's a large console screen near a vase of daffodils to inspect. The voice of Eden welcomes you to his office.

Begin to speak with President Eden. You soon realize his true nature, and you have numerous dialog choices where you can use your Science and Intelligence to add thoughtful responses to Eden's answers. Continue the conversation until Eden requests that you help him. No matter what your intent is, allow him to explain. While mutation runs rampant, Eden's Soldiers cannot stem this tide. For this, your father's experiments can help.

NEW OBJECTIVE
"Take the vial of modified F.E.V." begins.

The president has made modifications to the F.E.V., which could be inserted into the water supply when Project Purity is turned on. In the future, whenever mutations would drink, they would be eradicated! The F.E.V. can be inserted directly into part of Project Purity just before it is activated. A vial of it is released from the president's console. Whether you agree or not, continue the conversation until you can access the following dialog options:

With enough **Speech** skill, tell Eden his work must stop, and the base must be destroyed.

If you have a high enough **Science** skill, you can tell Eden he is an abortion of science, and needs to die.

You can ask Eden more about the plan for the Purifier, and the president itself.

If you found the self-destruct code Holotape in Colonel Autumn's quarters, you can open a new line of dialog placing you in a more advantageous position.

You can ask what the problem is with Colonel Autumn.

Or, you can leave without any more conversation.

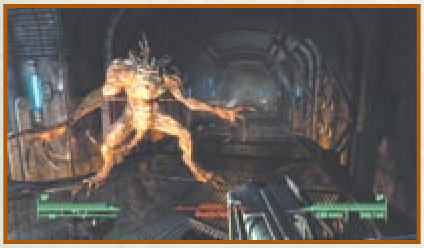
The important choices are the Speech challenge, Science challenge, or the simple agreement and leaving. The first two options, when spoken to completion, make President Eden agree to power down and destroy Raven Rock. The last option simply reinforces his stature. Snatch the Modified F.E.V. from the Zax Panel, and make your exit before Autumn's men get a lock on you. Turn, and open the Door to Raven Rock—Level 1 behind President Eden. You can't leave until you take the F.E.V.

Modified F.E.V.

NEW OBJECTIVE
"Escape the Enclave base" begins.

RAVEN ROCK LEVEL 1—EXIT CONCOURSE

Head out onto the exit concourse, and turn south. Run to the concourse door, and when it opens, stay between or behind two Mark VI Turrets as they rake fire over two Enclave Soldiers. Eden's robotic help allows you progress and supports your battle against the Enclave. Ahead (south) another concourse door slams and shorts out. You can't enter the area beyond it, leaving the only exit path to your right (west). Run down this corridor, and just before the left corner, peer out of the window to your right. There's a hangar lift and a Vertibird departing. Autumn is sending everything he's got to shore up the Jefferson Memorial!


Add to the mayhem by releasing a captured Deathclaw, and watch the Sentry Bots do their job.

Turn the left corner (to face south), and venture forward. Up ahead are more Enclave Soldiers, but two Sentry Bots roll out and demolish them. Look left (east). Move to the desk and Delivery Terminal. Grab the First Aid Box items from the desk.

Use **Science** to hack into the terminal, and you can unlock the Delivery Crate.

First Aid Box Health

Unlock the crate, and a Deathclaw attacks anything human! Let the Enclave Sentry Bots cut the beast down, then continue down the main concourse.

Continue along the main concourse to another door that slides open, revealing more Enclave Soldiers under turret (and side panel flamethrower) fire. These Soldiers are armed with Plasma Rifles, so fire back at a distance. Now inspect the stairs to the area under the floor grating by the electrified door to your right (north). There's an Enclave stash down here; grab the items from the boxes. The two doors to the north can't be breached, so stay on the main concourse, pushing forward as two more Enclave Sentry Bots strafe the remaining Soldiers at the far end. Meanwhile, locate the Security Barrier Terminal, switch off the barrier, and claim more weaponry.

First Aid Box (2)

Enclave Mine Box Ammunition (2)

Enclave Crate Ammunition

Enclave Gun Box Weaponry (2)

Enclave Grenade Box Ammunition (3)

Continue west down the concourse, pausing only to grab the Minigun and Tesla Armor from the last fallen Soldier, and exit via the Door to the Capital Wasteland.

NEW OBJECTIVE

"Report to Elder Lyons at the Citadel" begins.

PRELUDE TO THE FINAL ASSAULT

Once outside, prepare for chaos, the type of which depends on how the conversation with President Eden went. If you took the F.E.V. without questioning the president's plan, Vertibirds are already taking off, flying to support the troops around Project Purity. If you're extremely quick, you can blast the Vertibird that's about to take off with Plasma fire (or a Missile).

However, if you used the president's own logic against him, and Eden agreed to end it all, as you exit Raven Rock, the entire facility begins to rock as massive plumes of fire begin to escape from the rocky outcrops!

A Super Mutant in a tattered Vault 87 jumpsuit is sometimes spotted, putting his bloodlust to good use...

If you freed Fawkes from his confinement in Vault 87, you'll find him out at the entrance, mowing down Enclave troops. He waves hello, and you can briefly chat again before he goes on his merry way.

If you have Good Karma, and aren't using a Follower already, he can join you as a valued team member!

Fawkes

No matter what the final fate of Raven Rock is, you need to reach the Citadel immediately! Clear any remaining Enclave troops from the vicinity, and Fast Travel back to the Citadel at once; the final Brotherhood battle against the Enclave begins now!

Return to the Citadel, and head into the middle of the courtyard, then head to the door leading into the Laboratory. Descend to where Sarah Lyons, Rothchild, and Elder Lyons are engaged in a heated discussion. Sarah wants to hit now, but her father thinks the risk isn't worth the reward.

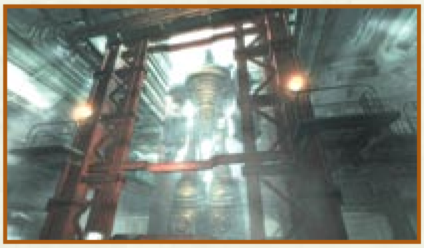
Elder Lyons turns to you, and asks if you've been successful. You can speak to Elder Lyons using any dialog choice, as you reveal that the Enclave now has the G.E.C.K., and they wish to use it for their own ends. Elder Lyons is troubled and wants more information from you. You can tell him:

That Eden wanted you to sabotage the project.

That the Enclave is fractured.

That the Enclave lacks the activation code, and can't start the Purifier.

That you have the F.E.V., and decide whether to turn it in or not. You can keep it, and make the decision later without any Karma penalties.


Rothchild powers up Liberty Prime. The robot thinks it's attacking Alaska in an effort to save Anchorage!

Elder Lyons's tactics now change. He agrees to send the Pride in. Rothchild goes to power up the robot. Sarah has her father's blessing to make you an honorary member of Lyons' Pride! Which Power Armor will you choose?

The full suit of Power Armor has more damage absorption, but less mobility.

The Recon Power Armor is light armor, with extra speed and agility.

Or, you can tell Sarah to keep her Power Armor.

Or, you can tell Sarah that you don't want to be part of her little club.

Although some responses are more offensive than others, Sarah asks you whether you're ready for this attack. You can elect to wait a minute, or tell her you can accompany her for the final push. The attack to save Project Purity begins now!

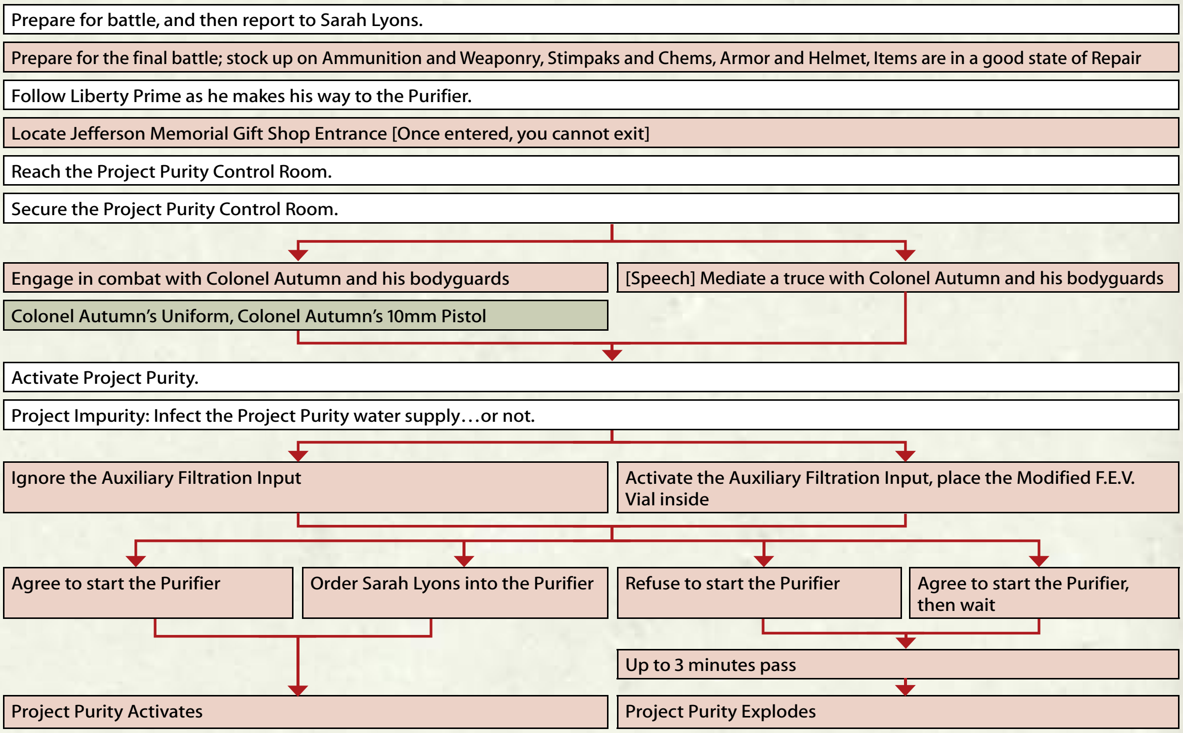
Take It Back!

Spoiler Alert

The ultimate end to your adventure becomes far less cloudy if you rest your eyes a while on the following pages. Do not continue unless this presents little or no problem to you!

QUEST FLOWCHART

	MAIN PATH
Main Characters	Sentinel Sarah Lyons, Knight Captain Gallows, Knight Captain Dusk, Paladin Vargas, Paladin Glade, Paladin Kodiak, Liberty Prime
Locations	The Citadel, Jefferson Memorial (Project Purity)
Adv. Items/Abilities	Big Guns, Energy Weapons, Small Guns, Speech
Possible enemies	Enclave Soldier, Enclave Vertibird, Colonel Autumn
Karma Influence	Neutral



Prepare for battle, and then report to Sarah Lyons.

Prepare for the final battle; stock up on Ammunition and Weaponry, Stimpaks and Chems, Armor and Helmet, Items are in a good state of Repair

Follow Liberty Prime as he makes his way to the Purifier.

Locate Jefferson Memorial Gift Shop Entrance [Once entered, you cannot exit]

Reach the Project Purity Control Room.

Secure the Project Purity Control Room.

Engage in combat with Colonel Autumn and his bodyguards

Colonel Autumn's Uniform, Colonel Autumn's 10mm Pistol

[Speech] Mediate a truce with Colonel Autumn and his bodyguards

Activate Project Purity.

Project Impurity: Infect the Project Purity water supply…or not.

Ignore the Auxiliary Filtration Input

Activate the Auxiliary Filtration Input, place the Modified F.E.V. Vial inside

Agree to start the Purifier

Order Sarah Lyons into the Purifier

Refuse to start the Purifier

Agree to start the Purifier, then wait

Up to 3 minutes pass

Project Purity Activates

Project Purity Explodes

Color code: Objective | Action | Rewards

ROTHCHILD, FIRE IT UP!

NEW OBJECTIVE

"Prepare for battle, and then report to Sarah Lyons" begins.

Lyons' Pride is ready for action: Gallows, Dusk, Vargas, Glade, and Kodiak are standing by!

Before agreeing to begin the final push on the Enclave, make sure you have the following:

- A large supply of ammunition and weaponry for urban takedowns and close-quarters fighting.
- All the Stimpaks and Chems you depend upon.
- A good set of armor and a helmet.
- Everything repaired to a good or exceptional degree.

Return to Sentinel Lyons when you are fully equipped, healthy, and ready to end this power struggle once and for all. Agree to her readiness question. The robot is responsible for destroying the Enclaves' energy fields, while the Pride provides fire-support. Move quickly, and meet up in the bailey. Rothchild activates the central lift, and Liberty Prime crackles into life. Its vocal programming is still tuned to American propaganda during a proposed assault in Anchorage Alaska, 200 years ago!

NEW OBJECTIVE

"Follow Liberty Prime as he makes his way to the Purifier" begins.

Head back up to the courtyard outside. A large crane lifts Liberty Prime into position! Locate the Door to the Capital Wasteland. Follow Lyons' Pride out of the Citadel, and turn northeast, as Liberty Prime activates, and immediately begins blasting Vertibirds out of the sky with its head laser!

Note

You can ignore Lyons' orders, break away from Liberty Prime and the Pride, and head southwest, swimming over to the road leading to the Jefferson Memorial, where you're likely to be overwhelmed by well-armed Enclave shock troops.

Follow Liberty Prime at a distance so you aren't stomped on or hit by the missiles lobbed from the Jefferson Memorial. The route isn't direct, but it is drawing most of the Enclave's firepower. Follow it cautiously up the bridge ramp, staying away from any exploding vehicles (or shooting them yourself from range.) Prime reaches the first magnetic resonance field, and draws the energy!

GIVE ME LIBERTY, DON'T GIVE ME DEATH!

The first barricade is through! Head up onto the bridge and provide support, launching attacks on Vertibirds that swoop overhead or any enemies you can see in the distance. Prime finishes the bridge stomp by clearing and exploding more Vertibirds, before turning and stomping down the main street.

The robot has functioned far more brilliantly than Rothchild had thought possible. Excellent work, Prime!

Stay a little farther back from Liberty Prime as he continues to demolish a squad of Enclave Soldiers on the overpass walkway, then stomps under it and up the other side, moving to the Jefferson Memorial. Keep your eyes peeled for Enclave forces that have slipped by Prime's lasers, and stay bunched with Lyons' Pride. Once on the final stretch of road, Liberty Prime absorbs the final resonance field.

NEW OBJECTIVE

"Reach the Project Purity Control Room" begins.

ULTIMATE CONTROL

Tip

You can remain outside, blasting Vertibirds landing nearby or keeping Liberty Prime company, but you've got a job to do. Head straight for the Jefferson Memorial Gift Shop entrance, and begin to retrace your steps back to the Project Purity Control Room. Turn right (south) at the junction, optionally lobbing in a Grenade to soften up the couple of Soldiers behind the sandbags, and then push forward into the pillared room, cutting down two more foes before heading to either of the rotunda doors. Enter the Project Purity Control Room.

Caution

Once you enter here, you cannot leave: If you wish to explore any more of the Capital Wasteland, do so before you head inside!

NEW OBJECTIVE

"Secure the Project Purity Control Room" begins.

You again! Colonel Autumn is waiting for you in the Control Room. Unfortunately, he's brought friends...

Step into the Control Room, and you're greeted by Colonel Autumn once more. Engage him and his two Tesla Armored bodyguards.

Or, you can use **Speech** to convince Autumn to halt his violence against you. If you succeed, his forces depart the facility.

The trick here is to stay behind the pillars, backing out of the room if you're too close to death. Start with a Grenade lob as soon as the conversation with Autumn is over, then concentrate on blasting one bodyguard at a time. Autumn usually picks up a dropped Minigun that either bodyguard carried; take it from the corpse during battle to prevent this. Once Autumn and his overcoat are a pile of ash or a crumpled corpse (for an extra optional fun task, try to cut him down so he falls backward, and into the irradiated water vat!), Sentinel Lyons joins you. Your father's project can finally begin!

Colonel Autumn's Uniform

NEW OBJECTIVE

"Activate Project Purity" begins.

NEW OBJECTIVE

Project Impurity "Infect the Project Purity water supply...or not" begins.

Once Colonel Autumn is dead, move up to the intercom near the airlock control, and listen as Doctor Li gives detailed instructions. She says that because of the damage, the entire complex will overload shortly, unless the water is rerouted through the purification tanks. This can only be done by turning the Purifier on...now. It should be clear by now what must be done: someone has to go into the irradiated control core and sacrifice their own life to save the Purifier.

The following options are available:

You can agree to start the Purifier.

You can order Sarah Lyons into the Purifier.

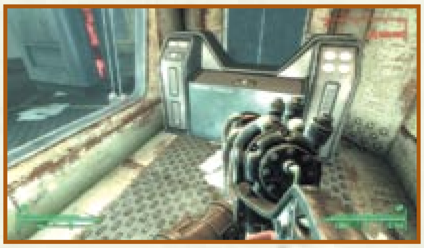
You can refuse to start the Purifier altogether.

You can agree to start the Purifier, then stand where you are or not enter the airlock. The countdown continues until you make a decision, damnit!

Note

You can change your mind about who's going in, but only once.

Before you enter the Purifier itself, you have the option of activating the Auxiliary Filtration Input. Slide in the Modified F.E.V. Vial if you want the G.E.C.K. to lace the water with special bacterial agents that destroy mutations.



Have you allied with the clockwork president? Then execute his bidding, and place the F.E.V. in his contraption first.

Whether or not you activated the Auxiliary Filtration Input, you have three possible conclusions to this quest:

PROJECT PURITY COMMENCEMENT: PLAN A

You decide to enter the airlock. Move to the Purity Machine and hit the three digits of your mother's favorite Bible verse (2-1-6) and then Enter. The Purifieractivates. Everything fades to white....

PROJECT PURITY COMMENCEMENT: PLAN B

You convince Sarah Lyons to enter the airlock. She moves to the Purity Machine, and inputs the code you just told her. She types it in, and collapses. Everything fades to white....

PROJECT PURITY COMMENCEMENT: PLAN C

You convince Sarah Lyons to enter the airlock. Sarah agrees, and waits in the airlock until you seal it off. She moves to the Purity Machine, and waits for you to tell her the input code. You refuse, and after three minutes of waiting, the Project Purity machine expands in a sea of brilliant light. Everything fades to white....

There are several ways to cause Plan C to begin:

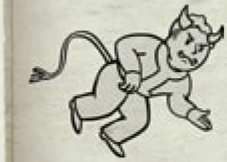
1. Refuse to give Sarah the code when you speak with her.
2. Give her the code, but then don't cycle the airlock.
3. Tell her you'll go, but then don't ever enter the airlock.
4. Tell her you'll go, let her cycle the airlock, but don't approach the console.

Basically, the more inactive you are, the better your chances for this embarrassment of an ending.

NEW OBJECTIVE

The Main Quest has concluded. You now watch the ending.

Project Complete: Aftermath



After a supreme sacrifice inside the Jefferson Memorial, everything fades to white. While you may have given your life to the cause, tales of your valor (or betrayal), and the heroism of Sentinel Sarah Lyons, will be told for decades to come. However, the path you have walked, and the actions you have taken, have all influenced how future generations remember you. Fortunately, this guide can extrapolate every variable and reveal all the different permutations for your interest and amusement. Six general sections comprise the ending:

Spoiler Alert

As you might have guessed by the title, the following information reveals how to complete your adventure in a variety of ways. Look away before it is too late!

PROLOGUE

ENDING	HOW UNLOCKED
The lone wanderer ventured forth from Vault 101, discovering the fate of his father.	Every time the Main Quest is completed.

KARMIC INFLUENCES

HIGH KARMA

ENDING	HOW UNLOCKED
The Capital Wasteland proved a cruel, inhospitable place, but the lone wanderer refused to surrender to the vices that had claimed so many others. Selflessness, compassion, and honor guided this noble soul.	Very high overall Karma.
A view of the Lincoln Memorial is shown, with Lincoln's head attached.	If you sided with the Slaves in Miscellaneous Quest: Head of State.
A glimpse of an old lady, playing the violin so sweetly	If you didn't complete Head of State, but did return the violin in Miscellaneous Quest: Agatha's Song.
A view of serene peace. You have led a pious and thoughtful existence.	If you didn't finish either Head of State or Agatha's Song in the manner described previously.

NEUTRAL KARMA

ENDING	HOW UNLOCKED
The Capital Wasteland proved a cruel, inhospitable place.	Neutral overall Karma.

LOW KARMA

ENDING	HOW UNLOCKED
The Capital Wasteland proved a cruel, inhospitable place and the lone wanderer ultimately surrendered to the vices that had claimed so many others. Selfishness, greed, and cruelty guided this lost soul.	Very low overall Karma.
The smouldering remains of a settlement lie twisted in the Wasteland.	If you destroyed Megaton in Miscellaneous Quest: The Power of the Atom.
The flickering flames lick a living tree, screaming in agony.	If you didn't complete The Power of the Atom, but did set Harold on fire during Miscellaneous Quest: Oasis.
A view of objectionable disgust. You have led a reckless and thoughtless existence.	If you didn't finish either The Power of the Atom, or Oasis in the manner described previously.

LIFE OR DEATH

YOU DIED

ENDING	HOW UNLOCKED
It was not until the end of this long road that the lone wanderer learned the true meaning of that greatest of virtues—sacrifice. The child followed the example of the father, sacrificing life itself for the greater good of mankind.	If you gave up your life in the Project Purity control chamber during Main Quest: Take It Back!
It was not until the end of this long road that the lone wanderer was faced with that greatest of virtues—sacrifice. But the child refused to follow the father's selfless example.	If you entered the the Project Purity control chamber, having agreed to switch it on, and stood there, waiting for time to run out, during Main Quest: Take It Back! You doom the Wasteland. If you destroyed the Project Purity control chamber during Main Quest: Take It Back!†

† If this slide is displayed, your ending moves straight to Conclusions.

YOU LIVED

ENDING	HOW UNLOCKED
It was not until the end of this long road that the lone wanderer was faced with that greatest of virtues—sacrifice. But the child refused to follow the father's selfless example, instead allowing a true hero to sacrifice her own life for the greater good of mankind.	If Sarah Lyons gave her life in the Project Purity control chamber during Main Quest: Take It Back!

ENCLAVE SABOTEUR OR SOLDIER

YOU DIDN'T SIDE WITH PRESIDENT EDEN

ENDING	HOW UNLOCKED
Thankfully, when selected by the sinister president to be his instrument of annihilation, the wanderer refused. Humanity, with all its flaws, was deemed worthy of preservation. The waters of life flowed at last—free and pure, for any and all.	You failed to destroy Raven Rock during Main Quest: The American Dream, and did not deploy the Modified F.E.V. during Main Quest: Take It Back!
Thankfully, when selected by the sinister president to be his instrument of annihilation, the wanderer refused wholeheartedly. Humanity, with all its flaws, was deemed worthy of preservation. The waters of life flowed at last—free and pure, for any and all.	You succeeded in destroying Raven Rock during Main Quest: The American Dream, and did not deploy the Modified F.E.V. during Main Quest: Take It Back!

YOU SIDED WITH PRESIDENT EDEN

ENDING	HOW UNLOCKED
Sadly, when selected by the sinister president to be his instrument of annihilation, the wanderer agreed. The waters of life flowed at last—but the virus contained within soon eradicated all those deemed unworthy of salvation. The Capital Wasteland, despite its progress, became a graveyard.	You did deploy the Modified F.E.V. during Main Quest: Take It Back!

CONCLUSIONS

YOU ARE FEMALE

ENDING	HOW UNLOCKED
So ends the story of the lone wanderer, who stepped through the great door of Vault 101, and into the annals of legend.	Choose a female character during Main Quest: Birth or Main Quest: Escape!

YOU ARE MALE

ENDING	HOW UNLOCKED
So ends the story of the lone wanderer, who stepped through the great door of Vault 101, and into the annals of legend.	Choose a male character during Main Quest: Birth or Main Quest: Escape!

EPILOGUE

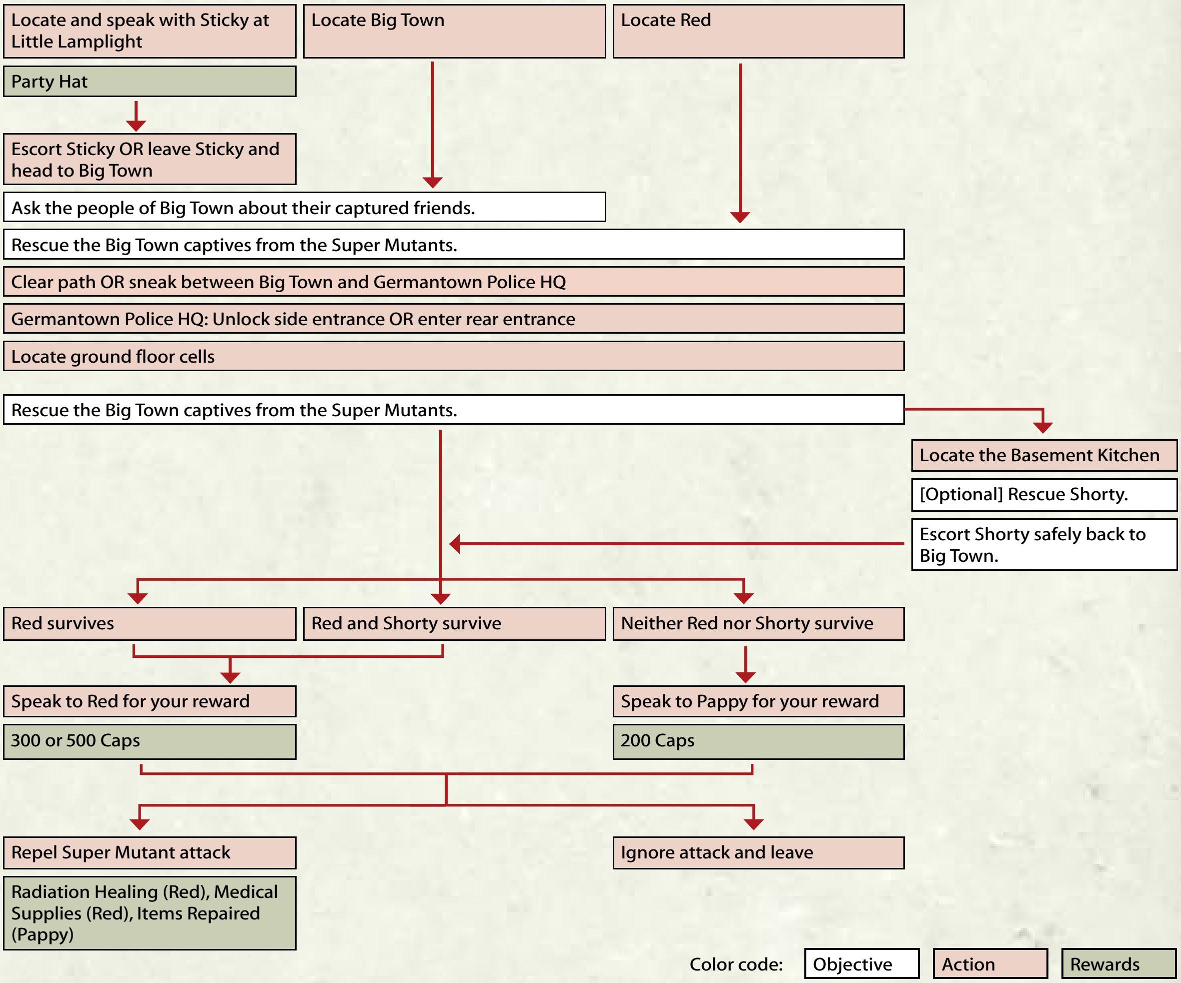
The Epilogue reveals a framed picture of you standing by your father, on your 10th birthday. The photo will look different depending on the character you chose during **Main Quest: Birth** or **Main Quest: Escape!**

Chapter 6 MISCELLANEOUS QUESTS

Big Trouble in Big Town

QUEST FLOWCHART

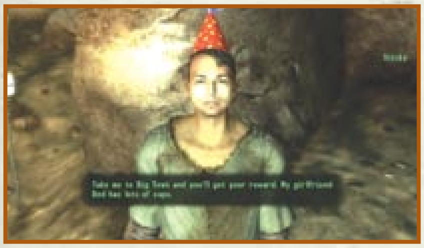
	MAIN PATH 1	MAIN PATH 2	MAIN PATH 3	OPTIONAL PATH
Main Characters	Sticky, Pappy, Red	Pappy, Red	Red	Sticky, Pappy, Red, Shorty
Locations	Little Lamplight, Big Town, Germantown Police Headquarters	Big Town, Germantown Police Headquarters	Big Town, Germantown Police Headquarters	Little Lamplight, Big Town, Germantown Police Headquarters
Adv. Items/Abilities	Explosives, Lockpick, Melee Weapons, Science, Small Guns, Sneak, Speech			
Possible Enemies	Radroach, Super Mutant Genus			
Karma Influence	Negative	Positive	Positive	Positive


Locate and speak with Sticky at Little Lamplight
Locate Big Town
Locate Red
Party Hat
Escort Sticky OR leave Sticky and head to Big Town
Ask the people of Big Town about their captured friends.
Rescue the Big Town captives from the Super Mutants.
Clear path OR sneak between Big Town and Germantown Police HQ
Germantown Police HQ: Unlock side entrance OR enter rear entrance
Locate ground floor cells
Rescue the Big Town captives from the Super Mutants.
Locate the Basement Kitchen
[Optional] Rescue Shorty.
Escort Shorty safely back to Big Town.
Red survives
Red and Shorty survive
Neither Red nor Shorty survive
Speak to Red for your reward
Speak to Pappy for your reward
300 or 500 Caps
200 Caps
Repel Super Mutant attack
Ignore attack and leave
Radiation Healing (Red), Medical Supplies (Red), Items Repaired (Pappy)
Color code: Objective Action Rewards

Tip

Try starting this quest either after exploring and locating Big Town (if Sticky is unimportant), or during **Main Quest: Picking Up the Trail**, which places you in Little Lamplight on other matters.

YOU'VE GOT TO BE KIDDING



Sticky's grown up to become a real petulant liability.

After entering Little Lamplight (which you should read about first during **Main Quest: Picking Up the Trail**), locate Sticky. He has his party hat on, standing to the left of the entrance gate. When you're ready, choose "I'll escort you to Big Town, but it'll cost you." Meet him outside when you're ready to leave.

Party Hat

Optionally give Sticky a weapon to help during the trek. You can simply ignore Sticky, and visit Big Town on your own. Here's fun: Speak to Sticky in Little Lamplight, then forget about him. You can find his corpse near Big Town if you want.

Or he can be silenced with a **Speech** persuasion to keep quiet.

A bullet to the back of the skull also works well.

Try the trek to Big Townduring daylight hours. There's only one, badly defended entrance. All it takes is politeness to Dusty the guard be allowed in. Your quest formally begins now. Ask people in town their friends that have been carried off by Super Mutants.

NEW OBJECTIVE

"Ask the people of Big Town about their captured friends" begins.

Talk to Pappy, keep your offensive comments to a minimum, and he'll offer to help Repair some of your equipment. He also mentions where the Super Mutants took their human food during the last raid; they're holed up in the Germantown Police Headquarters to the north. Your Pip-Boy and quest now update. Talk to others if you wish.

NEW OBJECTIVE

"Rescue the Big Town captives from the Super Mutants" begins.

HORROR AT HALLOWED MOORS CEMETERY

You can maneuver through these areas using your **Sneak** ability, your weapons fire, or a combination of both.

Leave Big Town via the rope bridge, and head north. The ominous Hallowed Moors Cemetery church's tumbledown steeple provides a landmark. Head here, or around to the east, if you want to avoid the Super Mutants and a Centaur prowling the vicinity. Or engage them and use the rocky outcrops as cover.

Enter the remains of the chapel and expect at least two Super Mutants (one usually carrying a Minigun) . Use the walls for cover. Then check the building for Ammunition and First Aid Boxes. There's also a Wasteland Captive tied up at the rear (northeast) of the chapel. Untie or leave her; numerous other Captives (all are unrelated to this quest) all over the Wasteland are being held by these abominations.

Gain Karma by letting your untied Wastelander leave with her supplies. You gain less Karma by taking the supplies the Wastelander offers as thanks for rescuing her.

Ammunition Box **First Aid Box**

EXTERIOR POLICE HQ PROTOCOL: SNEAK OR STRIKE

Once the church is secure (which helps you on your way back with Red), make a vaguely north-northeast trek for the ruined building on the higher ground; this is the remains of Germantown. The Super Mutants patrol this area, and the only entrance into the Police Headquarters is around the back. You can skirt the perimeter using Sneak, or attack via the front gate, and drop the Super Mutant with a Combat Shotgun

To clear the building's exterior, head into the mesh-fenced pen area, and enter the area with the tents, dropping another Super Mutant en route. The tent to the north houses a First Aid Box. You can also check the terminal and read some rather disturbing log entries.

First Aid Box

Head to the rear (north) of the building exterior, either inside or outside the mesh fence, and go through the gap to the half-demolished back of the building. Find the exterior steps leading to the edge of a broken floor, and move to the Door to Police HQ Top Floor. This is the easiest way into the premises. If you wait until sunrise you can leave during daylight, if you haven't learned the terrain.

Another door, on the ground floor just after the mesh gate, leads directly to Red's cell. However, it requires a very high **Lockpick** skill to open. If you happen to have mastered this skill, unlock this door, turn left and unlock Red's cell, ignore Shorty, and leave (skipping to "Better Red than Dead") in about 10 seconds!

LOOKING FOR THE LOCKDOWN HOLOTAPE

PATH A: ROOMS TO THE SOUTH.

Caution

Watch out! This place is crawling with Super Mutants, and Frag Mines are placed for maximum damage. Save your game often, and keep your eyes open for these types of trap! Remember you can employ Sneak throughout this building!

You can follow the main "spine" corridor to the door leading to the stairs heading down (see the map on page 345 for the layout), or you can search the top floor of this place. Remember that a good **Sneak** skill allows you to navigate around enemies instead of attacking them.

The room directly to your right (south) has a terminal you can hack into using your **Science** skill.

Move to the middle of the floor, and check the door to your right. There's nothing of real value here, so use this room if you're employing Sneak, and exit out to a side corridor. Immediately, there's a door in the eastern wall. Enter this wrecked office, turn south, and deactivate the Frag Mine on the ground by the terminal and safe. If the Frag Mine explodes, Super Mutants are attracted to your location. Expect an attack from the open doorway to the north.

Inspect this room closely. On the desk with the terminal is a handy item: a Holotape with the Password for Lockdown Computer on it. If you want to open the safe, use either **Science** to hack into the terminal, or **Lockpicking** to open the safe directly.

Grab everything. Now move to the exit doorway, or optionally inspect the rooms to the north side of this building.

Safe Items

Password for Lockdown Computer

PATH B: ROOMS TO THE NORTH

If you're not using V.A.T.S., attack when they reload, or run around and strike from behind.

In the north rooms on this floor, expect at least one Super Mutant confrontation. Step through the doorway and rummage around. Watch out for a Frag Mine at the eastern desk cubicle, along with some minor Ammo, and a First Aid Box on the northern wall. Then return to the main west-to-east corridor.

Continue down it to a room with some green leather chairs, and a Frag Mine trap. Deactivate it, and grab the First Aid Box from the table. Now return to the corridor, head east, and make a left (north) turn. This last chamber has an Ammo Box, a First Aid Box, an Assault Rifle, a Sledgehammer, and a full Gore Bag. Collect what you need, then head for the door to the ground floor.

First Aid Box (3)

Sledgehammer

Assault Rifle and Ammo Box

GROUND FLOOR: SUPER MUTANT SLAUGHTERHOUSE

Be careful descending the steps; if you set off the Frag Mine two Super Mutants come gunning for you. A third patrols this area, too. You can Sneak past here if you want. When you're done, move from the stairwell into the first corridor, turn east, and locate the doorway leading into the dispatch room.

You can hack into three working terminals here with **Science** skill. Read notes on past 911 calls. Remember: "That's how you get to llama school!"

Caution

Beware! There's a Frag Mine in the middle of this room, and each terminal has the option to activate the station alarm. Either alerts all the Super Mutants, so employ these "mistakes" only if you want a vicious shoot-out instead of a sneaky exploration.

When you're done in the dispatch room, head out of the other doorway into the debriefing room. This contains a copy of *Lying: Congressional Style* on the podium. Grab it and exit to the main corridor. If you turn north, you can reach another staircase leading to the basement but you should scour the other rooms on this floor first.

Lying: Congressional Style
+1 Speech Skill (when read).

Move to the south end of this floor, and inspect a couple of bathrooms, a larger foyer with a single table, and four crumbling columns. Deal with the Radroaches and head west, crossing the main corridor and into the armory.

This room has one working terminal, and a locked door behind the desk. First, deactivate the Frag Mine on the floor, and choose either of your skills (**Lockpicking** the door is less difficult, but both that and **Science** require high skill points) to unlock the door to the weapons closet. The closet is well worth ransacking. Inside you'll find the following:

.32 Pistol

Silenced 10mm Pistol

Combat Shotgun

Frag Grenades

Laser Rifle

Ammunition Box

First Aid Health

NO ONE COMES BACK FROM THE KITCHEN

Red has been living in the worst sanitary conditions ever seen. . .until you meet Shorty.

The only other rooms you haven't visited on the ground floor are the holding cells. Here you find Red, dressed in red of course. The cell door is locked. You can try an extremely difficult Lockpick, or move to the adjacent terminal, and release all the cell doors using the Password for Lockdown Computer that you found on the top floor. But first, kill all the Radroaches; you need Red as healthy as possible!

Once the cell door swings open,Speak with Red. Keep the chat civil, and she tells you Shorty, was recently dragged down to the kitchen. Offer to find him if you want (or, if Shorty doesn't concern you, skip to "Better Red Than Dead"). It is safest for Red to remain in the cell. Tell her to wait, then enter the main corridor. Travel east, then north to the stairs, and descend to the Door to Police HQ–Basement. Open it!

NEW OBJECTIVE
"Escort Red safely back to Big Town" begins.

NEW OBJECTIVE [OPTIONAL]
"Rescue Shorty" begins.

Once you're in the basement, you can add to your inventory by stepping eastward through the first doorway, into a horrific gun range. Concentrate on the First Aid Box, Ammo Box, and Gun Cabinets.

Chinese Pistol and Ammo

First Aid Box

Ammunition Box

Before you go, check the gun range doorway to the north. The area of interest is a locked door. Use an accomplished **Lockpick** skill to open this door and ransack a weapons storage area, where you'll find the following:

Ammunition Box (3)

Fat Man

Assault Rifle and Ammo

Head back to the main corridor, and move into the large empty room, cutting down a few Radroaches. Step through the doorway to the south, and head west into the kitchen (there's an exit in this room that leads to the locker rooms that have little of interest). The kitchen is horrbile, as is the Super Mutant. Stay at the entrance doorway and don't throw in grenades; there's a small lad in here!

Untie Shorty, grab any Abraxo Cleaner you need from the galley behind the kitchen, and go to Red's cell. Optionally give each of them a weapon, and exit via the door to the west, just outside Red's cell.

NEW OBJECTIVE

"Escort Shorty safely back to Big Town" begins.

If you're determined to keep Red and Shorty alive, save your progress now, because this could take a couple of tries! However, all is not lost if either Shorty or Red die; they aren't critical to your quest completion.

BETTER RED THAN DEAD

Begin the chaperoning process by retracing your steps out of the Police Headquarters back to Big Town. Along the way, you're advised to leave Shorty and Red and scout ahead, then return and move southward in 300-400 foot dashes. Save constantly to avoid disappointment. Take care when you reach the bridge; Raiders to the east may spot you and open fire with long-range weapons.

Tip

A much more cunning plan at this point is to Fast Travel back to Big Town as soon as you leave the Police Headquarters. Both Red and Shorty make the trip with you, and their safety is assured.

Pat yourself on the back if both Red and Shorty survive: Then fleece Red for up to 500 Caps if the mood takes you!

When you return to Big Town, speak with Red (or if she's dead, try Dusty or Pappy). You can attempt the following conversations:

Refuse any Caps reward, and end the quest.

- Take 300 Caps from Red for rescuing her.
- Take 200 Caps from another Big Town inhabitant if Red died (regardless if Shorty is alive or not).
- Sticky is a liability; there's no additional reward for bringing him to Big Town.

Use **Speech** to take 200 additional Caps that Red was saving to buy medicine for the town's people; you make out like a bandit, because essentially, that's what you are!

The quest is now complete, but you can attend to a couple of post quest antics.

QUEST REWARDS

You receive the following rewards for finishing **Big Trouble in Big Town:**

300 Bottle Caps
for returning to Big Town†.

200 Bottle Caps
for returning to Big Town if Red died.

200 Bottle Caps
from Red for using Speech and demanding more Caps.

+ KARMA
when Red and/or Shorty return to Big Town.

XP 300 XP

† Sticky and Shorty do not need to survive for this reward, but Red does.

Tip

It's optimal to keep as many Big Town residents alive as you can. After the quest, you can return here whenever you need the following:

- Radiation healing (from Red).
- Medical supplies (from Red).
- Items Repaired (from Pappy).

POST-QUEST ANTICS

BIG TOWN STRIKES BACK

Tip

Whatever skill you teach the Big Town folk, an excellent plan is to place a number of Frag Mines around and on the bridge where the Super Mutants storm in; if they are far enough apart to explode one at a time, you can really curtail the Mutie threat. Also make sure you have a variety of weapons at the ready using your Pip-Boy's Hot Key function.

As soon as the quest is over, you hear that the Super Mutants are planning an attack right now, and they need your help. Depending on your skillset, you have the following options:

You can ignore the townsfolk, end the conversation, and leave before trouble arrives. When you next visit Big Town, everyone is dead.

With a good **Science** skill, you can program the town's robot defenders to help defeat the attack.

With a proficient **Explosives** skill, you show them how to plant mines.

If you can **Sneak**, you can turn this into a ghost town, fooling the Super Mutants into leaving.

With **Small Guns** skills, you can give basic weapons training so the townsfolk hold the Super Mutants off at the bridge.

Use **Melee Weapons**, and the townsfolk swarm the attackers to batter them.

Or, if you're unable to use any of these abilities, you can choose to simply deal with the attack by yourself.

The moment you can leave the townspeople to their training, move and prep the bridge area (the only place where the four incoming Super Mutants are attacking from), and wait for them to arrive. As mentioned previously, lay mines to slow down the initial charge, lob Frag Grenades to wound them before they reach the end of the bridge, and then fire away. Or, you could simply fire a Mini-Nuke from your Fat Man before they get close!

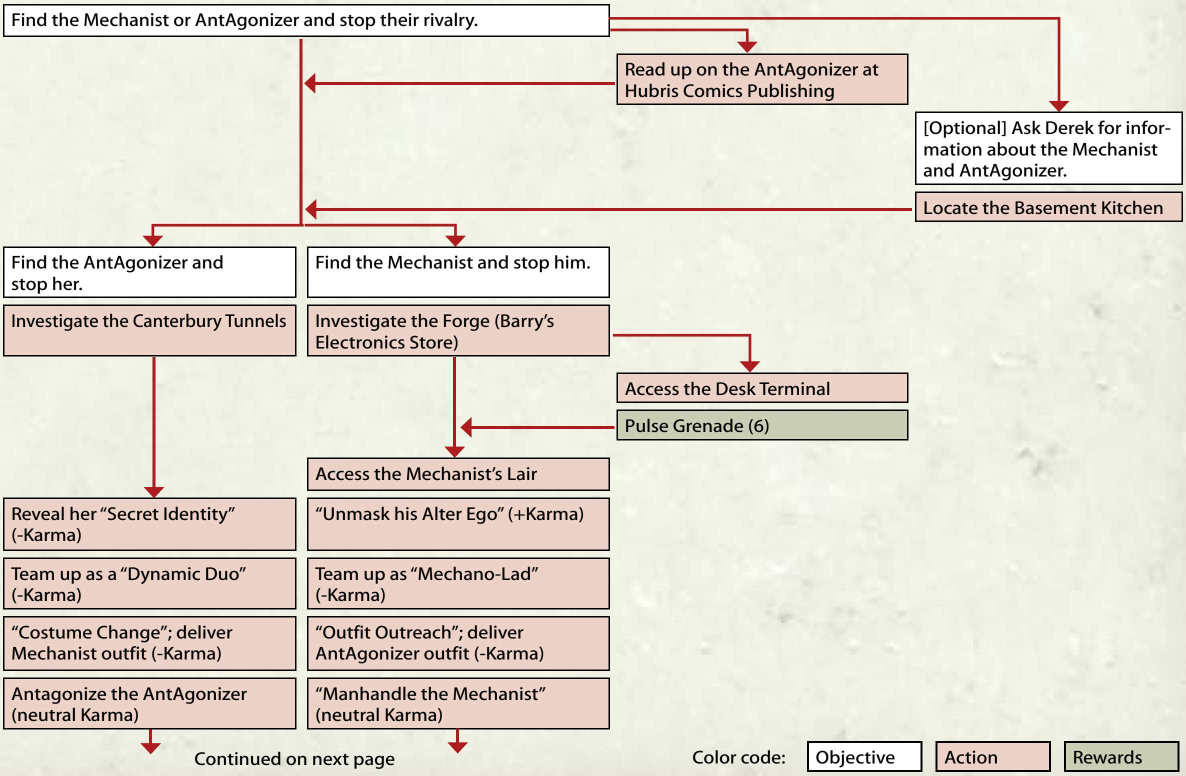
Note

Freeform Quest: Bittercup Runneth Over and Freeform Quest: Ticking Timebomb can also be completed in this area. Consult the Tour of Big Town on page 351 for details.

The Superhuman Gambit

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	OPTIONAL PATH 1	OPTIONAL PATH 2
Main Characters	Ernest "Uncle" Roe, AntAgonizer, The Mechanist	Ernest "Uncle" Roe, AntAgonizer, The Mechanist	None	Derek Pacion, Joe Porter
Locations	Canterbury Commons, Canterbury Tunnels, AntAgonizer's Lair, The Forge	Canterbury Commons, The Forge, Canterbury Tunnels, AntAgonizer's Lair	Hubris Comics Publishing	Canterbury Commons
Adv. Items/Abilities	Lockpick, Science, Speech, Child at Heart	Lockpick, Science, Speech, Child at Heart	Science	Child at Heart
Possible enemies	Giant Ant Genus, Robot Genus	Giant Ant Genus, Robot Genus	D.C. Area Entities	None
Karma Influence	Positive and/or Negative	Positive and/or Negative	None	None


Find the Mechanist or AntAgonizer and stop their rivalry.
Read up on the AntAgonizer at Hubris Comics Publishing
[Optional] Ask Derek for information about the Mechanist and AntAgonizer.
Locate the Basement Kitchen
Find the AntAgonizer and stop her.
Find the Mechanist and stop him.
Investigate the Canterbury Tunnels
Investigate the Forge (Barry's Electronics Store)
Access the Desk Terminal
Pulse Grenade (6)
Access the Mechanist's Lair
Reveal her "Secret Identity" (-Karma)
"Unmask his Alter Ego" (+Karma)
Team up as a "Dynamic Duo" (-Karma)
Team up as "Mechano-Lad" (-Karma)
"Costume Change"; deliver Mechanist outfit (-Karma)
"Outfit Outreach"; deliver AntAgonizer outfit (-Karma)
Antagonize the AntAgonizer (neutral Karma)
"Manhandle the Mechanist" (neutral Karma)
Color code:
Objective
Action
Rewards

Continued on next page

From previous page

AntAgonizer's Costume, AntAgonizer's Helmet, Ant Sting

Mechanist's Costume, Mechanist's Helmet, Protectron's Gaze

Report back to town for your reward.

200 or 400 caps

Color code: Objective | Action | Rewards

COMMOTION IN THE COMMONS

When exploring the eastern Wastelands north of the Corvega Factory, and east of Wheaton Armory, enter what's left of the road to Canterbury Commons. If you spot one of the traveling merchants, they complain about the two costumed super-heroes disrupting business. Sure enough, they're fighting in the main street. One of them has a Protectron robot, while the other has Giant Ants scurrying about her. Let them fight it out until they flee, and deal with any Ants that remain.

Tip

Call yourself a comic book fan? Then head on over to Hubris Comics Store and read up on your female adversary in a Letter to the Editor at the terminal there. It could come in handy later into this quest...

The few remaining townsfolk emerge from hiding. One introduces himself as Ernest "Uncle" Roe, and explains the town's two citizens known as the Mechanist and the AntAgonizer are playing havoc with the traders that the town relies on to survive. Your help is requested, and there's 200 Caps in it for you. Try this option, too:

If you have a high **Speech** skill, offer to help, then ask for double the pay. If you succeed, expect a return of 400 Caps. Now follow Uncle Roe's advice, and locate his nephew

Derek, who's the biggest (and only) fan of the superheroes.

NEW OBJECTIVE
"Find the Mechanist or AntAgonizer, and stop their rivalry" begins.

NEW OBJECTIVE [OPTIONAL]
"Ask Derek for information about the Mechanist and AntAgonizer" begins.

NEW OBJECTIVE [OPTIONAL]
"Find the AntAgonizer and stop her" begins.

NEW OBJECTIVE [OPTIONAL]
"Find the Mechanist and stop him" begins.

THE WORD ON THE STREET

When you've agreed to the quest, speak to the other townsfolk. Machete and Dominic "Dom" D'Ellsadro are in charge of roughing up thieves, so try not to threaten them and you'll accrue a little more information on the Mechanist.

Move toward the diner, across from the town hall (which has nothing of value unless you're stealing), and talk to the two townsfolk here: the barkeep Joe Porter, and Ernest's nephew, Derek. The following useful options are available (as well as a lot of backstory on the rivalries between the heroes):

Joe: Ask him specifically about the superheroes, and he tells you he might know who the AntAgonizer is.

Derek: Inquire about the AntAgonizer, and he tells you she's got a lair to the north of the town. It appears on your map.

Derek: Inquire about the Mechanist, and he tells you he's got a Forge in the robot shop on the hill to the south of the town. It appears on your map.

If you have the **Child at Heart** perk, you can acquire an additional bit of information: that "Scott" the Mechanist used to look out for Derek. This may come in handy later.

Note

Your next steps are to challenge either the AntAgonizer, or the Mechanist, after finding them in their lairs. You can approach the remainder of this quest in any order you like, although some minor outcomes are affected.

ANTAGONIZER: ENGAGE! (SLOWER THAN A SPEEDING BULLET)

Head west to the end of the main street, turn north, and locate the large rocky outcrop that matches your Pip-Boy's entrance locator. If ou can't lockpick the Sewer Grate at the top of the outcrop, head to the foot of the outcrop, and locate the metal door. This leads to a man-made sewer system. Head down the stairs, and stop at the first junction. Turn right, head east, and rummage around the small storeroom at the end of the corridor. Find two First Aid Boxes, and avoid tripping a Rigged Shotgun.

Tip

If the darkness scares you, remember your Pip-Boy has a built-in Flashlight; activate it if you need to (although it attracts Ants!).

First Aid Box

Back up to the main corridor, head to the filtering chamber, and descend the stairs. Locate the doorway in the northwest corner. Follow the corridor and when facing south, look for another junction. The narrow storage corridor to your right usually contains some Frag Mines. Move quickly to disarm them.

Tip

Remember you'll inflict 50 percent more damage on any Ant if you have the Entomologist perk!

Frag Mines

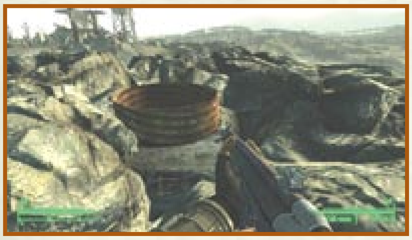
Move to the Generator Room. Activate the Electrical Switch (face west), and a metal trapdoor opens. Descend the steps. Open the door, and tackle two Giant Worker Ants. Move out into the sewer, and immediately enter the hole in the southern wall; you're now in the AntAgonizer's Lair!

Wind along the tunnel until you reach the U-shaped junction. Both passages reconnect after you pass the lanterns, and the trail continues to a door. Enter it, appearing near the inner lair where the AntAgonizer herself resides. There's a small wooden platform with shelves and chairs, but the AntAgonizer herself is flanked by two white sewer basins in an adjacent area. You can now choose an option during "An Audience with the AntAgonizer."

Tip

If you want an Ant adversary to go crazy and attack others, shoot it in the antenna (ideally in V.A.T.S.). Do this only if other enemies are present; otherwise it still attacks you!

ANTAGONIZER: ENGAGE! (FASTER THAN A SPEEDING BULLET)



Climb to this Sewer Grate to survey the scenery, and for a quicker route into the AntAgonizer's Lair.

The entire hillside has been washed away, leaving only this rocky outcrop. Clamber up the trail of jutting rocks to the top, and spy the rusting Sewer Grate. The following options are available:

If you have a reasonable **Lockpick** skill, attempt to pick the lock.

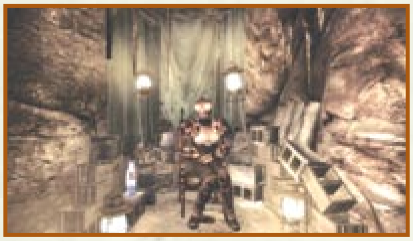
If you fail to pick the lock, or don't have a high enough skill, employ the tactics from "Slower than a Speeding Bullet" and head down to enter the metal door.

Once down the ladder from the Sewer Grate, pass the AntAgonizer's bed, and head roughly south, and pivot around the basin to your left to reach her throne.

AN AUDIENCE WITH THE ANTAGONIZER

Note

When facing the AntAgonizer, the tactics are slightly different depending on whether you've already dealt with the Mechanist or not. These specific tactics are noted.



Taming Tanya: Either play along with her antics, or give her a stern talking to if you know her secret identity.

Approach the rickety throne, where the AntAgonizer is sitting. Respond to her with one of the following:

The "Secret Identity" Response: Tell her that her days of terrorizing the town are over. You have three possible plans:

Try to argue her point without the benefit of knowledge, which only leads to the Antagonizing the AntAgonizer response.

If you have enough **Speech** skill, and you've talked with Joe Porter, you use her real name in a response. If you're successful, she realizes what suffering she's caused, agrees to leave, and gives you her suit and helmet.

If you've visited the Hubris Comics Store and read the Letter to the Editor (see page 450), you also know the AntAgonizer's true identity. Her responses are the same; she stops her super-villain antics.

As long as you don't then kill her, she leaves her lair, and wanders the Wastes. You may even see her much later into your wanderings, by chance. If you do decide to kill her now, no Ants join the fight, but you lose Karma.

The AntAgonizer's Costume

The AntAgonizer's Helmet

Note

This is only available if you haven't already conversed with the Mechanist.

The "Dynamic Duo" Response: Tell her you're here to help her rid the world of the Mechanist. You have one more chance to stop the conversation (if you want to side with the Mechanist, or visit him, or stall this quest). Or, agree again: The Mechanist chooses this moment to raid the lair! Follow and (if you aren't doing any shooting) see the AntAgonizer finish off the Mechanist! You find the following on the corpse.

Laser Pistol

The Mechanist's Helmet

The Mechanist's Costume

After the combat, talk to the AntAgonizer again, and she requests the Mechanist's suit for a memento. Hand it to her; if you're simpering rather than threatening, she gives you a special melee weapon: the Ant's Sting! Then, she leaves. If you're more forceful, she agrees to leave anyway, but without giving you her prize. Of course, you can murder her in cold blood afterward, but you won't get that blade!

Ant's Sting

The "Antagonizing the AntAgonizer" Response: If you've had enough of this weirdo, simply keep threatening her, ignoring her dire warnings, and then start a fight, fending off her close-range attacks by backing off. Optionally shoot the antennae of the Giant Soldier Ants attacking you, and they turn on each other. After she drops, you can loot the corpse, and return to Canterbury Commons.

AntAgonizer Lair Key

Ripper

The AntAgonizer's Costume

The AntAgonizer's Helmet

Note

This is available only if you have already conversed with the Mechanist, ideally looting his corpse and keeping his outfit.

The "Costume Change" Response: If you have the Mechanist's suit, the AntAgonizer demands you hand over his costume as proof that her opponent is dead. The following options now become available:

You can agree, receive the Ant's Sting, and let her be on her way.

You can refuse, and she angrily summons her Ants to begin combat.

You can succeed in a **Speech**, and negotiate her leaving while keeping the suit.

NEW OBJECTIVE

"Report back to town for your reward" begins.

Now return to Canterbury Commons.Check the guide map for the route in reverse.

FINGER ON THE PULSE GRENADES

If you're heading for the Mechanist's hideout (either before or after searching for the AntAgonizer) you may find the parking lot near the Robot Repair Center to be filled with foes. Detonate a car or two to help in the fight, but watch for the Radiation. The building itself is on a rocky ridge above Canterbury Commons, and features only one entrance; face south to spot it.

Spin and face west when you enter the Robot Repair Center, as there's a malfunctioning Protectron in the offices to your left. Bring it down. Now that the coast is clear, check every desk and office cabinet in this room; but pay special attention to the two desks in the southwest corner:

One has an active RobCo Industries Desk Terminal. Read the Note from Frank: It's a letter to Bob, telling him how Frank and Snake smuggled in some Pulse Grenades to help with some wayward turrets. The Key is stuck to the back of this terminal. Grab it!

Frank's Key

An Ammo Box under the corner desk contains six Pulse Grenades, perfect for instantly defeating any robots you'll meet! Either use the Key, or try **Lockpicking**. Take all six Grenades; they don't weigh you down that much. Optionally now check the two doors north of here; one leads to a bathroom, while the other is locked. If your **Lockpick** skill is high enough, try jimmying it open, and step into the Pulse Chamber (AKA Sector A); watch for turrets as you enter!

Pulse Grenades (6)

RAMPAGE THROUGH THE ROBOT REPAIR CENTER

You now have two ways to enter the Pod Bay (AKA Sector B) and Pulse Chamber (AKA Sector A) of the Robot Repair Facility, and a third elevator door that's locked. This accesses the Forge directly. The unlocked method is detailed now; the locked door to the Pulse Chamber was mentioned previously. Move to the cargo door and step through it when it opens. You enter a dark Pod Bay; quickly climb the stairs, and lob a Pulse Grenade at the robots. Destroy the Mk II Turrets or you can run west, up to the control room door for a more Science-based turret takedown.

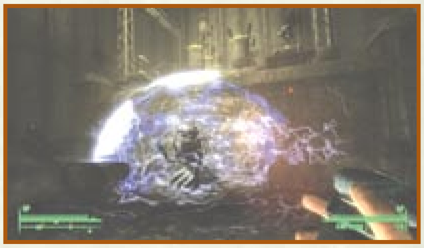
When the coast is clear, stay on the upper gantry, and locate the Repair Sector Terminal. There's a message there about a malfunctioning main platform. Now inspect the two rows of pods, one on each side of the chamber. Activate an open pod, and you simply get a small electrical crackle. Activate the switch to the left of the pod, and it opens up. Most of the pods have broken or missing Protectrons, but a couple have fully functional models.

You can throw a Pulse Grenade at them, but a more amusing plan is to leave them to activate their program, watch them a moment. They pose no threat, but it's best to destroy and search them. Now move to the Control Room. Move to the wall terminal, and try the following:

With a reasonable **Science** skill, you can enter a password-protected menu. You can shut down the Security in Sector B (the turrets in the Pod Bay). This is good if you entered the Pulse Chamber first, or fled to the Control Room without defeating the turrets.

Tip

Are you trying to hack into a password-protected terminal? Then save your game first, so that you can reload if you didn't choose the correct password. You can also back out of a terminal before using your last hack attempt and click it again to retry the hack from scratch.



Deal with a Robobrain by shorting its circuits. Or, find a way to defeat every robot in the building with a single pulse charge!

Look west and locate the two doors, both leading to different metal gantries overlooking the Pulse Chamber. If you took the right door, leading to the stairs, run down to the ground level, and lob in a Pulse Grenade to deal with the Robobrain. As for the two Mk II Turrets, either shoot them, backtrack and take the other door back in the Control Room, or run through the door directly below the two turrets, into a small Workshop.

With a reasonable **Science** skill, you can enter a password-protected menu, read the management message, and shut down the turrets in Section A (above you).

While you're in this room, open the First Aid Box on the wall, and grab the health supplies inside. Check this entire chamber for supplies. There's junk you can use to build weaponry, and Energy Weapon Ammunition, Protectrons, a Skill Book, and three Ammunition Boxes. Now head back up to the middle Control Room, take the other exit door, and wander to the door on the south wall leading to the Forge.

Valuable Junk

Stimpaks and Chems

Ammunition Box

Nikola Tesla and You
+1 Energy Weapons (when read).

A FINGER FIRMLY ON THE PULSE

A more stealthy way to deliver a crippling blow to the Mechanist's metal friends is to quietly unlock the door in the front office, and (optionally) use Sneak to creep up the stairs to the middle Control Room. Then move along the upper gantry (you may have been tagged by the turrets by this time), and enter the small manager's office, near the Forge door. There's ammo in the filing cabinets and desk, but the real prize is in the small safe.

With a reasonable **Lockpick** skill, fiddle with the mechanism, and take some Caps, other items, and (importantly), the Sector A Encryption Key.

With a reasonable **Science** skill, you can access the password protected wall terminal to the right of it, shutting down the turrets, reading the management note, but also charging a massive pulse storm! You automatically use the Encryption Key to enter the code; the one already in the terminal's system is incorrect. After a few moments, a massive burst of electrical energy surges through the building! All robots in the Pulse Chamber are toasted (but not the ones in the Pod Bay)! Now you can visit the Forge.

Sector A Encryption Key

FORCING FORWARD TO THE FORGE

PLAN A: PICKING LOCKS AT THE ELEVATOR

This plan is viable only if you have a good **Lockpick** skill. Move to the elevator doors, and begin fiddling with the lock. You can do this without investigating either Sector A or B at all. Succeed, and you step through into a rusting entrance chamber; rummage for some minor ammo additions. Then head down the L-shaped corridor, and into the Mechanist's hiding spot.

PLAN B: BREWING COFFEE IN THE BACK OFFICE

This assumes you maneuvered through most of the Robot Repair Center. Without Lockpick skills, or if you fail Plan A, move to the Forge Door, and open it. This leads to the back office. Activate the Coffee Brewer, and the red corrugated wall slides back, revealing a set of cogs and gears. Activate the Door Gear, and the cogs spin back, revealing an additional four security measures that all rotate open. This small secret corridor leads right to the Mechanist's hiding spot!

A MEETING WITH THE MECHANIST

Note

When viewing the Mechanist, the following plans differ depending on whether you've checked out or fought with the AntAgonizer. These specific tactics are noted.

Settling down Scott: He's much harder to convince than his nemesis, but it's still possible for him to reveal all.

Approach the Mechanist, who's at his work bench. Respond with any of the following:

The "Unmasked Alter Ego" Response: Tell him that you're here to talk and find a peaceful outcome. After he spouts on try the following:

If you have the **Speech** skill, try and convince him that his clashes with the AntAgonizer caused more trouble for Canterbury Commons.

If you have the **Child at Heart** perk, you can play on his idealism, and he agrees to give up his harmful ways.

Use this knowledge now, and he takes off his costume, leaves his base, and wanders the Wastes. You may even see him later in your wanderings. You can murder Scott "Bean" Woliniski (the alter ego) now, but you lose Karma.

The Mechanist's Costume

The Mechanist's Helmet

Note

This is available only if you haven't already conversed with the AntAgonizer.

The "Mechano-Lad Is Born" Response: Tell him you're here to rid the world of the AntAgonizer. You have one additional chance to stop the conversation (if you want to side with the AntAgonizer, visit her, or stall this quest). Or, agree again, and you're christened "Mechano-Lad"! Just then, the AntAgonizer raids the base; follow the Mechanist, and make sure you bear the brunt of a Giant Worker Ant's attacks. Open the elevator doors, and defend the Mechanist from a quartet of Worker and Soldier Ants, plus the AntAgonizer's nasty Ripper attacks.

AntAgonizer Lair Key

The AntAgonizer's Costume

Ripper

The AntAgonizer's Helmet

Note

The AntAgonizer's Lair Key allows you to unlock the Sewer Grate; the quick and top entrance to her lair.

After the combat, speak with the Mechanist again, and he orders you to give him the AntAgonizer's outfit. Give it to him. By staying on friendly terms, you're then rewarded with a special laser weapon: the Protectron's Gaze! He then departs. If you're more threatening, he agrees to leave regardless, but without giving you the gun. If you try cold-blooded murder now, you're left with two superhero outfits, but no gun!

Protectron's Gaze

The "Man-handing the Mechanist" Response: If you want, simply keep threatening him, and begin to battle. The Protectron in the corner of the room activates for this battle, too; so deal with it (you can try shooting its Combat Inhibitor so it goes haywire). Loot the corpse, then return to Canterbury Commons.

Laser Pistol

The Mechanist's Helmet

The Mechanist's Costume

Note

This is available only if you have already conversed with the AntAgonizer, ideally looting her corpse and keeping her costume.

The "Outfit Outreach" Response: If you have the AntAgonizer's suit, the Mechanist demands you hand over her costume. The following options now become available:

You can agree, receive the Protectron's Gaze, and let him be on his way.

You can refuse, and he activates his Protectron minder, and combat begins.

You can succeed in a **Speech**, and negotiate for him to leave while keeping the suit.

NEW OBJECTIVE

"Report back to town for your reward" begins.

Now return to Canterbury Commons. If you didn't use the elevator, you can access the doors from the Mechanist's side, so escaping the Robot Repair Center is straightforward.

FANFARE FOR THE CANTERBURY COMMONS MAN

Return to Canterbury Commons, and explain what you've done to Ernest "Uncle" Roe. If by some chance Roe is dead, locate Derek to claim your prize. Your quest is now complete, and the traders return; this is a good spot to return to if you're in need of supplies. The Forge's Work Bench is an exceptional place to build weapons.

QUEST REWARDS

You receive the following rewards from Ernest "Uncle" Roe:

Bottle Cap (400 total)
if Speech was successful at start of quest and both superheroes were stopped.

Bottle Cap (200 total)
if Speech wasn't employed at start of quest and both superheroes were stopped.

Ant's Sting
if you fought the Mechanist and brought his outfit to the AntAgonizer.

Protectron's Gaze
if you fought the AntAgonizer and brought her costume to the Mechanist.

AntAgonizer's Costume
if you fought her and kept the outfit. +1 AGL and -1 CHA plus Armor benefits when wearing the costume. The helmet simply has Armor benefits.

The Mechanist's Costume
if you fought him and kept the outfit. +1 END and -1 CHA plus Armor benefits when wearing the costume. The helmet simply has Armor benefits.

XP **300 XP**

Tip

Do you favor Melee combat, or Energy weapons? If it's the former, side with the AntAgonizer (and end up with the Ant's Sting). If it's the latter, side with the Mechanist (and end up with the Protectron's Gaze). You can collect one, but not both.

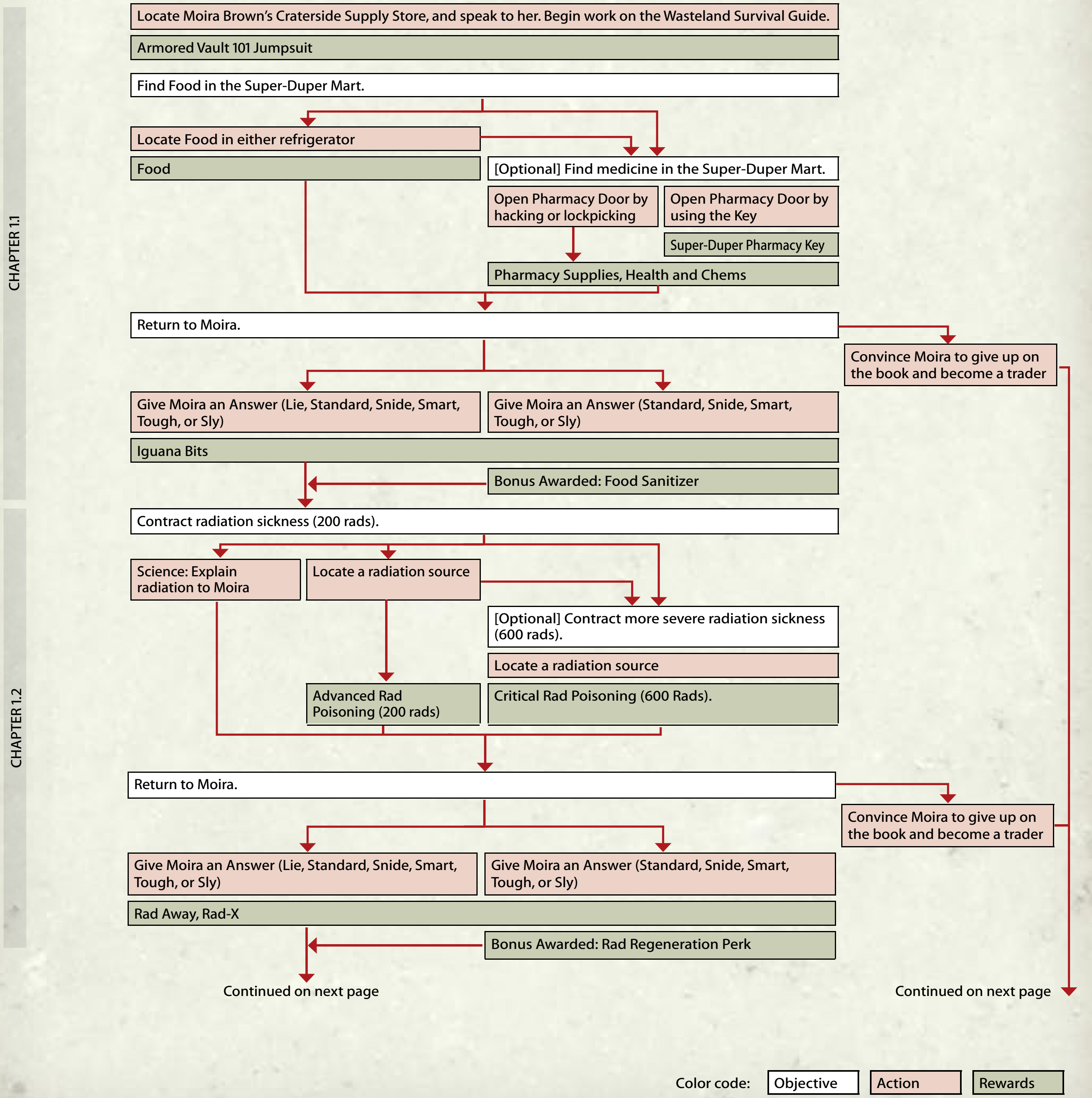
Also try wandering the Wasteland in either superhero costume. You may be accosted...by a small child (see Mini-Encounter 0.04 on page 305)!

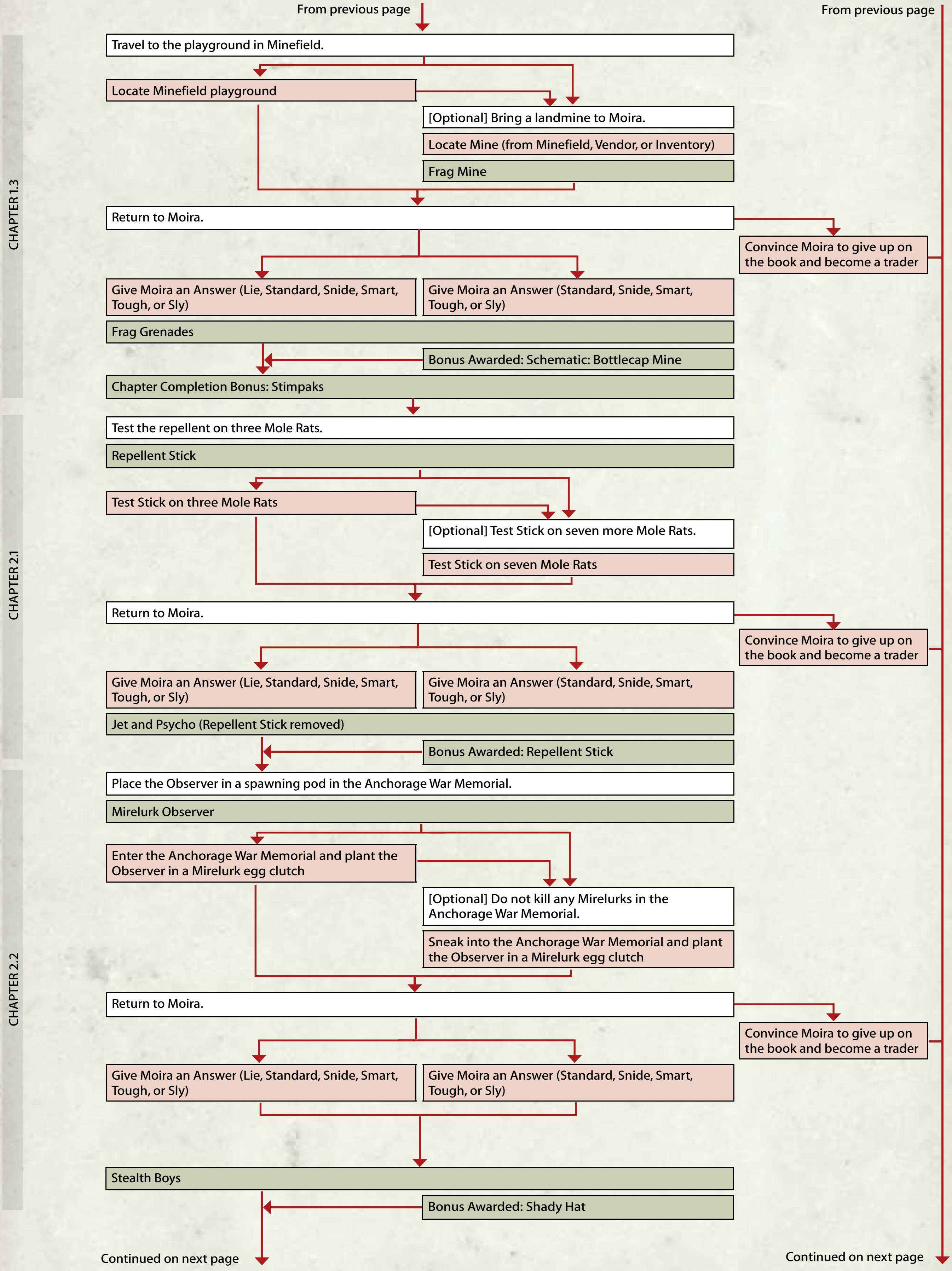
APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

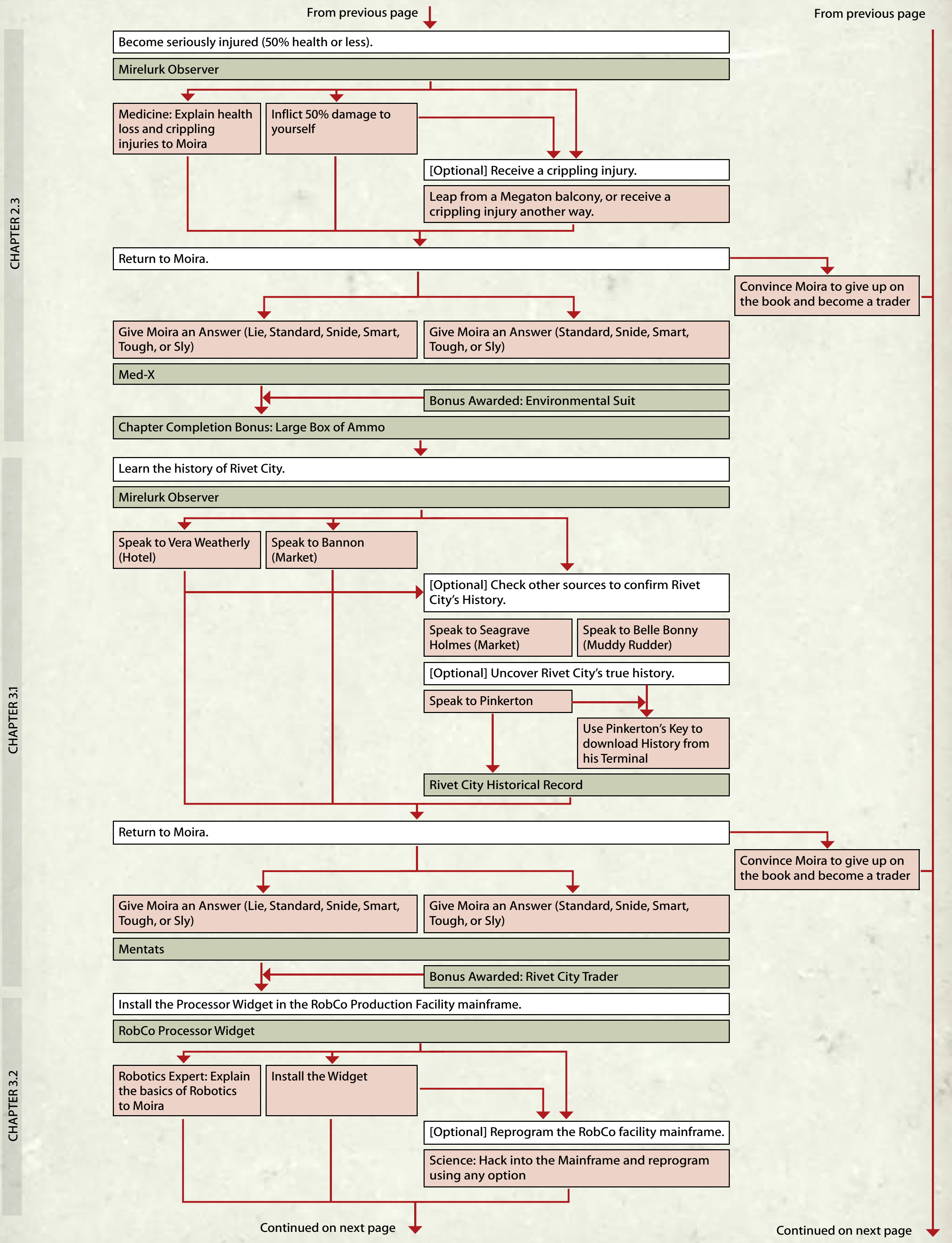
The Wasteland Survival Guide

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	OPTIONAL PATH 1
Main Characters	Moira Brown, Bannon, Vera Weatherly	Moira Brown, Arkansas, Bannon, Vera Weatherly, Belle Bonny, Seagrave Holmes, Mr. Pinkerton, Scribe Yearling	Moira Brown
Locations	Megaton, Super-Duper Mart, Minefield, Tepid Sewer, Anchorage War Memorial, Rivet City, RobCo Production Facility, Arlington Public Library		Megaton
Adv. Items/Abilities	Strength, Perception, Endurance, Charisma, Intelligence, Agility, Explosives, Lockpick, Medicine, Science, Sneak, Speech, Robotics Expert		Speech
Possible enemies	Raider, Protectron, Radroach, Mole Rat, Mirelurk Genus		None
Karma Influence	Negative	Negative	Negative


CHAPTER 1.1
Locate Moira Brown's Craterside Supply Store, and speak to her. Begin work on the Wasteland Survival Guide.
Armored Vault 101 Jumpsuit
Find Food in the Super-Duper Mart.
Locate Food in either refrigerator
Food
[Optional] Find medicine in the Super-Duper Mart.
Open Pharmacy Door by hacking or lockpicking
Open Pharmacy Door by using the Key
Super-Duper Pharmacy Key
Pharmacy Supplies, Health and Chems
Return to Moira.
Convince Moira to give up on the book and become a trader
Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)
Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)
Iguana Bits
Bonus Awarded: Food Sanitizer
CHAPTER 1.2
Contract radiation sickness (200 rads).
Science: Explain radiation to Moira
Locate a radiation source
[Optional] Contract more severe radiation sickness (600 rads).
Locate a radiation source
Advanced Rad Poisoning (200 rads)
Critical Rad Poisoning (600 Rads).
Return to Moira.
Convince Moira to give up on the book and become a trader
Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)
Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)
Rad Away, Rad-X
Bonus Awarded: Rad Regeneration Perk
Continued on next page
Continued on next page
Color code: Objective Action Rewards


From previous page
From previous page
CHAPTER 1.3
Travel to the playground in Minefield.
Locate Minefield playground
[Optional] Bring a landmine to Moira.
Locate Mine (from Minefield, Vendor, or Inventory)
Frag Mine
Return to Moira.
Convince Moira to give up on the book and become a trader
Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)
Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)
Frag Grenades
Bonus Awarded: Schematic: Bottlecap Mine
Chapter Completion Bonus: Stimpaks
CHAPTER 2.1
Test the repellent on three Mole Rats.
Repellent Stick
Test Stick on three Mole Rats
[Optional] Test Stick on seven more Mole Rats.
Test Stick on seven Mole Rats
Return to Moira.
Convince Moira to give up on the book and become a trader
Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)
Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)
Jet and Psycho (Repellent Stick removed)
Bonus Awarded: Repellent Stick
CHAPTER 2.2
Place the Observer in a spawning pod in the Anchorage War Memorial.
Mirelurk Observer
Enter the Anchorage War Memorial and plant the Observer in a Mirelurk egg clutch
[Optional] Do not kill any Mirelurks in the Anchorage War Memorial.
Sneak into the Anchorage War Memorial and plant the Observer in a Mirelurk egg clutch
Return to Moira.
Convince Moira to give up on the book and become a trader
Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)
Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)
Stealth Boys
Bonus Awarded: Shady Hat
Continued on next page
Continued on next page



From previous page

CHAPTER 2.3

Become seriously injured (50% health or less).

Mirelurk Observer

Medicine: Explain health loss and crippling injuries to Moira

Inflict 50% damage to yourself

[Optional] Receive a crippling injury.

Leap from a Megaton balcony, or receive a crippling injury another way.

Return to Moira.

Convince Moira to give up on the book and become a trader

Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)

Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)

Med-X

Bonus Awarded: Environmental Suit

Chapter Completion Bonus: Large Box of Ammo

CHAPTER 3.1

Learn the history of Rivet City.

Mirelurk Observer

Speak to Vera Weatherly (Hotel)

Speak to Bannon (Market)

[Optional] Check other sources to confirm Rivet City's History.

Speak to Seagrave Holmes (Market)

Speak to Belle Bonny (Muddy Rudder)

[Optional] Uncover Rivet City's true history.

Speak to Pinkerton

Use Pinkerton's Key to download History from his Terminal

Rivet City Historical Record

Return to Moira.

Convince Moira to give up on the book and become a trader

Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)

Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)

Mentats

Bonus Awarded: Rivet City Trader

CHAPTER 3.2

Install the Processor Widget in the RobCo Production Facility mainframe.

RobCo Processor Widget

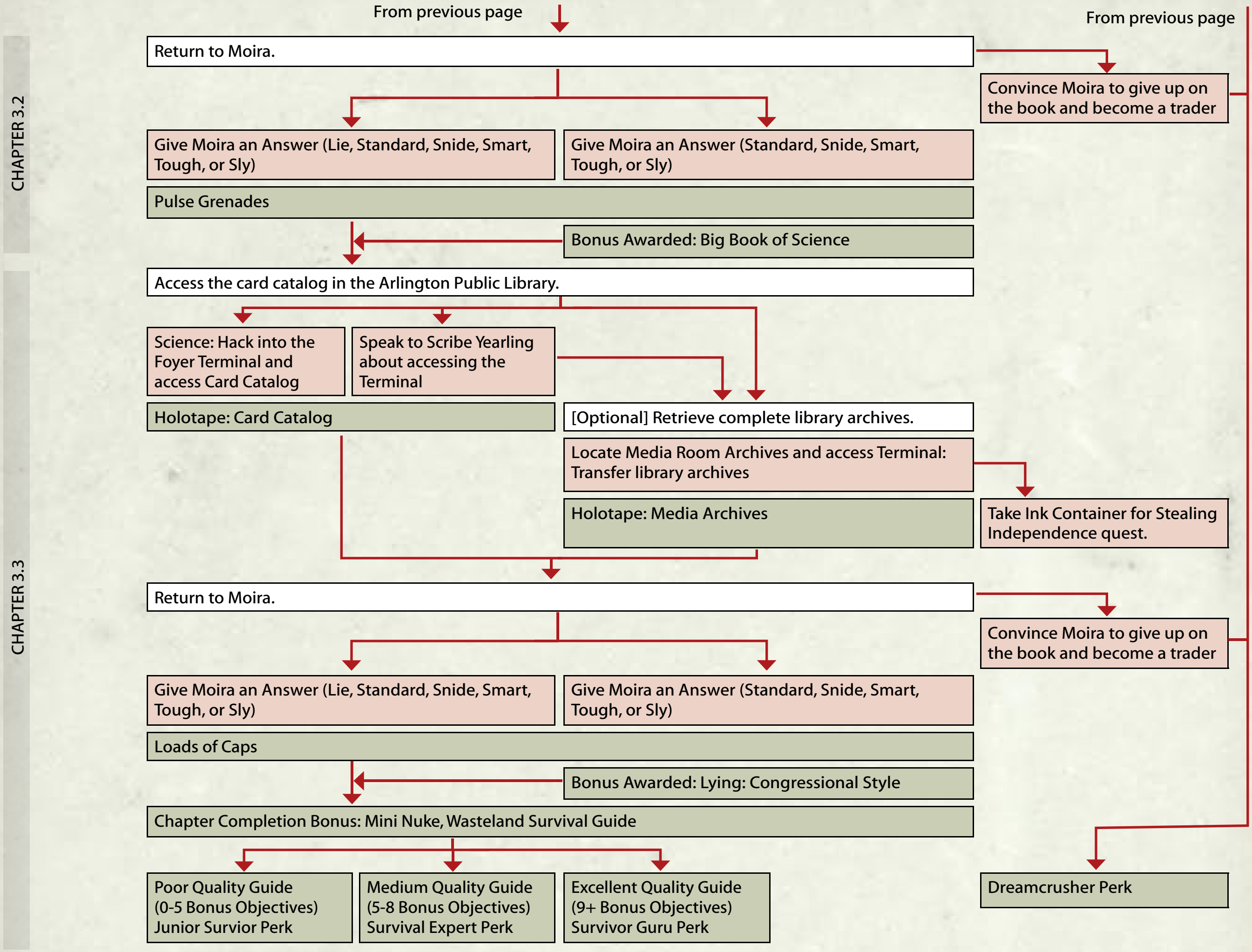
Robotics Expert: Explain the basics of Robotics to Moira

Install the Widget

[Optional] Reprogram the RobCo facility mainframe.

Science: Hack into the Mainframe and reprogram using any option

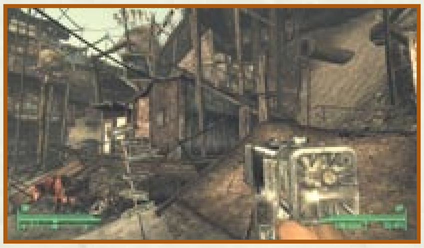
Continued on next page


CHAPTER 3.2
CHAPTER 3.3
From previous page
From previous page
Return to Moira.
Convince Moira to give up on the book and become a trader
Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)
Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)
Pulse Grenades
Bonus Awarded: Big Book of Science
Access the card catalog in the Arlington Public Library.
Science: Hack into the Foyer Terminal and access Card Catalog
Speak to Scribe Yearling about accessing the Terminal
Holotape: Card Catalog
[Optional] Retrieve complete library archives.
Locate Media Room Archives and access Terminal: Transfer library archives
Holotape: Media Archives
Take Ink Container for Stealing Independence quest.
Return to Moira.
Convince Moira to give up on the book and become a trader
Give Moira an Answer (Lie, Standard, Snide, Smart, Tough, or Sly)
Give Moira an Answer (Standard, Snide, Smart, Tough, or Sly)
Loads of Caps
Bonus Awarded: Lying: Congressional Style
Chapter Completion Bonus: Mini Nuke, Wasteland Survival Guide
Poor Quality Guide (0-5 Bonus Objectives) Junior Survior Perk
Medium Quality Guide (5-8 Bonus Objectives) Survival Expert Perk
Excellent Quality Guide (9+ Bonus Objectives) Survivor Guru Perk
Dreamcrusher Perk

VISITING MISS BROWN, IN TOWN

Your quest starts in Megaton.

When you're ready to start this long quest, follow the signposts. You can see the letters "SUPPLY" protruding from a rusting airplane cockpit; underneath that the words "The Craterside Supply" is scratched above the door. Make sure you visit between 8 a.m. and 8 p.m., or the place will be closed.



Initially bewildering, the route to Craterside Supply is right at the grazing Brahmin, and up, over the Clinic.

Tip

Before you meet Moira, don your Vault 101 Jumpsuit (the Laser Pistol is purely optional); these help you strike up an initial conversation, and grab an initial prize.

Locate the red-haired woman with the RobCo Jumpsuit inside Craterside Supply, this is Moira Brown. She's heard you're from the Vault, and she's very interested in using your story as a foreword for her book all about the Wasteland. Do you have a comment? Answer in the affirmative (or don't, and stop the quest), then choose your favored response about your time in Vault 101. The truth is optional. Whatever your response, you're awarded an Armored Vault 101 Jumpsuit from Moira, for your troubles.

Armored Vault 101 Jumpsuit

Moira asks if you'd be interested in helping her write a *Wasteland Survival Guide*. Answer in the affirmative, and the quest begins. You're going to test her theories. To begin she wants to write about where it's safe and unsafe to find food, the dangers of radiation, and using land-mines. Refuse, and the quest remains in stasis until you choose an area you want to help her with.

You now have a series of objectives to undertake. Each has an optional bonus objective to complete, too. You are able to give Moira Standard (straightforward and to the point), Snide (humorous and nasty), or Attribute-based responses to each of her tasks. The responses available depend on whether you complete just the basic objective, or the basic and the bonus objectives. There are three types of Attribute-based responses:

[7+] A "smart" response: Highbrow and detailed.

[7+] A "tough" response: Physical and blunt.

[7+] A "sly" response: Charming and manipulative.

The types of answers you choose influence the specific bonuses of your final reward (the Survival perk). Check page 228 for all the information.

Tip

Moira Brown is writing nine entries, covering three chapters, in her *Wasteland Survival Guide*. You can complete the Chapter 1 entries in any order. However, all three entries (1.1, 1.2, and 1.3) must be finished before you can begin the next chapter, and so on. Each "entry" has a regular and optional aspect to it. The "optional" aspect is harder to achieve and isn't necessary, but it adds to the quality of the final guide.

CHAPTER 1.1: SUPER-DUPER FOOD FORAGING

MEETING THE BASIC REQUIREMENTS

There's Super-Duper devastation, roving Raiders, and a severe food shortage to contend with here.

Choose the location of safe and unsafe foodstuffs, and you're given a Pip-Boy map location for the Super-Duper Mart. Tool up with armor weaponry, and leave Megaton, traveling roughly east. The remains of the Washington Monument make a good landmark to follow. After you pass the water tower, the Super-Duper Mart is just ahead and below you.

NEW OBJECTIVE

"Find food in the Super-Duper Mart" begins.

NEW OBJECTIVE [OPTIONAL]

"Find medicine in the Super-Duper Mart" begins.

Defeat a few Raiders who are roaming the forecourt and parking lot in front of the entrance (though there is a chance it'll be another encounter). Check the Nuka-Cola machine, and enter the northern doors, which are closer to your food.

Tip

If you're low on ammo, or want to employ stealth, use Sneak (and optionally, a Stealth Boy or two) to enter and exit this place without being spotted.

Enter the Super-Duper Mart, moving from the entrance area into the huge Mart floor itself. Make a swift right turn (this can be done without attracting the attention of the Raiders inside). Leap over the desk near the intercom, and quickly rummage through a bunch of Energy Cell ammo, a Bottlecap Mine, and some Laser Pistols. Your real prize however, is the contents of the Food Storage refrigerator. There's a second fridge sitting in one of the waist-high freezers in the wide aisle at the back of the Mart. Open it up, and grab the Blamo Mac and Cheese, Noodles, and Salisbury Steaks. You can now return to Moira with it.

Bottlecap Mine

Laser Pistols

Energy Ammunition

Food

NEW OBJECTIVE

"Return to Moira" begins.

MEETING THE OPTIONAL REQUIREMENTS

To complete the optional part you must obtain medicine from the Mart. Head to the back, slaying Raiders as you go. Use the shelving as cover. Ideally, head west, jump the counter, and battle your way south, through a small rear corridor to the pharmacy entrance. Several Raiders are in your way, blast them all.

There are a lot of Ammo Boxes to raid and dropped weapons to snag. Now you need to break into the Pharmacy storeroom, which is locked. Three possible options are available:

Use your **Science** skill to hack into the terminal next to the door and unlock the door from the list of menu commands.

Or, if you have a slightly higher **Lockpick** skill, you can break a few Bobby Pins and open up the door via the lock itself.

Or, locate the Super-Duper Pharmacy Key in one of the three metal boxes in the center western alcove. The box is on the counter next to the table with the Bottlecap Mine.

Super-Duper Pharmacy Key

Once inside the Pharmacy storeroom, begin a slow, methodical ransack of the containers. Among the debris are some extremely useful and important items; on the back desk is a Mini-Nuke, Frag Grenades, and a load of Ammo Boxes. On the wall is what you came for: Pharmacy Supplies inside the First Aid Box. Empty this, which completes the objective. Then check the northern wall; amid the Chems and Blood Packs are crates with three full bottles of Nuka-Cola Quantum! Grab (but don't drink) them; there are a limited number in the entire Wasteland.

Mini-Nuke

Pharmacy Supplies Health and Chems

Frag Grenades

Chems and Bloodpacks

Ammunition Box

Nuka-Cola Quantum (3)

Nuka-Cola Quantum bottles are vital to **Miscellaneous Quest: The Nuka-Cola Challenge**. Do not consume them!

Hack into the terminal by the locked RobCo Pod. You can choose to start a Maintenance Program. Moments later, the pod opens, and a Protectron trudges out. It slowly wanders out onto the storeroom floor, where it gets easily overwhelmed and destroyed by any remaining Raiders! You can fight with the Protectron, shoot it, or flee while the Raiders are preoccupied. Once outside, you can instantly Fast Travel back to Megaton, and meet back with Moira.

MEETING WITH MOIRA

Return to Moira, and speak to her specifically about your recently completed task. The following dialog options are open to you:

You can wait 24 game hours from the moment you received the objective, return to Moira, and lie to her about what you found.

Or, you can choose to answer in the following manner:

Standard: Tell her you found the Raiders and robot, and the Mart is no place to scavenge.

Snide: Or, you can give her a rather sarcastic remark about the party atmosphere down at the Mart.

Or, you can give an Attribute-based reponse. Three are available if you completed just the basic objective, and three if you completed the bonus objective.

[7+] Smart (Basic Objective)
[7+] Smart (Bonus Objective)
[7+] Tough (Basic Objective)
[7+] Tough (Bonus Objective)
[7+] Sly (Basic Objective)
[7+] Sly (Bonus Objective)

Whatever your answer, Moira is most thankful for your help, and gives you some Iguana Bits. If you completed the optional objective, you receive a Food Sanitizer. When you're ready to complete the next part of Chapter 1, agree to it with Moira.

At this point, you can also (via **Speech** persuasion) convince Moira that she's wasting her time writing this book, and she should simply become a trader instead. The quest ends if you're successful.

Iguana Bits
(amount depends on your level at the time of completion)

Food Sanitizer
+20% HP regained for eating any food.

Note: Sanitizer Instructions

CHAPTER 1.2: CONTEMPLATING CONTAMINATION

MEETING BOTH REQUIREMENTS

Come on in, the water's...slowly dissolving your mutated innards.

When you want to help Moira figure out about exposure to the radiation that plagues the Wasteland's landscape, agree to this objective. You have the following options:

If you have a high **Science** skill, you can explain to Moira exactly how the body reacts to radiation. Attempt this if you're not interested in the optional reward.

Or, you can agree to test Moira's theories out in the field. She only needs you to irradiate yourself with a radiation rating of 200 rads. However, if you're willing to really get sick, she'd love a specimen to observe with 600 rads of poisoning, or more!

NEW OBJECTIVE
"Contract radiation sickness (200 rads)" begins.

NEW OBJECTIVE [OPTIONAL]
"Contract more severe radiation sickness (600 rads)" begins.

Although you're putting yourself at extreme risk, this is easy to accomplish. In the middle of Megaton is a half-submerged A-bomb in a crater. Standing in the sewage in the crater gives you a light bathing of radiation. Stand here, and expect a +2 Rad/Sec affliction. So to claim the basic rewards, just stand in the water for 200 or 600 seconds. That's 3:34, or 10:00 minutes of real time waiting. You can drink the bomb water to speed up this process.

NEW OBJECTIVE
"Return to Moira" begins.

Caution

Naturally, you can also traverse the landscape and gradually increase your radiation level, but you may be far from Moira when you receive Critical Rad Poisoning. It also takes longer than 10 real-time minutes to reach another radiation hot-spot, wade around, and return. Make sure you still have radiation poisoning when you return to Moira.

MEETING BACK WITH MOIRA

When you've reached "Advanced Rad Poisoning" (one segment beyond the second stage in your rad poisoning meter), you've completed the basic objective.

When you've reached "Critical Rad Poisoning" (at three stages in your rad poisoning meter), you've completed the optional objective.

Return to Moira. Moira is giddy with the results you're giving her. Give a Standard, Snide, or Attribute-based response:

[7+] Smart (Basic Objective)
[7+] Smart (Bonus Objective)
[7+] Tough (Basic Objective)
[7+] Tough (Bonus Objective)
[7+] Sly (Basic Objective)
[7+] Sly (Bonus Objective)

She begins her "experimental tricks." Moira removes your rad poisoning and gives you some radiation Chems as thanks. If you completed the optional objective, she accidentally left you with the Rad Regeneration Perk. When you're ready to complete the last part of Chapter 1, let Moira know.

RadAway
(amount depends on your level at the time of completion)

Rad-X
(amount depends on your level at the time of completion)

Rad Regeneration Perk
When suffering from Advanced Radiation Poisoning, crippled limbs automatically regenerate.

CHAPTER 1.3: MINE, ALL MINE

MEETING BOTH REQUIREMENTS

Moira knows that landmines are a danger she can benefit from researching. Disarming mines, then selling them, can really bring in the Caps. Moira's heard about a ghost town called Minefield because of the large number of unexploded mines lying around. You must investigate the area, locating the playground in the middle, and come home with a mine, if you can deactivate one without dying.

NEW OBJECTIVE

"Travel to the playground in Minefield" begins.

NEW OBJECTIVE [OPTIONAL]

"Bring a landmine to Moira" begins.

Use a mixture of darting from cover to cover, a Stealth Boy, or simple running and retreating to avoid the sniper fire.

Minefield is a long trek across the Wasteland traveling in a roughly northerly direction. Although it is tempting to head straight up the main road of Minefield, try sidestepping left (west), to a road on slightly higher ground that runs parallel, and finally bends around to meet the lower street. There are fewer hazards up here.

Look on the road for a circular Frag Mine, and quickly stoop and deactivate it when you hear it ticking. The greater your **Explosives** skill, the longer you have to deactivate each mine before it explodes. Only one mine needs to be deactivated and picked up.

Or, if Minefield is just too far away, simply return to Moira with a mine; you could have picked it up anywhere, or even bought it!

Continue along the upper road, moving quickly down and onto the playground, until your objective updates as you near the swings. Shrug off any sniper fire from the lone gunman atop the ruined concrete structure to the northeast. Then go back the way you came, and Fast Travel back to Moira, once you've reached a safe spot, away from Arkansas's sniper fire.

Frag Mine

NEW OBJECTIVE

"Return to Moira" begins.

Tip

Arkansas is the lone gunman in this area. He plugs away at trespassers. Resist the temptation to shoot back or hunt him down. There's a Slaver bounty on his head, and you stand to make some real Caps. Check **Miscellaneous Quest: Strictly Business** for all the information.

MEETING BACK WITH MOIRA

Return to Moira, and talk to her about your light-footed Minefield experience. The following dialog options are open to you:

You can wait 24 game hours from the moment you received the objective, return to Moira, and lie to her about what you found.

Standard: Tell her the truth, there's a crazy sniper at this death trap.
Snide: A smart mouth may be hilarious to you.
Or, you can give an Attribute-based response:

[7+] Smart (Basic Objective)

[7+] Smart (Bonus Objective)

[7+] Tough: (Basic Objective)
[7+] Tough: (Bonus Objective)

[7+] Sly: (Basic Objective)
[7+] Sly: (Bonus Objective)

You're given some Frag Grenades, and if you finished the optional objective, Moira reveals Schematics for the Bottlecap Mine. She hands you some Stimpaks to patch yourself up with, and you can start Chapter 2.

Frag Grenades
(amount depends on your level at the time of completion)

Schematic: Bottlecap Mine
At a Work Bench, combine Lunch Box, Cherry Bomb, Sensor Module, and 10 Bottle Caps.

Stimpaks
(amount depends on your level at the time of completion)

CHAPTER 2.1: WHACK-A-MOLE RAT

MEETING THE BASIC REQUIREMENT

Take one branch with green goo at one end, and connect it with Mole Rat heads. The results are…unexpected.

The second chapter of Moira's guide is mostly about mutated creatures and how they live. The first involves the Mole Rat. Moira has crafted a chemical Repellent Stick. She needs to field test it on three Mole Rats. For the optional objective, Moira suggests you travel downtown, to the Tepid Sewers.

Repellent Stick

NEW OBJECTIVE

"Test the repellent on three Mole Rats" begins.

NEW OBJECTIVE [OPTIONAL]

"Test the repellent on seven more Mole Rats" begins.

For the initial part of the task head out of Megaton brandishing the Repellent Stick, turn left (southwest), and search below the freeway overpass remains for Mole Rats. Hit one with your stick and the Mole Rat's head explodes. When you've tested this out on three Mole Rats, you can return to Moira.

NEW OBJECTIVE

"Return to Moira" begins.

MEETING THE OPTIONAL REQUIREMENT

To complete the optional task, you need to test the Repellent Stick on seven additional Mole Rats. Locate the Tepid Sewer in the D.C. Wasteland, near one of the Georgetown Metro Stations. .

Tip

Employ your Pip-Boy's Hot Key function, so that you can quickly switch between the Repellent Stick (for Mole Rat combat) and your preferred weapon (for attacking anything else).

Once inside the Tepid Sewers, engage any Mole Rats you can. Raiders are also here, massacring your test subjects. Search the tunnels, taking each opportunity to strike a Mole Rat, while using other means to tackle the Raiders. When 10 Mole Rats have exploded, you can return to Moira.

But a better plan is to leave Megaton, and journey southwest, using the Tenpenny Tower skyscraper as a landmark. The RobCo factory is adjacent to the tower. Enter RobCo, which is filled with Radroaches and Mole Rats. The stick for Mole Rats and another weapon for Radroaches. This is a better plan because you need to return to this facility later in the quest (chapter 3.2), and finding it now is a better use of your time and resources.

MEETING BACK WITH MOIRA

Head back to Craterside Supply, and speak to Moira about her decapitation stick. The following dialog options can be chosen:

You can wait 24 game hours from the moment you received the objective, return to Moira, and lie to her about what you found.

Standard: Tell Moira the truth, that her weapon is less of a repellent, and more of a "Massacre Stick."

Snide: Or, you be slightly less understanding about her aversion to harming the creatures, which she doesn't take kindly to.

[7+] Smart (Basic Objective)
[7+] Smart (Bonus Objective)

[7+] Tough (Basic Objective)

[7+] Tough (Bonus Objective)

[7+] Sly (Basic Objective)
[7+] Sly (Bonus Objective)

When you've answered the questions, Moira tells you to hold onto the Repellent Stick (if you complete the optional objective), and (if you tested the stick on 10 Mole Rats) she also gives you the leftover Chems used to make the repellent. You can progress to either of the next two parts of the chapter.

Repellent Stick
One hit, instant kill to Mole Rats.

Jet
(amount depends on your level at the time of completion)

Psycho
(amount depends on your level at the time of completion)

CHAPTER 2.2: THE MIRELURKING HORROR

Tip

It might be wise to explore the Anchorage War Memorial first, to get the lay of the land. You can whittle down the Mirelurks without killing all of them, and chart a path to the spawning pods. Also make sure you have at least three Stealth Boys before you agree to this objective.

MEETING BOTH REQUIREMENTS

Talk to Moira about her next harebrained scheme. She needs you to Sneak into the Mirelurk lair at the Anchorage War Memorial and plant an Observer in one of their spawning pods. She also hopes you can leave all Mirelurks alone. The Anchorage War Memorial is near the Potomac River. Trudge there, or Fast Travel to an adjacent area, such as Dukov's Place or one of the Georgetown Stations.

Observer

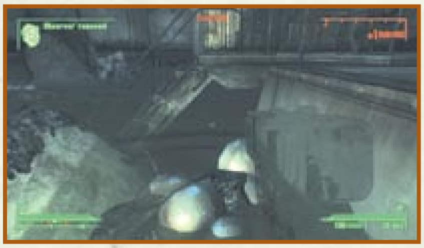
NEW OBJECTIVE
"Place the observer in a spawning pod in the Anchorage War Memorial" begins.

NEW OBJECTIVE [OPTIONAL]
"Do not kill any Mirelurks in the Anchorage War Memorial" begins.

Use **Sneak** throughout this objective, if you want to remain in one piece, with the Mirelurks none the wiser.

Use the entrance on the side, rather than the tunnel entrance, because it is easier to complete the objectives from this direction. Stay straight, ignoring the corridor to your left (west). Continue down and left to the door with the red lights at the base. Before you open this door, Sneak, use a Stealth Boy, and keep your Pip-Boy's Flashlight off and your gun out (so you can see whether you're still cloaked or not). Enter a hub room, with doors and stairs, and a prowling Mirelurk (or Hunter if you're at a higher level). Sneak around the Mirelurk without alerting it, heading east to the Door to Anchorage Memorial Facility Bay.

Once you're through to the Facility Bay, make a clockwise circle around the outside of the chamber, which is open to the spawning pools below. Continue around the perimeter until you're heading south, and creep down the stairs in the floor. Turn right immediately, as you're at the flooded area. To the north stands a Mirelurk (or Hunter), although he may be waddling around. Ensure that your Stealth Boy is on, then move toward the gantry bridge, turn and head west, and look for an opening in the railings to your right.



You're looking for a Mirelurk Egg Clutch like this one to stick your Observer into.

Land in the water, and wade to a Mirelurk Egg Clutch. You're prompted to hide the Observerl. Do so, and then retreat out. Use the metal steps in front of you, then turn and head east, while still Sneaking or using the Stealth Boy, and head north, up the stairs, across to the hub room, and back out to the memorial. If you're caught by Mirelurks on the way out, you can (and should) outrun them and still claim both objectives.

Tip

Did it all go horribly wrong, and you were spotted? Then flee this area, back out to the D.C. Wasteland, and re-enter it. Both objectives can be retried.

NEW OBJECTIVE
"Return to Moira" begins.

MEETING BACK WITH MOIRA

Trek back to Craterside Supply, and converse with Moira about your frightening outing under the War Memorial. The following options are available:

Standard: Tell Moira about your experiences and give out correct information; that the Mirelurks are definitely vicious and highly territorial. This doesn't give you a bonus.

Snide: Or, you can fib and explain that they've got a little bubbling castle that they spend all day circling. It doesn't grant a bonus.

[7+] Smart (Basic Objective)
[7+] Smart (Bonus Objective)
[7+] Tough (Basic Objective)
[7+] Tough (Bonus Objective)
[7+] Sly (Basic Objective)
[7+] Sly (Bonus Objective)

Once you've responded, and assuming you didn't fire a shot at any Mirelurk, Moira awards you with Stealth Boys. Complete the optional objective, and a Shady Hat is all yours.

At this point and from now on, you can also (via a **Speech** persuasion) convince Moira again that she's not cut out to be an author, and should concentrate on trading instead. The quest ends if you're successful.

Stealth Boy
(amount depends on your level at the time of completion)

Shady Hat
+1 Perception, +5 Sneak.

CHAPTER 2.3: A PAINFUL LESSON

MEETING BOTH REQUIREMENTS

Next up are some bench tests Moira wants to run on you when you've been injured: badly injured. Naturally, there are easy ways and hard ways of completing both objectives:

NEW OBJECTIVE
"Become seriously injured (50% health or less)" begins.

NEW OBJECTIVE [OPTIONAL]
"Receive a crippling injury" begins.

If you have a high **Medicine** skill, you can explain how injuries work to Moira, and complete both the regular and optional objectives without self-harm.

The best plan to try is heading outside, moving up to Moriarty's Saloon, then leaping over the railing, and landing on the shack roof of the Children of the Atom's church. This isn't the painful part; that comes after you peer over the edge and look at the A-bomb in the radioactive pool below. Now jump off, and land by the bomb, aiming for the water. This almost always cripples a leg, and solves both objectives! Now drag yourself back to Moira.

NEW OBJECTIVE
"Return to Moira" begins.

MEETING BACK WITH MOIRA

Meanwhile, back at Craterside Supply, the increasingly zany Moira studies your injuries, and asks how you feel:

Standard: Tell the truth. Your fear of death is counterbalanced by the adrenaline rush you're experiencing. Or it could be terror.

Snide: Or you can murmur under your breath about a vicious payback on your co-author.

[7+] Smart (Basic Objective)
[7+] Smart (Bonus Objective)
[7+] Tough (Basic Objective)
[7+] Tough (Bonus Objective)
[7+] Sly (Basic Objective)
[7+] Sly (Bonus Objective)

Moira stitches you up and hands over two rewards: Med-X if you simply returned with half-health or less, and an Environment Suit if you crippled yourself as well. Are you ready to research Chapter 3? If so, you're awarded a giant box of ammunition, just in case your research takes a turn for the horrific.

Med-X
(amount depends on your level at the time of completion)

Environment Suit
AR 6, Rad Resistance +30%, +5 Medicine Skill.

Ammo **(amount and type depends on your level at the time of completion)**

CHAPTER 3.1: A RIVETING HISTORY

MEETING THE BASIC REQUIREMENT

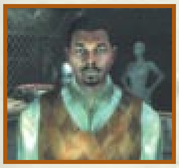
Moira's last chapter is about the background and formation of Rivet City, the gathering of lost archival materials, and tinkering with elderly robot technologies. This section involves finding out the origins of Rivet City. When you're ready, head out into the D.C. Wasteland, and move to the southeast corner. Rivet City is the huge aircraft carrier rusting in the harbor east of the Jefferson Monument.

NEW OBJECTIVE
"Learn the history of Rivet City" begins.

Note

You may have visited Rivet City a number of times during the Main Quest or a Miscellaneous Quest. Be mindful of your previous activities. If you gunned down everyone, you may not think you'd be able to finish this quest; however, you can if you find the City Founders Log in Pinkerton's Private Computer, in his hideaway in the Broken Bow. Or, you can just lie! You may wish to complete this portion of the quest during **Main Quest: Scientific Pursuits.**

Once you're aboard, you can get clues of four members of Rivet City who have knowledge of the ship. It's easiest to find them during the day:



Speak with Bannon, (usually at Potomac Attire in the Marketplace) and ask about Rivet City's history. Bannon tells you he was personally responsible for setting up the settlement 12 years ago.

With a quick **Speech** challenge, Bannon admits the boat has been moored here far longer than 12 years, but that there wasn't much to the place before he boarded.

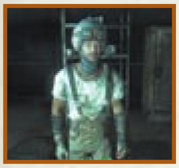
You can also continue without a Speech challenge. If you're after ancient history, he suggests you visit "that old crone" Belle Bonny.

Or, speak with Vera Weatherly, (usually at the hotel bearing her name) and ask about Rivet City's history. She suggests you speak with Seagrave Holmes, who's been living on the boat since he was a boy.

When you finish speaking with either of these Rivet City patrons, you complete the basic requirements for this quest. You can return to Moira, or complete a new (and optional) objective:

NEW OBJECTIVE [OPTIONAL]

"Check other sources to confirm Rivet City's history" begins.



Track down Seagrave Holmes (either at Rivet City Supply in the Marketplace, or his bunk). He's been keeping the boat from collapsing since he could walk, and the only other feller he can remember from all those years ago was Mr. Pinkerton. He left Rivet City a decade ago, though. He directs you to the Broken Bow of the vessel, where Pinkerton kept a storage chamber.

Head down to the basement, and follow the signs for the Muddy Rudder pub. Running the place is Belle Bonny, who can impart some information:

In this **Speech** challenge, you can request that Bonnie regale you with a story.

You can also keep going with information about Bannon, who told you he organized the entire place himself.

Bonnie scoffs at Bannon's tall stories, and tells you to speak with Mr. Pinkerton, who's holed up in the Broken Bow of the vessel.

When you complete your chat with either Seagrave or Bonnie, a new (and optional) objective starts:

NEW OBJECTIVE [OPTIONAL]

"Uncover Rivet City's true history" begins.

Tip

It might be wise to combine your next move with the conclusion of *Miscellaneous Quest: The Replicated Man.*

Exit to the Flight Deck, or the entrance, and jump into the water, swimming roughly southwest. Switch on your Pip-Boy's Flashlight, then swim down to the entrance between the two parts of the boat. Open the door, swim forward to the room half-filled with debris. Continue in a south-southwest direction through the open door. Ignore the open hatchway to the left (unless you're desperate for air), and continue to open the bulkhead door ahead. This leads to some underwater gantry steps and a sliver of air you can inhale to avoid drowning. Turn southeast, unlock the underwater bulkhead door, then surface in the same spot again.

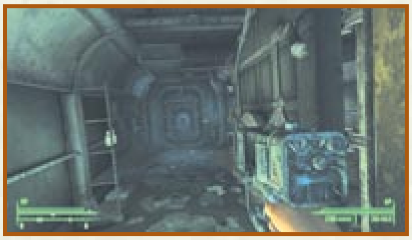
With a lungful of air, swim southeast, and surface in a waterlogged chamber. Move to the next chamber through a half-submerged doorway, and clamber onto the dry corner near an open doorway that leads to a debris-filled blockage, and a possible Mirelurk assailant. Spin around and look northwest; you should spot gantry stairs that lead up to the dry deck of this vessel. Climb to the top, and peer around; there should be a vent with the number "7" etched onto it.

You can investigate the adjacent chamber of the boat, or continue to Pinkerton.

Quickly open the hatch door, and check out the adjacent room. Search this chamber; there's a First Aid Kit, two Ammo Boxes full of .44 Magnum rounds along with the gun itself, and an exit bulkhead door. Deactivate a Frag Mine and collect the Magnum and Ammo on the table to the right of the door, then flick the lever so you can come and go into the Broken Bow from the rusting gangplank near the Jefferson Memorial.

.44 Magnum and rounds

First Aid Box



The exit chamber, in the opposite direction from Pinkerton's hidey-hole, is still worth trekking to.

Head roughly southeast down the corridor, then duck down, and open the bulkhead door on your right. This allows you to enter an item-filled room without being shot in the chest by two Rigged Shotguns. Deactivate the Frag Mine, grab the Purified Water, and open the Ammo Box with more Frag Mines inside.

Purified Water

Frag Mines

Deactivate the Shotguns or duck and exit, turn southeast, heading to a blocked gantry staircase, and a wandering Mirelurk. Back completely out of this room to start combat, as seeping gas causes the chamber to be engulfed in flame and burn you. After winning continue to the door and open it; there's little here to grab, so move southwest into a refuse-strewn room. The door ahead is sealed; don't make the mistake of accessing the booby-trapped terminal to the right of the door. Open the door by activating the switch on the northeast wall behind you.

Find Pinkerton and lightly pressure him to spill the beans and he helps you. It began 40 years ago, when the remnants of the Naval Research Institute was looking for lab space. Eighteen years ago Doctor Li began her work on Project Purity, and Pinkerton was ousted. He hands you the Rivet City Historical Record and Rivet City Council Minutes as proof. If Pinkerton is dead for some reason, check his corpse; it holds a key to unlock his private computer, where you can obtain the same information.

Rivet City Historical Record

Rivet City Council Minutes

NEW OBJECTIVE
"Return to Moira" begins.

MEETING BACK WITH MOIRA

Your sleuthing work is over for the moment. Back at Craterside Supply, wow Moira with your Rivet City knowledge:

> You can wait 24 game hours from the moment you received the objective, return to Moira, and lie (using **Speech**) that Rivet City is the remains of an ancient underwater civilization.

You can tell Moira the truth, depending on whether you obtained the initial information from Bannon, or all the information from Pinkerton:

Standard.

Snide: Sarcasm has its place.

[7+] Smart (Basic Objective)

[7+] Tough (Basic Objective)
[7+] Tough (Bonus Objective)

[7+] Smart (Bonus Objective)

[7+] Sly (Basic Objective)
[7+] Sly (Bonus Objective)

Moira gives you some Mentats. If you uncovered the entire history from Pinkerton, you receive a bonus discount every time you buy and sell in Rivet City.

Mentats
(amount depends on your level at the time of completion)

Rivet City Trader Bonus
Anyone in Rivet City grants you a 10% discount for buying, and 10% improvement in selling. This doesn't apply to medical services, renting a room, or other types of trade.

CHAPTER 3.2: TOYING WITH ANTIQUATED TECHNOLOGY

Note

You may have already visited and cleared the enemies from the RobCo Facility during Chapter 2.1.

MEETING THE BASIC REQUIREMENT

Moira has a RobCo Processor Widget, and if it's attached to the mainframe at the RobCo Facility, all the robots inside could be reprogrammed to obey your command! Take the RobCo Processor Widget and set off for the facility. Exit Megaton, and head southwest across the Wasteland. Continue, using Tenpenny Tower as a landmark, and the facility is nearby. It has massive "ROBCO" lettering on it that you can't miss.

> If you have the **Robotics Expert** perk, you can forgo your outing to the RobCo Facility, and instead explain the basics to Moira. You are awarded the basic and optional rewards for imparting such wisdom.

RobCo Processor Widget

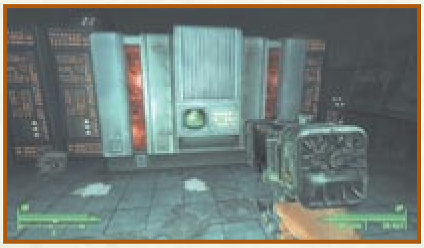
NEW OBJECTIVE
"Install the Processor Widget in the RobCo production facility mainframe" begins.

Head around to the remains of the parking lot, and face north; the only door into this facility is here. Enter it, and begin to traverse the maze of chambers, bays, and offices making up this factory. You can enter the small storage room and office to the northwest, and rummage around for some Ammo Boxes, and check behind the front desk, while fending off Radroaches and Mole Rats. However, you must progress by heading east, onto the factory floor.

If you stay at ground level, you can head east, into an adjacent chamber. There's some First Aid on the interconnecting wall, and Ammo Boxes in the connecting chamber. Your way forward is up the gantry steps, then east, through an L-shaped connecting passage, before turning right. You're above the ground floor computer terminals. Continue east, and you can see a door ahead of you. This is where you must go. However, you can head south into another L-shaped passage that connects you to a third factory floor. This leads down to a Work Bench area, and a ground-level connecting passage. Ignore this unless you're exploring; you want that Door to Offices and Cafeteria.

Ammunition Box

First Aid Box


This is the all-powerful computer mainframe you're readying your Widget for.

The offices and cafeteria level can be a maze, but not if you follow these directions. Step into the recreation room, and open the door on the left (east), next to the Protectron pod. This leads to a short, winding tunnel, infested with Radroaches. Open the door at the opposite end, step through and turn right (north) if you're not systematically destroying the vermin inside this structure, and run to the stairs. Climb them, and fight Mole Rats. The mainframe chamber is directly ahead (north), through the door. Pick the First Aid Box lock, and grab the Stealth Boy from the table. Although the computer terminal inside the mainframe is locked, the Widget fits in without any Science skill being needed. The Widget turns all of the Protectrons in the building hostile!

Stealth Boy

First Aid Box

NEW OBJECTIVE [OPTIONAL]
"Reprogram the RobCo facility mainframe" begins.

MEETING THE OPTIONAL REQUIREMENT

Alert! All Protectrons are now hostile! Destroy the Protectron in the mainframe chamber. Once it has been destroyed, you can complete the optional part of this outing:

This terminal has a Hard lock on it, so use your **Science** skill to hack into the mainframe computer you just inserted the Widget into, and you're greeted with these relevant options:

- Orientation Guide: This tells you about the two relevant programming routines you can load into the facility's Protectrons.
- Basic Operation: This cannot be activated because the power supply to the facility isn't large enough.
- Initiate/Cease Pest Extermination: This causes all Protectrons to activate and begin to attack the Mole Rat and Radroach infestation. This is an excellent plan, and one that rewards you with the optional objective.
- Initiate/Cease Total Liquidation: This causes all Protectrons to attack anything on sight; you, other Protectrons, and the infestation!
- Initiate/Cease Stress Testing: This causes all Protectrons to attack each other.

NEW OBJECTIVE

"Return to Moira" begins.

The best plan is to Initiate Pest Extermination and Cease Total Liquidation. (Although any option you choose will satisfy your objective.) This enables you to head back the way you came without fighting the Protectrons. Exit and then trek back to Megaton.

MEETING BACK WITH MOIRA

After attaching the Widget and reprogramming the Protectrons, tell Moira all about your adventure:

Standard: Tell Moira the truth, that the robots became docile once you reprogrammed them.
Snide: Or, tell Moira you caused massive robotic carnage.

[7+] Smart (Basic Objective)
[7+] Smart (Bonus Objective)

[7+] Tough (Basic Objective)
[7+] Tough (Bonus Objective)

[7+] Sly (Basic Objective)
[7+] Sly (Bonus Objective)

Any answer is fine, so long as you completed both objectives. She recommends that you carry some Pulse Grenades; these deactivate anything robotic. She gives you some, and (if you completed the optional objective) hands over the *Big Book of Science*, a helpful tome that you should instantly locate in your Pip-Boy's inventory and read. Your final task now awaits you.

Pulse Grenades
(amount depends on your level at the time of completion)

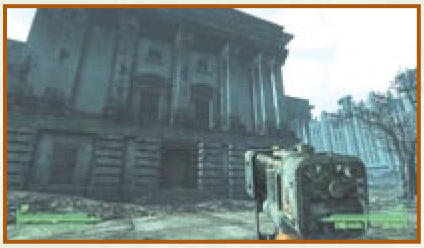
Big Book of Science
+1 Science Skill (when read).

CHAPTER 3.3: DANGER AND THE DUODECIMAL SYSTEM

Tip

You may wish to read one of the optional objectives in ***Miscellaneous Quests: Stealing Independence*** and ***The Nuka-Cola Challenge*** before you embark on the assault inside the Arlington Public Library. You can search for the critical items in both quests during this one outing. The optional objectives for these two other quests are noted here, too.

MEETING THE BASIC REQUIREMENT


Your final field investigation takes place here, at the dilapidated Arlington Public Library.

For your final task, Moira tells you about "books." There's a library stacked full of them in Arlington. The computer records should be downloaded to your Pip-Boy. Moira prefers that you find the archives, but even the card catalog would be useful. When you are ready, agree and leave town.

NEW OBJECTIVE

"Access the card catalog in Arlington Public Library" begins.

NEW OBJECTIVE [OPTIONAL]

"Retrieve complete library archives" begins.

An excellent idea is to Fast Travel to Mason District South Station, or Rivet City. Both locations are close to the Arlington Public Library. You're looking for the tall, imposing Georgian structure with the decaying columns. There is only one entrance, but watch for a well-armed squad of Talon Company Mercs. Circumvent them, and enter. Hold your fire! That's the Brotherhood of Steel!

Scribe Yearling, dressed in her red robe provides you with information, and asks you to help her locate books (a Freeform Quest detailed on page 412 of this book). She can also pinpoint the library archives on your Pip-Boy. Move toward the curved main desk.

Hack the check-in station terminal using **Science** (remember to quit out before your third attempt, so you can hack again without penalty). Two options are worth noting: Access Card Catalog and Access Library Archives. The first option should be highlighted and completed. Due to signal disruption, the second option is unavailable.

Card Catalog Holotape

Tip

If you speak with Scribe Yearling, she grants you the password for the front terminal. If she's dead, you could always lie about completing this to Moira.

MEETING THE OPTIONAL REQUIREMENT

Tip

To reach a computer that can access library archives, you need to head up and into this building, which is overrun by Raiders. Brotherhood Paladins are clearing this zone; join them in eliminating the Raider threat! The following route is preferred, but is only one way to travel and doesn't show any side chambers, which can also be investigated.

Stay on the ground floor, moving west through the doorway between the two staircases. Turn south, ignoring the restrooms, and follow around, and into another large foyer, where a fierce firefight flares up. Offer fire support to the Paladins.

When the fracas is over, check the Raiders and upstairs for items, but to progress, stay on the ground floor, move to the northwest corner of the second foyer, through the doorway, and open the Door to Arlington Library Media Archive.

Climb the stairs, and venture south down a corridor, avoiding the annoying baseball-pitching machine, which alerts Raiders that need to die. Then check the side chambers for items, move past the pitching machine, and up the stairs to the next floor. At the top of these stairs, turn southwest, and open the door opposite, just right of the headless corpse on the mattress. This leads to more stairs heading up. You can head back here in a moment.

First though, head east down the corridor, backing up or deactivating the Frag Mines laid as a trap at your feet, and turning left at the corner. You have just enough time to dive into a storage room with a Turret Control Terminal.

Use your **Science** skill to hack into the terminal, turning off the turrets in the media room to the north.

Or, you can grin and burst through the double doors, into the media room, blasting the Raiders inside, and shooting out both turrets. Head into the room, moving counterclockwise around the perimeter. On the north wall near two Ammo Boxes is a Metal Box labeled "Restoration Supplies" on your Pip-Boy when you move close to it. Open this up, and take the following:

Ink Container

Note

This Ink Container is vital for completing an optional objective in **Miscellaneous Quest: Stealing Independence**. Don't sell it or throw it away; keep it safe!

Leave the media room and head through the door, southward down a corridor. Turn right, moving into a collapsed room. You can use the ceiling of this room as a ramp to the upper floor. Beware of Raiders. Open the door to the west.

If you head south, into the Children's Archive, you can collect books for the Squire, battle Raiders, and collect items. However, for this quest, move through the door to the west, into a wrecked chamber. Grab health from a First Aid Box, then head south toward a barrel and blocked-off corridor. An opening on your right leads to a second Media Room. Slaughter the remaining Raider force in here. Once you're done, there are two areas of interest in this chamber.

First Aid Box Health and Chems

The first is the terminal in the middle of the room. Don't confuse this with the terminal in the corner that opens the safe, giving you some Caps and other items. This one is called the Arlington Public Library Terminal. When you hack in, choose the "Transfer Library Archives" option, and all the records are downloaded onto your Pip-Boy in seconds. Your optional (and final) objective is over!

Media Archives Holotape

NEW OBJECTIVE

"Return to Moira" begins.

The second is on the small circular table in the southwest corner of the room. Hidden behind two skulls is a Nuka-Cola Quantum, a must-have item if you're undertaking the Nuka-Cola Challenge quest! Grab this, but don't sell, drink, or otherwise dispose of this bottle because a lunatic woman living under a freeway craves this concoction!

MEETING WITH MOIRA ONE LAST TIME

Retrace your steps outside then Fast Travel to Moira. Try one of the following:

You can wait 24 game hours from the moment you received the objective, return to Moira, and lie to her that the library is a hole in the ground.

Standard: You can actually complete the task, and tell her you found both the library, and (if you did both tasks) the archives.

Snide: Or, you can completely fabricate a story about librarians, and bringing her a present, but say you forgot your library card.

[7+] Smart (Basic Objective)
[7+] Sly (Basic Objective)
[7+] Smart (Bonus Objective)
[7+] Sly (Bonus Objective)
[7+] Tough (Basic Objective)
[7+] Tough (Bonus Objective)

Your answers may matter to the overall quality of the book, but whatever response you give, Moira is very excited at your help, and rewards you with a load of Caps, as well as a book.

At this point, you can once again convince Moira that she's wasting her time writing this book, and she should simply become a trader instead. The quest ends if you're successful.

Caps
(amount depends on your level at the time of completion)

Lying: Congressional Style
+1 Speech (when read).

THE *WASTELAND SURVIVAL GUIDE*

Here's the finished guide. What will those who wander the Wastes think of your hard work? You find out soon enough!

Your deadline has been met! You're given a Mini-Nuke, and fortunately, she's got traders she can rely on to help distribute the guide! Moira's excitement is almost infectious, but—as is always the way with strategy guides—the readers soon give their own responses on the usefulness of your tome! The quest is complete, and you can return to Moira if you need to buy items, make items, or purchase her Rock-it Launcher Schematic.

Mini-Nuke

Wasteland Survival Guide

A QUALITY READ, OR HORRENDOUS RUSH-JOB?

As you may have realized, the care and attention you take in creating this guide affects the final product.

DETERMINING FACTOR	POINTS
Each Basic Requirement met	+0
Each Optional Requirement met	+1
Each time you lie about information	-1
Each time a skill or perk is used to explain a theory, without needing to complete a Requirement	+1
Poor Quality *Wasteland Survival Guide* Produced	5 or less
[+ KARMA] Good Quality *Wasteland Survival Guide* Produced	6–8
[+ KARMA] Excellent Quality *Wasteland Survival Guide* Produced	9+

Note

Random Mini-Encounters depend on the quality of work that was published. Expect a Survival Failure, Survivalist, or Survival Expert sometime in your future.

SURVIVAL PERK

There are 15 variations of this perk, depending on the quality of the finished tome, and the most common style you used to answer the questions.

Junior Survivor

» Fewer than 5 Bonus Objectives completed.

» Standard: +2% Poison Resistance, +2% Radiation Resistance, +5 Health

» Snide: +2% Poison Resistance, +2% Radiation Resistance, +1% Critical Chance

» Smart: +2% Poison Resistance, +2% Radiation Resistance, +2 Medicine, +2 Science

» Tough: +2% Poison Resistance, +2% Radiation Resistance, +2 Damage Resistance

» Sly: +2% Poison Resistance, +2% Radiation Resistance, +2 Sneak, +2 Speech

Survival Expert

» 5–8 Bonus Objectives completed.

» Standard: +4% Poison Resistance, +4% Radiation Resistance, +10 Health

» Snide: +4% Poison Resistance, +4% Radiation Resistance, +2% Critical Chance

» Smart: +4% Poison Resistance, +4% Radiation Resistance, +4 Medicine, +4 Science

» Tough: +4% Poison Resistance, +4% Radiation Resistance, +4 Damage Resistance

» Sly: +4% Poison Resistance, +4% Radiation Resistance, +4 Sneak, +4 Speech

Survival Guru

» 9+ Bonus Objectives completed.

» Standard: +6% Poison Resistance, +6% Radiation Resistance, +15 Health

» Snide: +6% Poison Resistance, +6% Radiation Resistance, +3% Critical Chance

» Smart: +6% Poison Resistance, +6% Radiation Resistance, +6 Medicine, +6 Science

» Tough: +6% Poison Resistance, +6% Radiation Resistance, +6 Damage Resistance

» Sly: +6% Poison Resistance, +6% Radiation Resistance, +6 Sneak, +6 Speech

THE DREAM CRUSHER

At three times during this quest, you can perform a difficult Speech conversation with Moira, and convince her that writing this guide is useless, a waste of time, or that her idealistic goal of "helping humanity" is better spent fixing caravan carts, cleaning up Brahmin droppings, and offering a better service to the Megaton locals. If successful, Moira is heartbroken, but resolved to her new, more mundane life. You receive the Dream Crusher Perk, lose Karma, but can visit Moira for a 30% discount on trading. Her Repair skill also increases significantly, so take items to her if they need fixing.

Dream Crusher Perk

Something about your presence dampens others' desires to excel. While it can be a drag at parties, it has the happy coincidence of lowering an enemy's chance of a Critical Hit on you by 50%. A dull bore is a safe bore.

QUEST REWARDS

This extensive collection of interesting and useful goods is awarded depending on your performance in this quest:

Causing Moira to Quit the Guide

» Dream Crusher Perk

Chapter 1.1

» Basic: Iguana Bits (3–15 depending on your level)

» Optional: Food Sanitizer

» Chapter 1.2

» Basic: RadAway (5)

» Basic: Rad-X (7)

» Optional: Rad Regeneration Perk

Chapter 1.3

» Basic: Frag Grenades (9)

» Optional: Schematic: Bottlecap Mine

» Basic: Stimpaks (7)

Chapter 2.1

» Basic: Repellent Stick

» Optional: Jet (5)

» Optional: Psycho (5)

Chapter 2.2

» Basic: Stealth Boy (6)

» Optional: Shady Hat

Chapter 2.3

» Basic: Med-X (5)

» Optional: Environment Suit

» Basic: Ammo (varies depending on level)

Chapter 3.1

» Basic: Mentats (6)

» Optional: Rivet City Trader Bonus

Chapter 3.2

» Basic: Pulse Grenades (6)

» Optional: Big Book of Science

Chapter 3.3

» Basic: Caps (400)

» Optional: Lying: Congressional Style

Completion

» Basic: Mini-Nuke

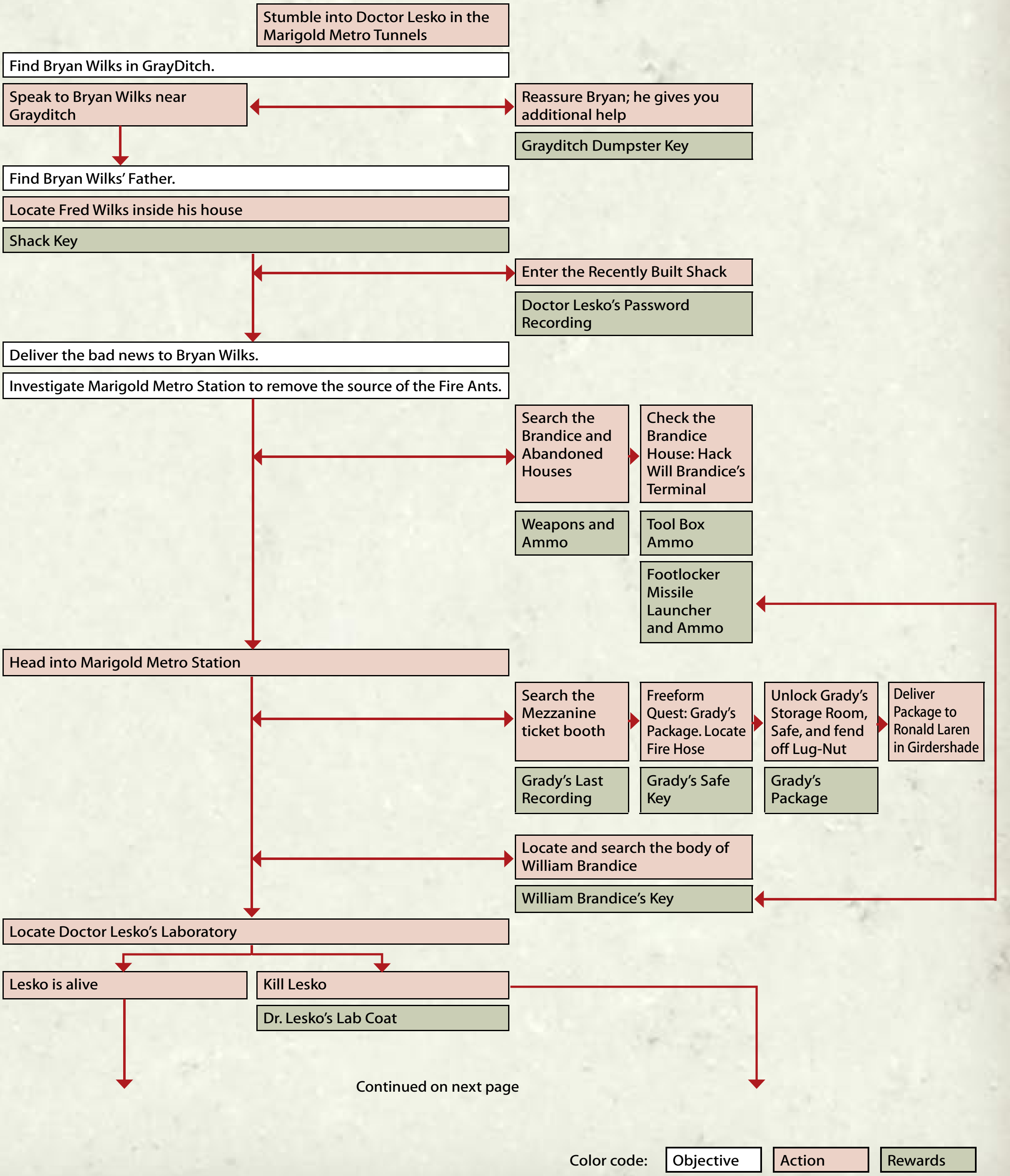
» Basic: *Wasteland Survival Guide*

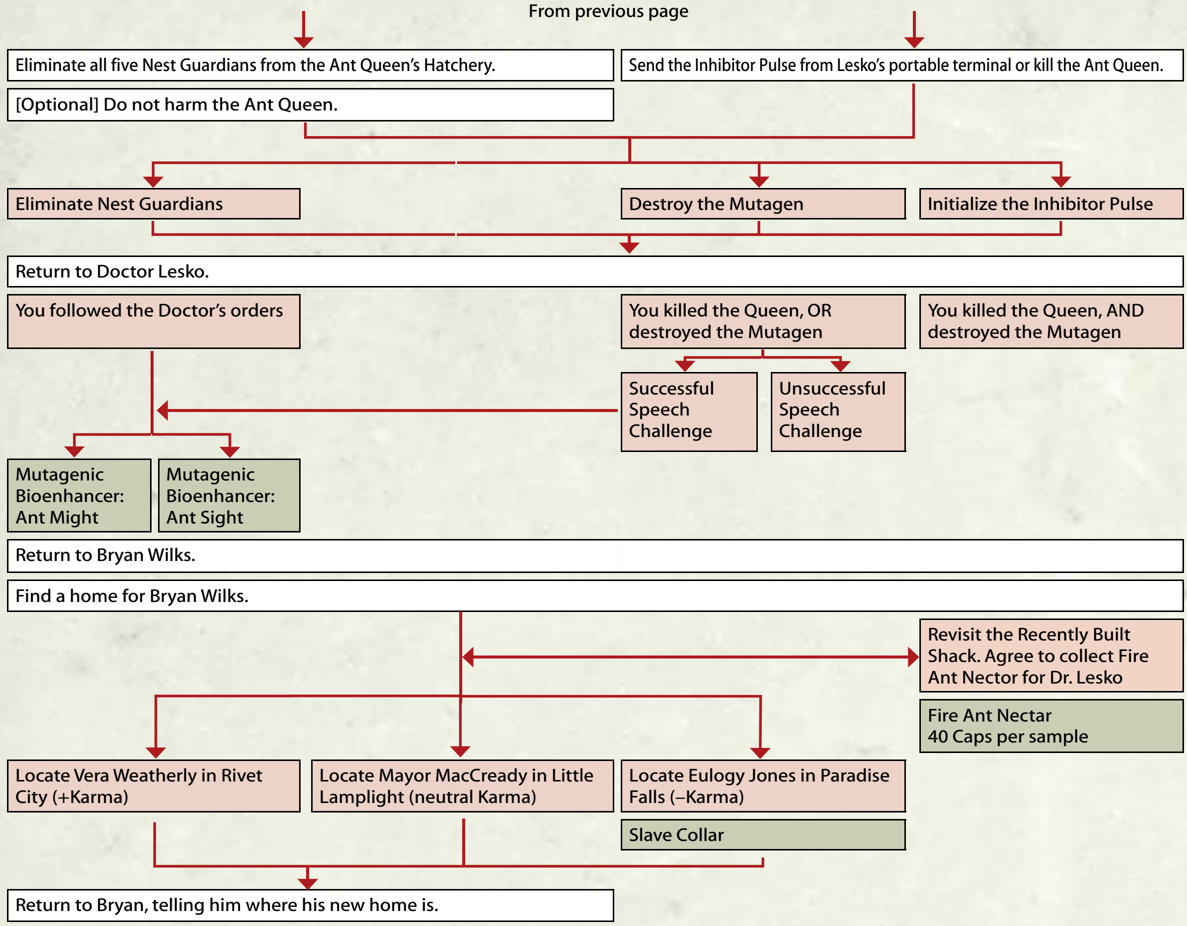
» Basic: Survival Perk (Perk's effect depends on guide's quality and style.)

Those!

QUEST FLOWCHART

	MAIN PATH 1	OPTIONAL PATH 1	OPTIONAL PATH 2	OPTIONAL PATH 3
Main Characters	Bryan Wilks, Fred Wilks, William Brandice, Lug-Nut, Doctor Lesko	Doctor Lesko, Bryan Wilks, Fred Wilks, William Brandice, Lug-Nut	Doctor Lesko, Bryan Wilks	Doctor Lesko, Bryan Wilks
Locations	Grayditch, Marigold Station Tunnels			
Adv. Items/Abilities	Lockpick, Science, Speech, Child at Heart, Entomologist	Lockpick, Science, Speech, Child at Heart, Entomologist	Science	Science
Possible enemies	Fire Ant Genus, Fire Ant Queen			
Karma Influence	Positive and/or Negative			


Stumble into Doctor Lesko in the Marigold Metro Tunnels
Find Bryan Wilks in GrayDitch.
Speak to Bryan Wilks near Grayditch
Reassure Bryan; he gives you additional help
Grayditch Dumpster Key
Find Bryan Wilks' Father.
Locate Fred Wilks inside his house
Shack Key
Enter the Recently Built Shack
Doctor Lesko's Password Recording
Deliver the bad news to Bryan Wilks.
Investigate Marigold Metro Station to remove the source of the Fire Ants.
Search the Brandice and Abandoned Houses
Check the Brandice House: Hack Will Brandice's Terminal
Weapons and Ammo
Tool Box Ammo
Footlocker Missile Launcher and Ammo
Head into Marigold Metro Station
Search the Mezzanine ticket booth
Freeform Quest: Grady's Package. Locate Fire Hose
Unlock Grady's Storage Room, Safe, and fend off Lug-Nut
Deliver Package to Ronald Laren in Girdershade
Grady's Last Recording
Grady's Safe Key
Grady's Package
Locate and search the body of William Brandice
William Brandice's Key
Locate Doctor Lesko's Laboratory
Lesko is alive
Kill Lesko
Dr. Lesko's Lab Coat
Continued on next page
Color code:
Objective
Action
Rewards


From previous page
Eliminate all five Nest Guardians from the Ant Queen's Hatchery.
Send the Inhibitor Pulse from Lesko's portable terminal or kill the Ant Queen.
[Optional] Do not harm the Ant Queen.
Eliminate Nest Guardians
Destroy the Mutagen
Initialize the Inhibitor Pulse
Return to Doctor Lesko.
You followed the Doctor's orders
You killed the Queen, OR destroyed the Mutagen
You killed the Queen, AND destroyed the Mutagen
Successful Speech Challenge
Unsuccessful Speech Challenge
Mutagenic Bioenhancer: Ant Might
Mutagenic Bioenhancer: Ant Sight
Return to Bryan Wilks.
Find a home for Bryan Wilks.
Revisit the Recently Built Shack. Agree to collect Fire Ant Nector for Dr. Lesko
Fire Ant Nectar 40 Caps per sample
Locate Vera Weatherly in Rivet City (+Karma)
Locate Mayor MacCready in Little Lamplight (neutral Karma)
Locate Eulogy Jones in Paradise Falls (–Karma)
Slave Collar
Return to Bryan, telling him where his new home is.

AN INSECT INFESTATION: ANT ATTACK!

PATH A: MEETING BRYAN WILKS FIRST

Locate Grayditch on the guide map, and head there. Around a mile away from the outskirts of town (it could be when you near an adjacent locale, such as the Super-Duper Mart to the north or the Scavenger on the bridge to the south, or as you approach Grayditch along one of the thoroughfares), a small child appears and chases you down. His name is Bryan Wilks, and he's scared witless. Here are some beneficial conversation options:

If you have high enough **Strength**, you can tell Bryan you'll protect him.

If you have a **Speech** skill, you can try to tell Bryan he'll be okay.

This allows you to gain more information about the threat. In this case, the threat is from giant Fire Ants, or as Bryan's father explained to him: "F–kin' Ants." Bryan's father also knew how to confuse them, by "shooting for their antenner [*sic*]". Keep questioning him, and he reveals he's the last of seven inhabitants, which include a Doctor Lesko, Will Brandice, and his mother and father. More questions yield specific information about each of these individuals.

Bryan finishes by describing his house, which he's too afraid to enter; it's the one closest to the old diner.

If you succeed in your **Speech** challenge, Bryan gives you additional help.

If you have **Child at Heart**, you can comfort Bryan, and he automatically gives you additional help.

This "help" takes the form of a Grayditch Dumpster Key. With that, Bryan rushes off to hide in the Pulowski Preservation Shelter located next to the diner, and you're free to explore Grayditch. Draw your favored insect-culling weapon, and head into town.

Grayditch Dumpster Key

NEW OBJECTIVE

"Find Bryan Wilks's Father" begins.

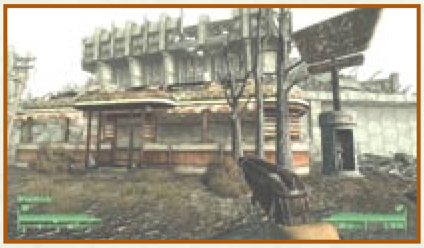
PATH B: MEETING DOCTOR LESKO FIRST

There is a chance that you may run across Doctor Lesko, a scientist carrying out slightly deranged experiments in the Marigold Metro Tunnels, prior to being waved down by Bryan. This occurs if you're exploring the tunnels (from Falls Church Metro Station, for example) and if you run into the doctor. In fact, you can completely rid the subterranean areas of Fire Ants and resolve the insect infestation before surfacing to find Bryan Wilks. The doctor considers him a nuisance; find the kid in the Pulowski Preservation Shelter and get his side of the story.

NEW OBJECTIVE

"Find Bryan Wilks in Grayditch" begins.

GONE, DADDY, GONE

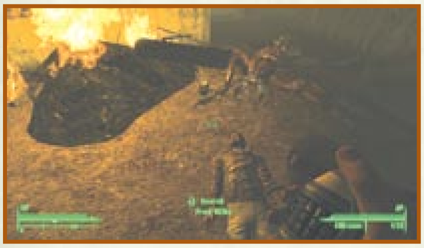


Search the rear of this fine dining establishment for an ammo stash. Bryan stays hidden in the adjacent Personal Shelter.

Have your finest Ant-killing implement handy as you maneuver through the ruined streets. Ideally locate these Fire Ants at range, and blast them so their close attack—a devastating cone of fiery breath—never comes close to hitting you; the Hunting Rifle is a good option here. Work your way over to the diner, and the Pulowski Preservation Shelter, which is where Bryan is hiding from this point on. If you met Doctor Lesko before Bryan, speak to the youngster using the dialog choices listed previously. Now head around the back of the diner to a dumpster that requires the key Bryan gave you. Grab the contents if you need them. The type and amount of guns, ammo, grenades, and chems inside depends on your XP level.

Note

Depending on your level of experience, the type of Fire Ants you encounter varies. Three main types roam Grayditch and the tunnels: Workers, Soldiers, and Warriors. Each is tougher than the next. If you want the least trouble tackling these insects, head over here early in your adventure.



Fred's dead: It looks like the "F–king Ants" got to him before help could arrive. Don't forget to search him.

Head east down the main street from the diner. Ignore the shack to your left, and instead look for the door to the end row-house with the large Nuka-Cola advertisement on the outside wall. The door is unlocked. Step inside, and you're greeted by a smattering of dead Ants, some small fires, and the body of Fred Wilks. Take the Shack Key from his corpse, then rummage around the house; there's ammo, two guns, food in the refrigerator, and a queen-sized bed to sleep on if you need it.

Shack Key

Chinese Assault Rifle

Food and Ammo

.32 Pistol

NEW OBJECTIVE

"Deliver the bad news to Bryan Wilks" begins.

GRAYDITCH RECONNOITER: A GRAY DAY

Step back into the town's street and take care of any additional Fire Ants that you can hear or see; it's worth exterminating them now to clear a safer path for yourself later, and you can collect Fire Ant Nectar in the process. If you wish, search the entire town now for Fire Ants to hunt down, and other evidence and items to help you. First, locate the shack adjacent to the Wilks's residence, and use the Shack Key to get inside. Inside this tiny building is some Abraxo Cleaner, two cans of Turpentine, and Doctor Lesko's Password Recording. Take this, bring up your Pip-Boy, and listen to the message.

Doctor Lesko's Password Recording

This allows you to activate Doctor Lesko's terminal without any issues. Ignore the Robot Pod because no mechanoids are nearby. Highlight the Doctor's Personal Notes (because activating the Science Robot is fruitless). These notes make interesting reading. You'll find out about Batch A27 (a formula that failed to shrink Giants Ants back to regular size), and a good experiment location: the Marigold Metro Station. Your quest log is updated. It looks like this is where the source of the Ants is coming from.

NEW OBJECTIVE

"Investigate Marigold Metro Station to remove the source of the Fire Ants" begins.

Both the dumpster and the shack door can also be rattled open with a high **Lockpick** skill.

Return to speak with Bryan at any time; he's saddened by the loss of his father, and he demands your promise to stop whatever was responsible. Agree, then continue to search the town. Opposite the Wilks residence is the entrance to the Brandice residence. Search the place for some useful items, including a Frag Grenade between one desk and a wall, a Baseball Bat on the living room shelf, and a liquor cabinet to ransack. Check the bathroom wall for a First Aid Box. There's also a footlocker that needs a special key to open (which you can locate in the Metro Station). The more interesting information is upstairs. If the darkness is scaring you, turn on your Pip-Boy's Flashlight.

With a good **Science** skill, you can hack into this terminal, and read Will Brandice Senior's entries. There are six to scan through. It charts the general hopelessness he and his wife Sheila felt as the Ants closed in. One entry makes reference to Will leaving a place called Navarro. With some historic knowledge, you may be able to deduce that Will could be an Enclave soldier.

In his third entry, he details a gun he bought at Megaton; it's behind the fridge in a tool box, so be sure to search for it! Entry #5 gives clues that Will Brandice was a wanted fugitive, because he freaks out when listening to Enclave Radio, and President Eden's dulcet tones; he thought President Richardson was still in charge. Once done, collect the weapon, and leave.

.32 Pistol and Ammo

First Aid Box

Frag Grenade

Baseball Bat

With a favored weapon in hand, begin a thorough inspection of the entire town of Grayditch. There are two main types of building. The first is burnt-out or half-demolished shells that you can move through or up to a second floor (which is great for long-range sniping of Fire Ants). The other consists of two abandoned buildings. Search both thoroughly for Ammo Boxes and First Aid Boxes. The second building also has a Hunting Rifle propped up by the low bookcase on the ground floor. Then navigate the various streets to the collapsed overpass, tear Fire Ants apart at the playground, and continue your eradication.

Ammunition Box **Hunting Rifle**

First Aid Box

When you think you've defeated all the surface Fire Ants, it's time to locate Doctor Lesko's laboratory in the Metro Tunnels. Look for the stone city hall building (which you can't enter), and walk to the Marigold Station entrance. Rattle the chain gate open, and head into the turnstile area. There's an Ant to nullify here, and another just after you hop over the turnstiles, before the path splits into two choices as you head on down.

Tip

Are you searching every dead Ant you kill? You should because there's the possibility of collecting Ant Meat and Fire Ant Nectar. The first is a reasonably edible foodstuff, while the second can rake in the Caps in the days after this quest is completed.

NAVIGATING TO THE BLUE LINE

Tip

If you haven't tried this before, now is an exceptional time to make use of your Pip-Boy's Hot Key functionality: Select a great rapid-fire Assault Rifle–style armament, a complement of Frag Grenades, a close-assault Shotgun, a Melee Weapon, and a number of Frag Mines you can lay as you retreat. This way, you can instantly switch weapons without navigating your Pip-Boy's Items Menu.

PATH A: THROUGH THE MAINTENANCE ROOMS

Just after you've hopped over the turnstiles and you're looking south, there are two possible routes to take. The first is the door to the east. This is a more dangerous path, so be sure you have enough ammunition for a fight. Head through the door into a small generator chamber, and pump bullets into a waiting Fire Ant. Head down the passage, turning south, and stop at the door to a second, longer room. Defeat the Ant, then aim at another; this one is extra-tough, and you might want to back up and lay a Mine. Now search the room; there's the usual detritus, but also some health from a First Aid Box. When you're done, exit via the southwest doorway, onto the Blue Line tracks.

First Aid Box

PATH B: THROUGH THE MEZZANINE AND DOWN THE ESCALATOR

The alternate route offers an interesting item, and more room to maneuver. Move onto the mezzanine level, and cut down the two roaming Ants. Watch out because one is tougher than the other. After combat is over, search the stall and look on the bench. There's a Holotape to pick up, some ammo, a .32 Pistol and a skeleton (who you deduce is the long-dead Grady) near a Lunch Box. Bring up your Pip-Boy, and in the Notes, highlight Grady's Last Recording. It seems there's a locked chamber with a package inside, hidden somewhere down here. First you need to find Grady's Key. Your Map Marker is updated. Now descend the escalator, head east, and choose the left tunnel if you want to reach the Blue Line track sign and Path A's exit.

Grady's Last Recording

NEW OBJECTIVE [OPTIONAL]

Freeform Quest: "Grady's Package" begins.

While you're scouting around Marigold Metro Station, make sure you move to the last fenced-off linking corridor between the subway tunnels, just before you encounter Doctor Lesko. A body is propped up against an old generator and the wall here.

These are the desiccated remains of William Brandice, a military man whose terminal diary you may have read. You can tell this corpse is Will's because there's a Laser Pistol, ammunition, and some Ant Meat and Ant Nectar. But the real giveaway is William Brandice's Key; this unlocks a special footlocker back at his house.

Laser Pistol and Ammunition **William Brandice's Key**

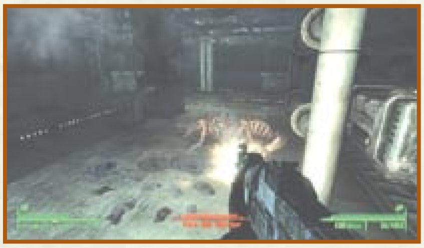
LOCATING DOCTOR LESKO

PART A: THE CONNECTING TUNNELS

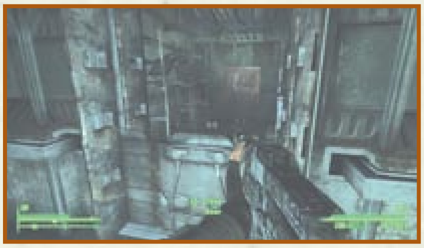
Continue east along the Blue Line, or navigate around to the parallel tunnel to the south. For a speedy wander, continue east until you reach the gap in the right side of the tunnel, and prepare for a Fire Ant fight. After the insects are destroyed, check this alcove area between the two tunnels. The corpse has ammo and a scoped .44 Magnum near it, and there's a Nuka-Cola machine to raid as well as a First Aid Box. There's also a Sledgehammer and a Silenced 10mm Pistol to grab. You can head south to check out the maintenance corridor door, or continue east. The tunnel branches to the right. If you continue east, you end up in Falls Church Metro Station, and away from this quest. If you take the branching path to the right, you can locate Grady's Chamber, but you need another key first; ignore this area for the moment.

Weapons and Ammo **First Aid Box**

PART B: INTO THE MAINTENANCE CORRIDORS


Danger! This room has a gas leak! As long as nothing gives off a spark or breathes fire, you're quite safe. . . .

The preferred path (if you're after every valuable item) is to join the parallel tunnel, and move to the maintenance corridor door. Battle a couple of scuttling Ants along the way. Enter the corridor, following it as it turns and leads you to a long maintenance room with a tough Fire Ant in it. Back away at once! There's a gas leak here, and if you shoot or the Ant breathes fire, there'll be a highly damaging explosion! Instead, roll in a Grenade to clear the gas, and then begin the fight.


Grady mentioned hiding a key behind a fire hose before he committed suicide. Look what we found here. . . .

After the Ant is tackled, check for two Frag Grenades in an open locker; don't overlook the door in the eastern wall. It leads to a storage closet and Grady's Fire Hose Box. If you're concerned about this quest, rummage around in the box and uncover

Grady's Safe Key, as well as Stimpaks and Ammunition. Grab all you need, then head out of the maintenance room's only unexplored exit.

After descending and turning a couple of times, you reach the lower maintenance room; there are two Fire Ant Soldiers to deal with here, and a load of scattered junk in Metal Boxes. When you've searched enough, continue roughly east to the maintenance corridor exit. From here, you can step across to the opposite doorway leading to the Doctor's Chamber, or move north and across to Grady's Chamber, hidden behind a train carriage.

Note

Check the guide map to find a second connecting area between the two north-south subway tunnels, and some Frag Mines in an Ammo Box: perfect for the combat to come!

Tip

Unlocking the "package" inside Grady's Chamber can be attempted at any time.

Grady's Safe Key

LET'S GO TO LESKO: MEETING THE DOCTOR

"The mutagen caused a bio-defensive reaction metamorphosing the ant's venom glands." In short, the doc's the fire-starter.

Just east and slightly north from the maintenance corridor exit is another closed door. Head there, and you startle a gray-haired man wearing a lab coat. This is Doctor Lesko; if you want the quest to continue, talk to him about his experiments, and try any of the following plans:

Simply remain civil to him, and use your **Intelligence** to realize that the doctor is trying to shrink the Fire Ants back to normal size by lacing their eggs with a mutagen. Do this a second time to admonish the doctor for not using a controlled environment.

Or, you can simply follow along as best you can. The doctor informs you that his experiment caused the Ants to display an unforeseen reaction: the ability to breathe fire. His laboratory is now overrun with a quintet of Nest Guardians and a Queen; if he can reach the Hatchery Chamber he can launch an Inhibitor Pulse, causing the removal of Grayditch's insect problem.

When prompted, respond with "This is a hefty task, Doc. I'm going to need serious incentive" to sway the doctor into giving you his old lab coat, and a Mutagenic Bioenhancer.

If you have a good **Science** skill, you can ask how Lesko got his results so quickly, and he admits he used the F.E.V. in his work. No wonder the Ants have mutated!

When the conversation ends, you should have agreed to dispatch the five Nest Guardians, spare the Queen (although you can always go back on your word), and started to rummage around the lab room for three Ammo Boxes (one is easily unlocked with Lockpick skill), two 10mm Pistols on shelves, a First Aid Box, and some Ant Meat. There's Doctor Lesko's Terminal too, but don't access it unless you're being violent toward the doctor, which isn't advisable yet. Instead, head east out of the Doctor's Chamber, turn south, and move down the subway tracks until the ground falls away and you descend to the Hatchery Door.

Weapons and Ammo

First Aid Box

Has Doctor Lesko been killed, either accidentally or otherwise? If this occurs prior to you resolving the Guardian problem in the Hatchery, you no longer receive the two quest updates below. Instead, a new option appears: Send the Inhibitor Pulse from Lesko's portable terminal or Kill the Ant Queen. Pick one or the other, and don't expect a Mutagenic Bioenhancer!

NEW OBJECTIVE

"Eliminate all five Nest Guardians form the Ant Queen's Hatchery" begins.

NEW OBJECTIVE

OR "Send the Inhibitor Pulse from Lesko's portable terminal or Kill the Ant Queen" begins (if Doctor Lesko is dead).

NEW OBJECTIVE [OPTIONAL]

"Do not harm the Ant Queen" begins.

BUTCHERY IN THE HATCHERY

Step through the Hatchery Door, and into an almost black and extremely winding rock cavern. Switch on your Pip-Boy's Flashlight, and venture slowly forward, learning the layout of the only pathway. You need to be able to quickly back up, because there comes a point where you attract a few of the Fire Ant Nest Guardians. They are even more deadly than the Warrior type. Try dropping a Frag Mine, and slowly back up, lobbing Frag Grenades so each Guardian is peppered with explosives. Then finish with a Hunting or Assault Rifle. Keep this up!

Behold the Marigold Ant Queen: 12 feet of horrific mutation. Either save or savage this behemoth!

Continue edging down the cavern tunnel until you reach a gap to your right. The final Guardians are here, along with a massive Ant Queen! You can keep your word to Doctor Lesko and resist the temptation to strike her; if you do, attract the remaining Guardians, back up the cavern tunnel away from the Queen, and take them down. Make sure all five Guardians are dealt with. As soon as the last one drops, try one of the following options:

Do exactly what the doctor ordered; ignore the main cavern chamber, and return to the doctor, leaving the Ant Queen alone.

Or, kill the Queen as well as the Guardian Ants, then return to the doctor.

Or, if you have a good **Science** skill, you can hack into Doctor Lesko's Portacomp in the cavern after activating the mutagen tank, and destroy the mutagen.

Or, you can hack into Doctor Lesko's Portacomp and initialize the Inhibitor Pulse without the doctor's help.

No matter what you choose to do, return to the doctor to tell him. Before you leave, grab the *Big Book of Science*, select it in your Pip-Boy, and read it.

Caution

The doctor's Science Protectron is idling around this cavern, waiting for its master. It's is quite harmless unless you shoot it. So don't!

Big Book of Science
+1 Science (when read).

NEW OBJECTIVE
"Return to Doctor Lesko" begins.

LET'S GO TO LESKO

Backtrack to Doctor Lesko's laboratory room in the subway tunnels, tell him you're done, and reveal how well you did, or how badly you screwed up. Navigate the following options:

1. If you did exactly what the doctor ordered:

You receive the Mutagenic Bioenhancer of your choice, and Lesko's Lab Coat (if this second item was agreed upon).

2. If you killed the Queen Ant or you destroyed the mutagen:

Lesko is furious, and you must reason with him using either your **Science** or **Speech** abilities. If you're successful, the previous rewards are given. If not, you receive nothing.

3. If you killed the Queen Ant and you destroyed the mutagen:

Lesko is hopping mad, and you are denied any sort of prize.

In the case of option 1, the doctor walks down to the Hatchery to begin the pulse initialization; you can follow and watch if you wish.

Mutagenic Bioenhancer (1 of 2)

Lesko's Lab Coat

If you decide to kill the doctor (either before or after completing your Ant antics), you can search his twitching corpse, grab his 10mm Pistol, Ammo, Lab Technician Outfit, a Holotape of Lesko's Portable Terminal Access (which you should listen to), and his Reading Glasses. You can then easily access the terminal in his lab, and read his notes, where his worries are saved in digital format. Once this stage of your quest is over, all the remaining surface Ants in Graydítch go into a frenzy and destroy themselves, thanks to the Inhibitor Pulse.

Caution

Keep that trigger finger off your weapon. Lesko is worth more to you alive than dead. Check the end of this quest for more information.

Note

As soon as the Inhibitor Pulse is executed (by you or Lesko), the Ants in Graydítch are no longer a threat. Don't expect any more on the surface, although they still occupy the Marigold vicinity of the Metro Tunnels.

NEW OBJECTIVE
"Return to Bryan Wilks" begins.

WE INTERRUPT YOUR REGULARLY SCHEDULED QUEST TO BRING YOU...

Meet Lug-Nut, the numb-nut with a fetish for naughty night-attire. He's less enthusiastic about a bullet in the head.

If you've discovered Grady's Holotape and Safe Key, now's the time to find out what incredible prize he's squirrelled away for safe-keeping. Move to the entrance to Grady's Chamber, half-hidden by the subway carriage (but easy to spot because there's a rotating beacon flashing by the entrance).
Use either **Lockpicking** or Security (**Science**) to disengage the door, and enter. Aside from some junk, there's a Ripper to grab, as well as a First Aid Box. The real prize though, is locked in Grady's Safe. Use the Key you found in the Metro Station (or Lockpick skill) and claim the Naughty Nightwear!

Ripper

First Aid Box

Naughty Nightwear

As you're leaving, you're accosted by a Raider called Lug-Nut, who tries to force you to hand the Nightwear over. If you have a high Speech skill, you can tell him to back off in a low growling tone, and he stammers an apology and leaves. Any other outcome results in a fight. Claim any items you want from his corpse. Now take a moment to check your map. Grady's Holotape note should have flagged the hamlet of Girdershade as the location where the "package" needs to be delivered. The Freeform Quest is detailed in the "Tour of the Wasteland" chapter.

THE LIFE OF BRYAN

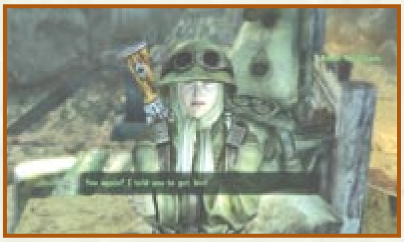
Backtrack out of the Metro Tunnels, across Graydítch, and north to the diner where Bryan is still hiding in his Pulowski Preservation Shelter. He thanks you with glee at your heroics, and begins to wander the streets if you don't talk to him about finding him a permanent home. He excitedly remarks that he has a cousin Vera who lives on a giant rusting ship called Rivet City.

While you're away looking for his accommodation, he buries his father and cleans up the mess in his house. You now have a choice of endings to this quest:

NEW OBJECTIVE
"Find a home for Bryan Wilks" begins.

1. You can stay in Graydítch, telling Bryan you don't want to look for a home he can move to, and end the quest now (without the Karma bonus or penalty of options 2 and 4).

2. You can travel to Rivet City, as Bryan suggests, and seek out Vera Weatherly at the Weatherly Hotel. She's more than happy to take Bryan in. Return to Grayditch and tell him; he moves there soon after you depart (you don't need to accompany him). The quest ends.



3. You can journey to Little Lamplight, and meet with Mayor MacCready. Use Speech or Child at Heart to convince him to let Bryan stay with him. Head back to Grayditch, and speak with Bryan; he's moderately happy, and moves to Lamplight. The quest ends.

4. Or, you can befriend the Slavers in Paradise Falls by successfully completing **Miscellaneous Quest: Strictly Business**, gain an audience with Eulogy Jones, and sell Bryan to him! Jones offers 100 Caps, but you can use Speech and raise the price to 300 Caps. Take the Collar from Jones, return to Grayditch, and convince Bryan to wear it. The quest ends, and a little piece of your soul dies.

5. Finally, once you find a home for Bryan, you can visit him and ask how he likes his new life. Depending on where you placed him, is responses range from joyful to heart-wrenchingly less than joyful. If you sent him to Paradise Falls, you won't find him if you try to visit. Perhaps Eulogy sold him?

POST-QUEST ANTICS

BRANDISHING BRANDICE'S BIG GUN

There's a major weapon to grab from the home of the long-dead Will Brandice.

Remember the rotting corpse in the Marigold Metro Station? Be sure you searched the body and uncovered William Brandice's Key. Before you leave Grayditch, return to the Brandice residence, and unlock the footlocker in here. Inside is a Missile Launcher and Ammunition. Thanks, Will!

Will Brandice's Missile Launcher (and Ammunition)

Note

There are two Freeform Quests you can complete during this quest: **Nectar Collecting for Fun and Profit** and **Grady's Package**. Details are given at Location [7.05] and [9.09] in the "Tour of the Wasteland" chapter.

QUEST REWARDS

You receive the following rewards for finishing Those! (assuming you followed Lesko's instructions):

Ant Might Perk
+1 Strength, +25% Resistance to Fire.

OR

Ant Sight Perk
+1 Perception, +25% Resistance to Fire.

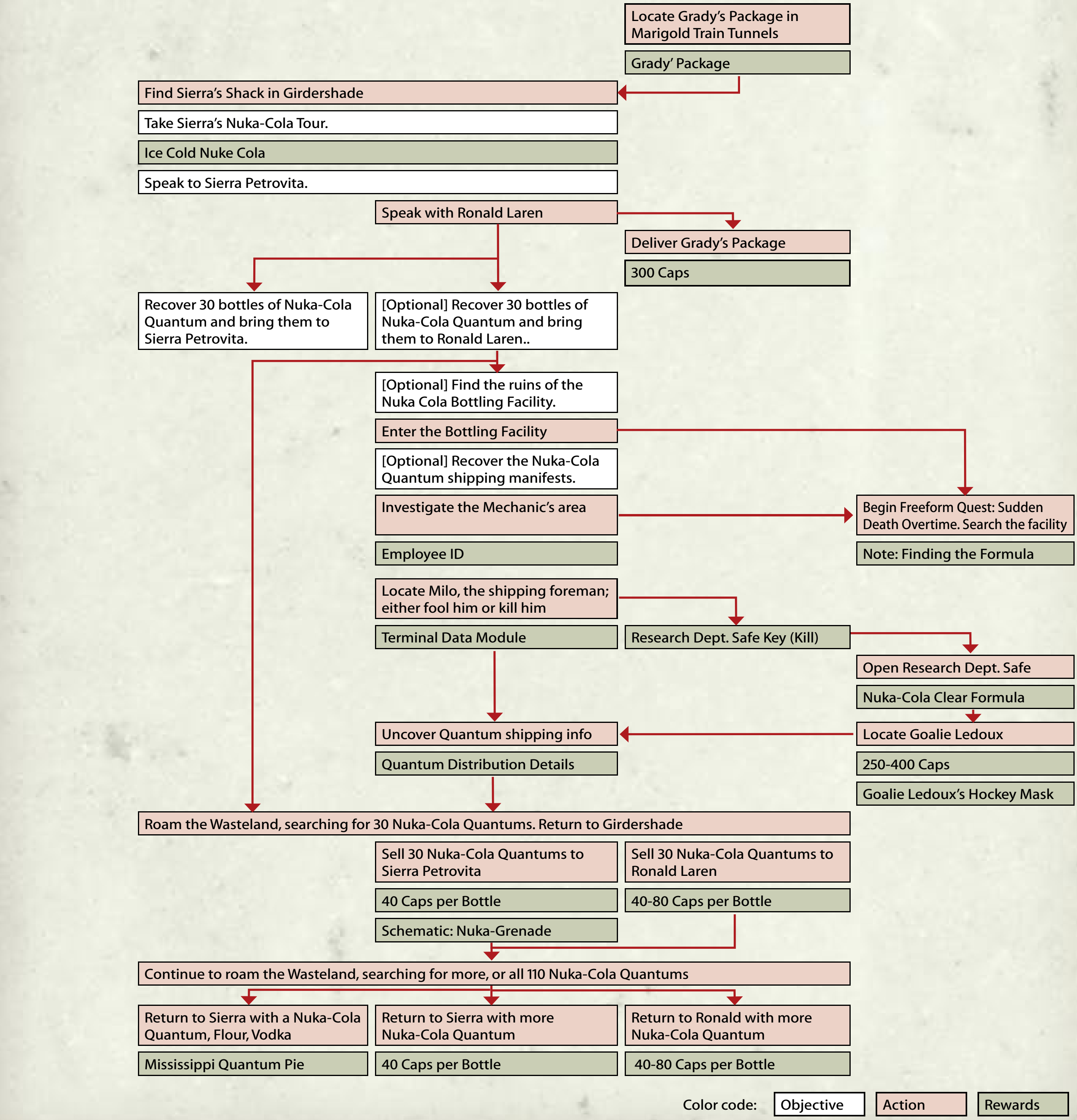
Lesko's Lab Coat
+%20 Resistance to Radiation, +%10 Science when worn.

300 XP

The Nuka-Cola Challenge

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	OPTIONAL PATH 1	OPTIONAL PATH 2
Main Characters	Sierra Petrovita, Ronald Laren, Milo	Sierra Petrovita, Ronald Laren, Milo	Grady, Sierra Petrovita, Ronald Laren, Milo	Sierra Petrovita, Ronald Laren, Milo, Winger Mercier, Goalie Ledoux, Winger Gervais, Centre Dubois
Locations	Girdershade, Nuka-Cola Bottling Facility, Wasteland		Marigold Metro Tunnels, Grayditch, Girdershade	Girdershade, Nuka-Cola Facility, Red Racer Tricycle Factory, Wasteland
Adv. Items/Abilities	Lockpick, Science, Speech, Black Widow			
Possible enemies	Radroach, Nuka-Cola Security Protectron, Nukalurk			
Karma Influence	Positive	Negative	Neutral	


Locate Grady's Package in Marigold Train Tunnels
Grady' Package
Find Sierra's Shack in Girdershade
Take Sierra's Nuka-Cola Tour.
Ice Cold Nuke Cola
Speak to Sierra Petrovita.
Speak with Ronald Laren
Deliver Grady's Package
300 Caps
Recover 30 bottles of Nuka-Cola Quantum and bring them to Sierra Petrovita.
[Optional] Recover 30 bottles of Nuka-Cola Quantum and bring them to Ronald Laren..
[Optional] Find the ruins of the Nuka Cola Bottling Facility.
Enter the Bottling Facility
[Optional] Recover the Nuka-Cola Quantum shipping manifests.
Investigate the Mechanic's area
Begin Freeform Quest: Sudden Death Overtime. Search the facility
Employee ID
Note: Finding the Formula
Locate Milo, the shipping foreman; either fool him or kill him
Terminal Data Module
Research Dept. Safe Key (Kill)
Open Research Dept. Safe
Nuka-Cola Clear Formula
Uncover Quantum shipping info
Locate Goalie Ledoux
Quantum Distribution Details
250-400 Caps
Goalie Ledoux's Hockey Mask
Roam the Wasteland, searching for 30 Nuka-Cola Quantums. Return to Girdershade
Sell 30 Nuka-Cola Quantums to Sierra Petrovita
Sell 30 Nuka-Cola Quantums to Ronald Laren
40 Caps per Bottle
40-80 Caps per Bottle
Schematic: Nuka-Grenade
Continue to roam the Wasteland, searching for more, or all 110 Nuka-Cola Quantums
Return to Sierra with a Nuka-Cola Quantum, Flour, Vodka
Return to Sierra with more Nuka-Cola Quantum
Return to Ronald with more Nuka-Cola Quantum
Mississippi Quantum Pie
40 Caps per Bottle
40-80 Caps per Bottle
Color code:
Objective
Action
Rewards

COME FOR THE NUKA-COLA, STAY FOR THE INSANITY

Tip

You can begin this quest at any time, but it helps to pack enough health and ammo to make the trek to this desolate part of The Wasteland. Try completing **Freeform Quest: Grady's Package** during **Miscellaneous Quest: Those!** first.

Trek across the Wasteland to Girdershade; a half-hidden pair of shacks under the remains of the freeway overpass. Head down the slight slope, and open the door to Sierra Petrovita's house. It has Nuka-Cola bottles and the buzzing neon sign outside.

Inside you'll meet Nuka-Cola's biggest fan. She introduces herself as Sierra Petrovita, and providing you're not too rude, she goes on the Nuka-Cola Fan Club. The fan club consists of two members: young Sierra here, and Ronald, her "neighbor and protector." He's protected her from fights (particularly when a Raider called Lug-Nut threatened him). When she asks whether you want a guided tour of her collection, answer in the affirmative, it's the way to begin this quest!

NEW OBJECTIVE
"Take Sierra's Nuka-Cola Tour" begins.

NEW OBJECTIVE
"Speak to Sierra Petrovita" begins.

Speak to her again and you're given an Ice Cold Nuka-Cola before Sierra tells you about Nuka-Cola Quantum. She needs Nuka-Cola Quantums delivered to her to fill her dispensing machine.

However, if you challenge her with **Speech**, she admits she has a Schematic for the Nuka Grenade, and if you bring her 30 bottles, the Schematic is all yours.

You must visit the Nuka-Cola Bottling Facility; shipping manifests inside can tell you where to search. Your Pip-Boy is updated, so agree to this quest. You can also speak to her about the Grenade (if you succeed in your Speech), Grady (if you found his note during Those!), and other general matters.

Ice Cold Nuka-Cola

NEW OBJECTIVE
"Recover 30 bottles of Nuka-Cola Quantum and bring them to Sierra Petrovita" begins.

NEW OBJECTIVE [OPTIONAL]
"Find the ruins of the Nuka-Cola Bottling Facility" begins.

Exit Sierra's shack, and you run into Ronald Laren, who is hostile. He backs off if you're polite. He's got a proposition for you; he wants you to give him the Quantums, so he can present them to Sierra. He'll pay you 40 Caps per bottle (the same as Sierra).

He also carries a Unique Sawed-off Shotgun you can pry from his corpse. If you have the Black Widow perk, you can obtain it without Karma loss.

Kneecapper Sawed-Off Shotgun

Or, if you succeed in using **Speech** to verbally barter with him, he raises the price to 80 Caps.

Agree for the moment, as it doesn't affect your Karma, and you don't have to make the choice yet. Your next stop is the Nuka-Cola Bottling Facility for the shipping manifests. You can also deliver Grady's Package (a Freeform Quest) to Ronald at this point, too.

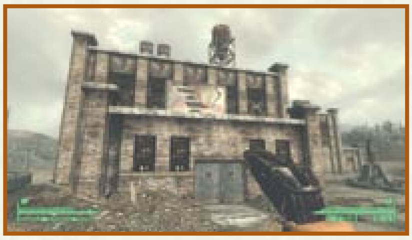
If you're female, and have the **Black Widow** perk, when Ronald asks you whether you'd help secure Quantums, you can offer your own horizontal proposition. He sprints off out of town immediately. It looks like he's doing Quantum searching too, for the "extra incentive"!

NEW OBJECTIVE [OPTIONAL]
"Recover 30 bottles of Nuka-Cola Quantum and bring them to Ronald Laren" begins.

Tip

Because you possess all the information contained in the shipping manifests in this guide, you don't actually need to visit the Nuka-Cola Bottling Facility at all. In fact, if you turn up at Girdershade for the first time, and already have 30 Nuka-Cola Quantums, you can sell them to either Sierra or Ronald immediately, once you've met them. Simply refer to the Appendices chapter of this guide for all the Quantum locations.

DON'T LOSE YOUR BOTTLE



The place where a taste sensation rocked a nation. Before that nation burned in radioactive fires.

Tip

Before (or after) you enter the facility, you can grab a Quantum from a container truck, parked at the rear.

Journey to the Nuka-Cola Bottling Facility, on the southwestern outskirts of the D.C. Ruins. There's only one entrance, the double metal doors to the foyer. Check the First Aid Box on the west wall. If you previously used the Black Widow perk on Ronald Laren you'll find his body in this general area. Liberate the Unique "Kneecapper" Shotgun, Leather Armor, and Shotgun Shells from his corpse. You now have two routes to take through this building—one involves a massive amount of exploration, while the other requires opening a door....

First Aid Box

NEW OBJECTIVE [OPTIONAL]
"Recover the Nuka-Cola Quantum shipping manifests" begins.

The quick route is to simply head forward (north) to the pair of metal doors with the red light and use your **Lockpick** skill. If you can catch this very difficult lock, you can head straight into the shipping bay on the other side, and skip all exploration to the end of "Take the Leap...Enjoy Quantum!" then work backward to Milo if you wish.

Otherwise, prepare for a thorough investigation of these premises! Begin by heading east through the doorway, down a short corridor, and turn left (north) into an executive office. Beware of the Protectron; blast it before you continue (a Shotgun or Pulse Grenades are a good plan), then search the room. There are two Nuka-Cola machines to empty (and a 10 percent chance you'll find a Quantum in each—these are your chances at every machine in the entire Wasteland). Step back into the foyer, then run west, following the two signs marked "Offices" and "Shipping."

Step into the research office, and blast the Protectron. Activate either of the working terminals for some interesting reading.There's no manifest yet, so head north, out into the loading bay. There's a safe on the west wall, but it only opens with a key. Enter the bay, bringing two Protectrons crashing down, and watching for escaping gas on the ramp area. Then run up the ramp and open the metal door on the west wall.

Head down the stairs and ready yourself for the NukaLurk. These Mirelurk hybrids are vicious. Kill the first one, then move into a small mechanic's chamber and kill a second. Then inspect the mechanic's area; there are some items and health to grab, including a Laser Pistol. Also on the table is a sheet of paper, the Employee ID. Pick it up!

> Optionally, you can use **Science** to hack into the terminal, and once successful, run the maintenance routine. This activates a Protectron that can fight alongside you, but it takes a while to reach the next section of the facility.

Laser Pistol

Cell Ammo

First Aid Box

Employee ID

Pulse Grenades

Descend the stairs, moving around the U-shaped tunnel, and exiting into a flooded vats chamber. Despite the radiation hit you're taking (pop some Rad-X) kill the four NukaLurks wading around, then move northwest, to the U-shaped metal stairs (the other one leads to a gap in the gantry). Follow the gantry eastward, then turn north (left), and drop down to another set of metal steps, resting on rubble underneath. Turn and look southeast; the exit doorway is just in front of you, at water level. Ascend the stairs to the door leading to the offices, then continue up the staircase, tackling Radroaches as you go.

TRY SOMETHING NEW...GO BLUE! OR CLEAR?

Climb to the floor of offices, and immediately swing right (south). Defeat two NukaLurks, and deal with a number of Radroaches. Then make a sweep of this floor: Head south, and enter the group of ruined offices. Two terminals in here have the Nuka-Cola Company's Quantum marketing campaign. Check the nearby desk because there are usually Magnum rounds in here.

The rest of this floor is a maze of almost-empty offices. Locate the base of the stairwell with the "Shipping" sign near it, and check the office adjacent to it, toward the middle of the floor, and locate the locked door in this room.

> Assuming your **Lockpick** skills are good enough, break into a storage chamber with two First Aid Boxes in it.

Return to the main corridor, and follow the "Shipping" signs to the next set of stairs, and ascend them.

First Aid Box (2)

Up on the next floor, you can continue up the stairs to "Shipping," or head around to the left (west), and investigate this floor. Bag a Radroach or two, then check the large middle chamber. Don't fall into the lower office area. Grab a few Caps and check another marketing terminal. Head east into the adjacent office for more First Aid Box items, an easy-to-open safe with some Caps, and a copy of *Lying: Congressional Style*.

First Aid Box

Bottle Caps

Lying: Congressional Style
+1 Speech (+2 with Comprehension perk).

The rest of this floor is quiet, except for the odd Radroach, and the NukaLurk in the southwestern office area. There's an interesting corpse to ransack lying in the corner. This was Winger Mercier, a Raider from the Sudden Death Overtime gang. He's got a note called Finding the Formula. Read this, then head northward, through the hole in the wall to a machine room, where you can find the *Big Book of Science* on the table. Read that, too! Now head back to your main plan; heading up the stairs following the "Shipping" signs to the door to the factory floor.

Note: Finding the Formula

Big Book of Science
+1 Science (+2 with Comprehension perk).

> **Note**
>
> The Finding the Formula note mentions the location of Nuka-Cola Clear (somewhere in the R&D floor), and a rendezvous point (the Red Racer Tricycle Factory not far from here). This is the beginning of **Freeform Quest: Just for the Taste of it.**

TAKE THE LEAP...ENJOY QUANTUM!

Meet Milo, the jolly Mister Handy foreman. He's less jovial if he has to award you three demerits.

Enter the factory floor, which is actually a series of three gantryways with lower chambers to investigate. Run eastward along the gantryway, but don't head into the connecting passage just yet. Instead, descend to the doorway at ground level (**Waypoint #8**), where you meet the robotic Shipping Foreman Milo. He immediately requests your identification. There are a number of actions to take:

> You can refer to yourself as John-Caleb Bradberton, owner of the place. If your **Speech** succeeds, Milo gives detailed instructions to the shipping manifests and more Quantum information. Ask for the key, too.

Or, you can present the Employee ID that you found earlier in your exploration of this place. This satisfies Milo, and you can ask for the Shipping Computer Login Code and Key.

Otherwise, you'll need to quickly retreat before you're toasted by Milo's flamer attack. Fight back, and claim the Login Code from Milo's remains. You can also claim the Research Dept. Safe Key.

Shipping Computer Login Code

Research Dept. Safe Key

Move into Milo's quarters for some Caps, and a First Aid Box on one wall. The real find is the Nuka-Cola Shipping Terminal. Through hacking, or the Data Module, you can finally download the shipping manifests! There are three locations for the Quantum test market:

» 1. Paradise Falls Shopping Mart
» 2. Super-Duper Mart
» 3. Old Olney Grocery

When you're done at the terminal, unlock the safe high on a shelf behind a door on the south wall. Inside is a load of Caps, making this quite a fruitful five minutes!

Caps

First Aid Box

Note: Quantum Distribution Details

Tip

The exact number of bottles and locations didn't quite go as the Nuka-Cola Company planned. Although these shipments left for the three test markets, only two trucks arrived. The Tour of the Wasteland chapter shows you exactly where to find these shipments, and many more Quantum bottles.

Ascend to the gantry and head south, along a corridor with a Protectron at the far end. Demolish it, but look for the stairs down on your right (east), and descend to another Protectron near a packing terminal and large conveyor belt. Use Science to hack into the packing line terminal, and choose "Load Quantum into Sorting Unit" followed by "Activate Packing Line." The line grinds for a moment, then shorts out. Scour the office for a few Caps, then head onto the packing line itself. Three Quantums have dropped out of the pods. Grab these before ascending.

Nuka-Cola Quantum (3)

Move back to the gantry, and continue into the last chamber, pausing by the gantry desk before you descend to rifle through a First Aid Box. Launch a salvo at a Protectron, as you move down to ground level, enter the only available exit doorway, and wind back to a chamber cluttered with machinery. This leads to a pair of double doors—the same double doors you could have picked at the start of the facility exploration! Before you go, don't forget to return to the Research Dept. Safe, and use the key found with Milo. The safe contains items vital to your rendezvous with the Sudden Death Overtime Gang! When you've grabbed the Formula, leave, and start to locate Quantum Bottles until your total exceeds 30.

First Aid Box

RadAway

Nuka-Cola Clear Formula

[OPTIONAL] SUDDEN DEATH, OR SUDDEN CASH INFUSION?

If you want a quick way to add Caps to your collection, and you've found the Nuka-Cola Clear Formula inside the Research Dept. Safe, travel in a roughly northern path toward the Red Racer Tricycle Factory. Ignore the Raiders in the lower parking lot, and hold your fire as you reach the factory entrance. You're stopped by a mask-wearing Raider called Goalie Ledoux and his two guards, Winger Gervais and Centre Dubois. He's interested in the Nuka-Cola Clear Formula. Agree to the sale, the following options are available:

Goalie Ledoux is a fan of "icegangs," where shaggy-haired men used to beat each other with sticks.

You can use **Speech** to increase the price to 400 Caps, and Ledoux can grin through his gap teeth and bear it.

Or, you can settle on 250 Caps.

Or, you can shoot everybody on Ledoux's team, and grab the formula back. There's no Karma loss, but no one else wants to buy the formula. This has the added benefit of allowing you to ransack Goalie Ledoux's corpse. Pry his Hockey Mask off; it's well worth it!

When you're done collecting Caps, begin the Quantum hunt.

Goalie Ledoux's Hockey Mask
+25 Action Points (when worn).

QUANTUM DEPOSITS: SIERRA

When you've collected some Quantum bottles, return to Girdershade and speak with Sierra. She comments differently when you bring 1, 5, 10, 20, 25, or 30 Quantums. You only need return with 30 Quantums, however. Despite your best efforts, you can't convince her Ronald is a creep. When you hand over the 30th bottle, she awards you the Schematic for the Nuka Grenade. She also buys Quantums from you at 40 Caps per bottle, making this an excellent (if long) quest to complete!

1,200 Caps
For 30 Quantum bottles.

Schematic: Nuka Grenade

Nuka Grenade

QUANTUM DEPOSITS: RONALD

Alternately, you can head to Ronald's hut (assuming he's still alive), and sell the Quantums to him instead. Ronald takes everything you have, and then sets out to present them to Sierra. Whatever the results, your Karma takes a hit for siding with this seedy predator. However, Ronald also warns you about the mysterious Dunwich Building; there's some weird stuff going on in there.

1,200 Caps
For 30 Quantum bottles.

2,400 Caps
For 30 Quantum bottles and Speech success.

POST QUEST ANTICS

THE GREAT NUKA-COLA QUANTUM HUNT

There are 110 Nuka-Cola Quantum bottles across the Wasteland (including all expansions). Each location is detailed in the Tour of the Wasteland Chapter. Also, there is a single Quantum bottle you can purchase off a Wandering Merchant, one of the Random Mini-Encounters you can stumble across. It's extremely overpriced at 100 Caps, but worth it if you simply must collect every single bottle. Also, if you need directions to Girdershade, he provides them.

Additionally, you have a chance to find even more each time you search one of the hundreds of Nuka-Cola vending machines. Single bottles of Quantum are found in machines only 10 percent of the time (the other 90 percent, they don't contain Quantum, but may contain regular Nuka-Cola). Once you search a machine, you can't search it again. The machines are not pinpointed on maps, because they're everywhere.

Tip

Save yourself yet another trip to Girdershade by locating flour and vodka before you finish this quest. Bring the ingredients to Sierra and you can complete **Freeform Quest: Mississippi Quantum Pie**, detailed in the Tour of the Wasteland chapter (Location 7.05).

QUITTING NUKA-COLA QUANTUM

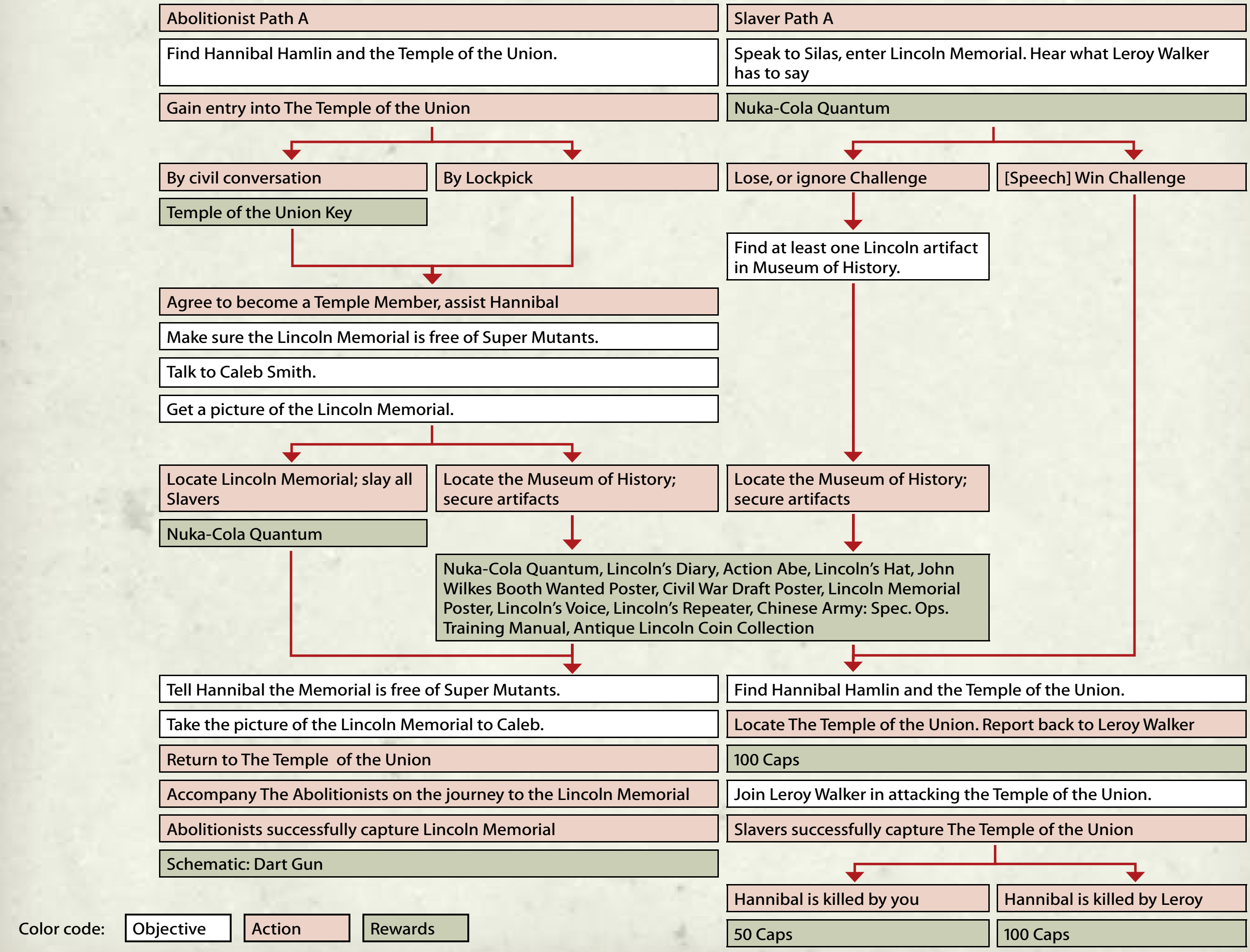
There are only a finite number of Quantums in this world, so remember to expend them in the ways you think are best. Here's what you can do with them:

- Drink them: Rads +10, AP +20
- Sell them to Sierra: 40 Caps
- Sell them to Ronald: 40 or 80 Caps
- Customize them to Nuka Grenades
- Have Sierra create a pie: Rads +5, AP +20, INT -1, STR +1

Head of State

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2
Main Characters	Simone Cameron, Hannibal Hamlin, Caleb Smith	Silas, Leroy Walker
Locations	Temple of the Union, Lincoln Memorial, Museum of History	Lincoln Memorial, Museum of History, Temple of the Union
Adv. Items/Abilities	Lockpick, Speech, Small Arms, Big Guns, Energy Weapons	
Possible enemies	Super Mutant Genus, Feral Ghoul Genus, Silas, Leroy Walker, Slavers	Super Mutant Genus, Feral Ghoul Genus, Simone Cameron, Caleb Smith, Hannibal Hamlin, Bill Seward, Alejandra Torres
Karma Influence	Positive	Negative


Abolitionist Path A
Find Hannibal Hamlin and the Temple of the Union.
Gain entry into The Temple of the Union
By civil conversation
By Lockpick
Temple of the Union Key
Agree to become a Temple Member, assist Hannibal
Make sure the Lincoln Memorial is free of Super Mutants.
Talk to Caleb Smith.
Get a picture of the Lincoln Memorial.
Locate Lincoln Memorial; slay all Slavers
Locate the Museum of History; secure artifacts
Nuka-Cola Quantum
Tell Hannibal the Memorial is free of Super Mutants.
Take the picture of the Lincoln Memorial to Caleb.
Return to The Temple of the Union
Accompany The Abolitionists on the journey to the Lincoln Memorial
Abolitionists successfully capture Lincoln Memorial
Schematic: Dart Gun
Slaver Path A
Speak to Silas, enter Lincoln Memorial. Hear what Leroy Walker has to say
Nuka-Cola Quantum
Lose, or ignore Challenge
[Speech] Win Challenge
Find at least one Lincoln artifact in Museum of History.
Locate the Museum of History; secure artifacts
Nuka-Cola Quantum, Lincoln's Diary, Action Abe, Lincoln's Hat, John Wilkes Booth Wanted Poster, Civil War Draft Poster, Lincoln Memorial Poster, Lincoln's Voice, Lincoln's Repeater, Chinese Army: Spec. Ops. Training Manual, Antique Lincoln Coin Collection
Find Hannibal Hamlin and the Temple of the Union.
Locate The Temple of the Union. Report back to Leroy Walker
100 Caps
Join Leroy Walker in attacking the Temple of the Union.
Slavers successfully capture The Temple of the Union
Hannibal is killed by you
Hannibal is killed by Leroy
50 Caps
100 Caps
Color code:
Objective
Action
Rewards

RUMORS AND SCUTTLEBUTT

Tip

You can begin this quest at any time, but a good time to begin the Slaver section is on your first trip to the Mall, during **Main Quest: Galaxy News Radio**. Or, a good time to begin the Abolitionist section is after finishing up **Miscellaneous Quest: The Superhuman Gambit**, then journeying north to find the Temple of the Union. The rest of the quest (reaching either conclusion) can then be completed at your leisure.

You begin this quest by stumbling upon one of two locations; the Lincoln Memorial (guarded by Slavers), or the Temple of the Union (home to the Abolitionists). However, before you find either of these locations, the following characters provide hints about this quest:

Three Dog speaks about the Temple of the Union.

Scattered in The Wasteland (near Big Town, Canterbury, the RobCo Factory, Metro Center, and Paradise Falls) are the bodies of five dead slaves. Each carries a map to the Temple of the Union.

If you speak to Mei Wong in Rivet City, and complete her Freeform Quest (page 410), she reveals the location of the Temple of the Union.

Three Freeform Quests in The Wasteland involve slaves, and dialog with them can reveal the location of the Temple of the Union. Bronson, a slave in Paradise Falls, also has a map.

KEEPING THIS QUEST IN ORDER

The majority of this quest is almost completely freeform, but there are two plans to choose from: the Abolitionist or the Slaver. Here are the following paths through the plans you can take. If you don't mind how you complete this quest, the easiest way is to choose a side and follow Path A.

Abolitionist (Path A):

Talk to Hannibal and Caleb, begin the quest.

Hear what Leroy Walker has to say.

Kill all the Slavers.

Acquire the Lincoln Memorial Poster.

Finish the quest.

Abolitionist (Path B):

Kill all the Slavers.

Acquire the Lincoln Memorial Poster (or the other way around).

Talk to Hannibal and Caleb, begin the quest, then complete Objective 3 immediately.

Finish the quest.

Abolitionist (Path C):

Talk to Hannibal and Caleb.

[Optional] Talk to the Slavers.

Acquire the Lincoln Memorial Poster.

Lead the Abolitionists to the memorial.

Kill all the Slavers (either alone or with the Abolitionists).

Slaver (Path A):

Hear what Leroy Walker has to say. Win Speech challenge.

Begin quest.

Talk to Hannibal and Caleb.

Inform Leroy Walker of Hannibal's location and finish the quest.

Slaver (Path B):

Hear what Leroy Walker has to say. Lose Speech challenge.

Begin quest.

Acquire the Lincoln Memorial Poster.

Talk to Hannibal and Caleb.

Inform Leroy Walker of Hannibal's location and finish the quest.

Slaver (Path C):

Acquire the Lincoln Memorial Poster.

Hear what Leroy Walker has to say. Begin quest.

Talk to Hannibal and Caleb.

Inform Leroy Walker of Hannibal's location and finish the quest.

Slaver (Path D):

Talk to Hannibal and Caleb.

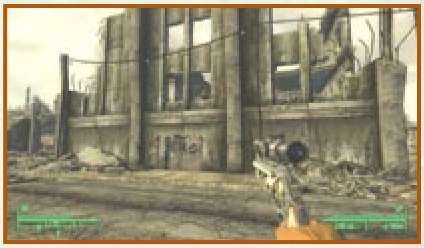
Hear what Leroy Walker has to say. Attempt Speech challenge and begin quest.

Acquire the Lincoln Memorial Poster (if required).

Inform Leroy Walker of Hannibal's location and finish the quest.

ADVANCING THE ABOLITIONISTS' CAUSE

North of Canterbury Commons, along the remains of the road and amid the ruins of a settlement, is the Temple of the Union. Head toward the western side of the building, and you're greeted by Simone Cameron. Approach during daylight hours, the Abolitionists are bunkered at night. If Simone isn't there, ring the bell. Respond by saying you're here to rest and perhaps to trade.



Hidden away in the eastern Wastes, a lone building protects the real home of the brave.

Caution

You can inspect each of the rooms in this structure: Caleb's Room, which has Health to take from a First Aid Box; Simone's Room, which is filled with minor food and Chem items, and Hannibal's Home, which has similar foodstuffs and junk. However, if you attempt to unlock the storeroom, you're viciously attacked by the entire crew. Watch your thievery!

Head up to the next floor of the ruined building, and locate the guy patrolling in recon armor. This is Hannibal Hamlin. He immediately requests that you solemnly promise not to betray these people. Swear to it or face admonishment or combat. Once you agree, you're given the Temple of the Union Key; allowing you to pass in and out of the front gate. If you don't want to keep this secret, you can also just jump out of the window and avoid the question—but you'll have to wait at least three days before trying to befriend these people again!

Temple of the Union Key

Continue to speak with Hamlin, and he tells you they help escaped slaves. But they are out of room and clean water. His plan is to take over the Lincoln Memorial but it's overrun by Super Mutants. You're tasked to clear the area. You must also speak to Caleb Smith. He's been ordered to restore the Lincoln Memorial.

NEW OBJECTIVE
"Make sure the Lincoln Memorial is free of Super Mutants" begins.

NEW OBJECTIVE
"Talk to Caleb Smith" begins.

Note

If you're interested in listening to a humorously distorted version of Lincoln's life, assemble by the head at noon and listen to Hamlin.

Don't fail to speak with Caleb Smith, or you'll have a lot of backtracking to do! Head down to the ground floor, and look for the man hammering stone near the Temple of the Union façade. Caleb tells you he has the masonry skill to restore the Memorial. However, he needs a reference picture: he believes one still survives in the Museum of History. Add that to your tasks, and leave the temple, using the key to unlock the front gate.

NEW OBJECTIVE
"Get a picture of the Lincoln Memorial" begins.

Note

If you've already retrieved the Lincoln Memorial Poster, hand it over right now!

SIDING WITH THE SLAVERS

Under the Lincoln Memorial exists an ex-President's worst nightmare (aside from a nuclear conflagration, obviously).

To get the Slavers' requests as well as (or instead of) the Abolitionists', begin by exiting to the Mall, ideally from the Georgetown/The Mall Metro Station, or Fast Travel to a nearby location. Walk vaguely westerly toward the ruined Lincoln Memorial at one end of the Mall. Silas hollars at you. He wants to know what the hell you're doing here!

Tell Silas you're not looking for trouble, because this relaxes his guard. Move up toward the sandbags he's stationed behind, and either follow him around and into the Door to Memorial Maintenance Room, or begin to slay Slavers. Assuming you want to hear the Slavers' plans, head inside to meet Leroy Walker. Speak with Leroy and he tells you he's taken some Slavers from Paradise Falls to help him search for escaped slaves.

Succeed in a **Speech** challenge, and you can bargain with Leroy. He tells you he's only interested in securing the leader of the escaped slaves: Hannibal Hamlin. There's a 100 Cap bounty if you can find him (but leave the killing to Leroy). He warns you to stay off the Lincoln Memorial steps, as his men have orders to fire. You can now skip "Longing for Lincoln's Belongings" completely, and begin "A New Home for the Brave."

NEW OBJECTIVE
"Find Hannibal Hamlin and the Temple of the Union" begins.

If you fail the Speech challenge, you can either tell him you haven't seen any slaves recently, or that you wouldn't tell him anyway. Try the former dialog option, and Leroy asks if you're for hire. He needs you to head into the museum and bring back an artifact. Head to the Museum of History at once.

NEW OBJECTIVE
"Find at least one Lincoln artifact in Museum of History" begins.

Tip

There's a Nuka-Cola Quantum bottle resting on one of the shelves in this chamber. Don't forget to snag it if you're trying to complete **Miscellaneous Quest: The Nuka-Cola Challenge!**

Nuka-Cola Quantum

SLAUGHTERING THE SLAVERS

If you've been sent to clear the Lincoln Memorial of Super Mutants, you'll find the Slavers have done this job for you. So you'll need to clear the memorial of Slavers, too! When you're challenged by Silas at the front sandbag area, tell him you're not looking for trouble. Then move so you're directly behind him, and gun him down! This allows you to use the walls and sides as cover.

The next five minutes consist of hectic combat. Leroy appears from the Maintenance Door under the memorial. Don't wait for him; use the walls as cover, then Sneak or run around the rear of the structure, gaining the higher ground, and use the walls as cover. Lob a Grenade or two, then employ your favorite weapon until around eight Slavers lie dead and bleeding. Alternately, you can Sneak around the outside of the memorial and pick off Slaver patrols, but watch out for the large number of Frag Mines and Grenade Bouquets. Search the bodies, ransack the Maintenance Room for items, then return to Hannibal, making sure you've obtained the Lincoln Memorial Poster before you go.

NEW OBJECTIVE
"Tell Hannibal the memorial is free of Super Mutants" begins.

LONGING FOR LINCOLN'S BELONGINGS

Travel into the D.C. Ruins, using the linking Metro and over-land areas to reach the Mall, or Fast Travel to the nearest location. Head to the ruins of a once-imposing structure just north of the Washington Monument, say hello to Willow the ghoulish guard, and enter the ground level (not the basement Metro) of the Museum of History. Make a left turn at the mammoth; you're looking for the Door to Museum of History Lower Levels.

Tip

Have you acquired the Ghoul Mask, given to you by Roy Phillips for your help during **Miscellaneous Quest: Tenpenny Tower?** Then you'll find the subsequent searching a lot less fraught!

Don't want to risk your life searching for Lincoln trinkets? Then choose the Slaver's way, and win a Speech conversation with Leroy Walker to skip this stage completely.

Lincoln Artifact Acquired: Lincoln's Diary

Begin a room-by-room search of these floors. Although most of the Lincoln artifacts are on the upper level, be sure to grab Lincoln's Diary from the display in the northwest corner of the big room at the top of the stairs. At the foyer, move southeast, around the left staircase, and into a small office. There are Caps in the filing cabinet, a First Aid Box on the wall, and items in the desk, but the real find is inside the wall safe.

Use your **Lockpick** skill to force the safe open, and grab the loot inside.

On the ground floor, being wary of Ghouls, move southward, into the remains of a cafeteria, then turn right (north), and search the body of a dead Wastelander. Move to the northeast doorway.

Search the room behind the back of the counter area and secure some Health from a First Aid Box. Then move to the southeast corner of the floor, ransack the Nuka-Cola machines, and grab a Quantum from the small crate under the table, plus a Jet or two from the table above. The rest of this floor is filled with junk. Head back out to the foyer, and up the stairs.

First Aid Box

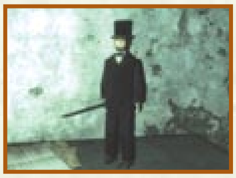
Lincoln's Diary

Nuka-Cola Quantum

Jet (2)

The second floor has a few unwashed sub-humans to gun down. You can use cunning (turrets and mines), brute force, or just make a beeline for the Door to Museum of History Offices.

Head carefully up the stairs, and start a room-by-room search of this floor. Rushing in usually gets you killed by at least four Feral Ghouls, and there's at least one Glowing One too. Make a sweep of the area. Just east of the exit doorway is a small alcove with a Nuka-Cola machine. Across from that is a locked door


Lincoln Artifact Acquired: "Action Abe" Action Figure.

Use Lockpick to open the door, or head south down the corridor, left (east) into a room of bookcases, and go through the hole in the wall. Dispatch Ghouls then search. There's an Assault Rifle and Ammo in the Gun Cabinet, more Ammo in the boxes on the wall shelves, Health and Chems in the First Aid Box, and a stash of Caps, Pre-War Money, and a Stealth Boy in the safe (use Lockpick). You can also deactivate the turrets in the Archives Room from here, too. But the real prize is the Action Abe Action Figure. Grab it!

First Aid Box

Assault Rifle and Ammo

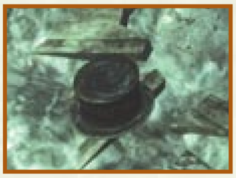
Action Abe Action Figure

Note

You can now return to Leroy Walker without investigating the rest of this building, if you wish (and you're siding with the Slavers).

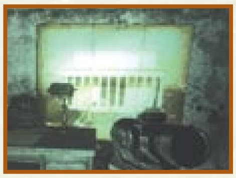
NEW OBJECTIVE

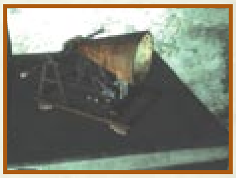
"Sell Lincoln artifacts to Leroy Walker" begins.


Lincoln Artifact Acquired: Lincoln's Hat

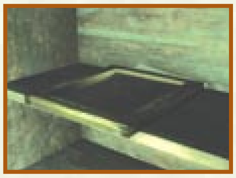
There are two desks, each in front of a barred gate. The southeast one has Ammo, while the southwest desk holds a Combat Knife. The rest of this floor has only minor items, but you can collect a stovepipe hat that belonged to the ex-President in a half-collapsed side room. Head back to either of the desks in the southeast or southwest corners of this floor.

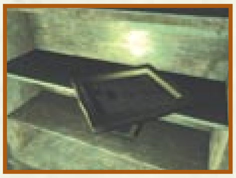
Make sure you don't break both locks, or there's no other way to progress! **Lockpick** either of the Cell Doors, and enter the archive chamber.


Lincoln Artifact Acquired: Lincoln Memorial Poster.


Lincoln Artifact Acquired: Lincoln's Voice.

There is some Ammo in the filing cabinets on the lower level, but first shoot the turret. Search the bookcases in the southern corners for two more artifacts. Now climb the stairs, and turn left (north). Behind the desk is the Lincoln Memorial Poster that Caleb Smith needs. Take this immediately, even if you've aligned with the Slavers; it'll fetch a price with Leroy, too. The other desk to the left has a phonograph of Lincoln's Voice, another excellent artifact!


Lincoln Artifact Acquired: John Wilkes Booth Wanted Poster


Lincoln Artifact Acquired: Civil War Draft Poster

Lincoln Memorial Poster

Lincoln's Voice

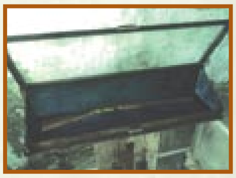
Lincoln's Hat

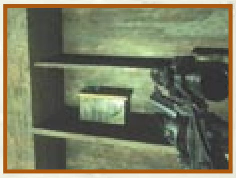
John Wilkes Booth Wanted Poster

Civil War Draft Poster

NEW OBJECTIVE

"Take the picture of the Lincoln Memorial to Caleb" begins.


Lincoln Artifact Acquired: Lincoln's Repeater.


Lincoln Artifact Acquired: Antique Lincoln Coin Collection.

Enter the hole between the two desks, and search the large office (watch for Ghouls). Move to the northwest corner of this middle chamber, and open the glass display case, taking Lincoln's Repeater from inside. Also look for a First Aid Box and a Skill Book at the back of this chamber. Then head to the east corridor, heading north or south, and enter the eastern doorway nearest the desk where you found the Lincoln Memorial Poster. On one of the library shelves is an Antique Lincoln Coin Collection. A room to the north has a hole in the floor; navigate the edges of it to reach an Ammo Box with .44 Magnum Rounds in it. Now that this building has given up all its treasures, head back to the faction of your choice: the Abolitionists or the Slavers.

First Aid Box

.44 Magnum Rounds

Lincoln's Repeater

Antique Lincoln Coin Collection

Chinese Army Spec. Ops Training Manual
+1 Sneak (when read).

A NEW HOME FOR THE BRAVE

Tip

This ends the Abolitionist path of this quest. For this, you need to have secured the Lincoln Memorial Poster from the National Museum and killed all the Super Mutants and Slavers from the Lincoln Memorial.

Fast Travel back to the Temple of the Union. Use the key to open the gate, and once inside, meet Caleb again. He thanks you for the Lincoln Memorial Poster. Speak with Hannibal. He is ecstatic, and tells you he'll start out on the trek to the memorial within the hour. You are told to meet Hannibal at the Lincoln Memorial.

Note

If you want a frantic and lengthy journey to the Lincoln Memorial with all the members of the Temple of the Union, wait for them to gather outside the building, and watch the procession leave. Now accompany them through the Wasteland, the numerous Metro and surface routes, fighting off Super Mutants and other threats as you go. You can tell Hannibal to wait while you scout ahead, or leave them to walk (slowly) toward their destination. This is purely optional, and not recommended, because if Hannibal dies, your quest fails.

A much better plan (and one ensuring quest completion) is to Fast Travel to the Lincoln Memorial and move inside the structure. This is also a good opportunity to rid the area of any outstanding foes. Then choose one of the mattresses inside the building, and sleep for six hours. Hannibal's train of slave survivors should arrive at the Mall Northwest Metro station entrance around this time (or you can keep sleeping until they show up). Escort them up and into the memorial. Now speak to Hannibal who gives you a Dart Gun Schematic for your troubles. If you check back at the memorial you'll see evidence of the Abolishionists' efforts. Every day at noon, Hannibal recites the Gettysburg Address.

Schematic: Dart Gun

300 XP

AN OLD FATE FOR THE SLAVES

Tip

This ends the Slaver path of this quest. For this, you need to have secured any artifact from the National Museum and sold it to Leroy Walker, found the Temple of the Union, and told Leroy where it is.

This first section assumes you failed your Speech challenge during "Siding with the Slavers." Once you've found any of the Lincoln Artifacts in the museum, return to Leroy Walker and sell him one or all of them. Remember he is only one of three inhabitants who will pay good Caps for these treasures!

Try a **Speech** challenge to double your selling price.

Once you've sold an artifact, Leroy asks if you want information about an escaped band of slaves. Say you're interested, then search for the Temple of the Union. Complete the "Advancing the Abolitionists' Cause" part, and remain on friendly terms with the Abolitionists. Return to Leroy Walker again (remember to Fast Travel!), and tell him you've found Hannibal. Leroy rewards you justly.

Caps (100)

NEW OBJECTIVE

"Join Leroy Walker in attacking the Temple of the Union" begins.

You can follow Leroy Walker and his merry band of Slavers throughout the D.C. Ruins fighting Muties along the way. But your quest fails if Leroy dies. A quicker plan is to Fast Travel back to the Temple of the Union, and check your Pip-Boy's map for the location of the Slavers. Meet them and follow as they charge the temple itself, slaying Abolitionists with ruthless aggression.

Note

Before you fire on either side, you have a final opportunity to switch to the Abolitionists, help them slay the Slavers at the temple, and then help the remaining ex-slaves hobble to the Lincoln Memorial.

A more likely solution is that you'll engage the Abolitionists in a fierce firefight, ripping innocents apart, or keeping back and saving your ammunition. Open the gate using the key Hannibal gave you to add insult to injury. Shoot anyone but Hannibal Hamlin; leave him for Leroy to kill. After, meet up with Leroy Walker again, and he gives you some final blood money.

Caps (50)
If you killed Hannibal Hamlin.

Caps (100)
If Leroy killed Hannibal Hamlin.

300 XP

ALL THE FACTS ON THE ARTIFACTS

During this quest, you can sell any of the artifacts you find in the Museum of History to Leroy Walker or Hannibal Hamlin. Alternately, you can seek out the Capitol Preservation Society in Rivet City, where Abraham Washington is more than happy to take these priceless heirlooms of your hands. Consult **Miscellaneous Quest: Stealing Independence**.

Caution

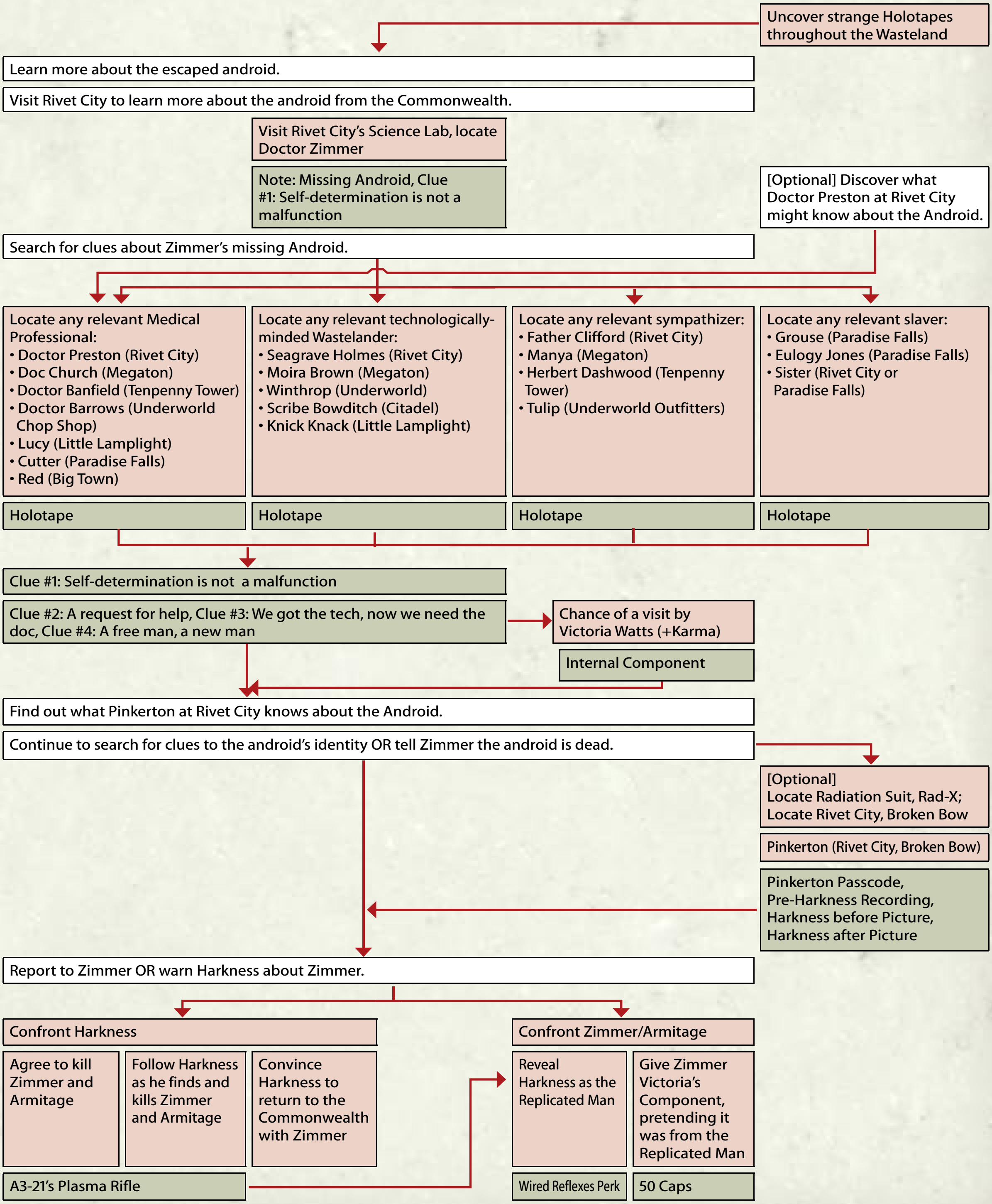
Beware! Some items are critical to complete other Miscellaneous Quests!

ARTIFACT	PRICE (HANNIBAL HAMLIN)	PRICE (LEROY WALKER)	RELATED MISC. QUEST
Lincoln's Hat	25	25	Head of State
Action Abe	10	10	Head of State
John Wilkes Booth Wanted Poster	50	75	Head of State
Civil War Draft Poster	75	50	Head of State
Lincoln's Diary	100	75	Head of State
Antique Lincoln Coin Collection	15	15	Head of State
Gift Shop Poster of the Lincoln Memorial	—	100	Head of State
Lincoln's Voice (Phonograph)	50	50	Head of State
Lincoln's Repeater Rifle	150	100	Head of State
Emancipation Proclamation	150	150	Stealing Independence
Gettysburg Address	75	50	Stealing Independence

The Replicated Man

QUEST FLOWCHART

	MAIN PATH 1	OPTIONAL PATH
Main Characters	Doctor Zimmer, Armitage, Harkness, various optional Capital Wasteland residents	
Locations	Rivet City, Capital Wasteland (various optional locations)	
Adv. Items/Abilities	Medicine, Science, Speech, Lockpick, Child at Heart, Radiation Suit, Rad-X, 100+ Caps	
Possible enemies	None	
Karma Influence	Positive and/or Negative	



Uncover strange Holotapes throughout the Wasteland

Learn more about the escaped android.

Visit Rivet City to learn more about the android from the Commonwealth.

Visit Rivet City's Science Lab, locate Doctor Zimmer

Note: Missing Android, Clue #1: Self-determination is not a malfunction

[Optional] Discover what Doctor Preston at Rivet City might know about the Android.

Search for clues about Zimmer's missing Android.

Locate any relevant Medical Professional:
- Doctor Preston (Rivet City)
- Doc Church (Megaton)
- Doctor Banfield (Tenpenny Tower)
- Doctor Barrows (Underworld Chop Shop)
- Lucy (Little Lamplight)
- Cutter (Paradise Falls)
- Red (Big Town)

Holotape

Locate any relevant technologically-minded Wastelander:
- Seagrave Holmes (Rivet City)
- Moira Brown (Megaton)
- Winthrop (Underworld)
- Scribe Bowditch (Citadel)
- Knick Knack (Little Lamplight)

Holotape

Locate any relevant sympathizer:
- Father Clifford (Rivet City)
- Manya (Megaton)
- Herbert Dashwood (Tenpenny Tower)
- Tulip (Underworld Outfitters)

Holotape

Locate any relevant slaver:
- Grouse (Paradise Falls)
- Eulogy Jones (Paradise Falls)
- Sister (Rivet City or Paradise Falls)

Holotape

Clue #1: Self-determination is not a malfunction

Clue #2: A request for help, Clue #3: We got the tech, now we need the doc, Clue #4: A free man, a new man

Chance of a visit by Victoria Watts (+Karma)

Internal Component

Find out what Pinkerton at Rivet City knows about the Android.

Continue to search for clues to the android's identity OR tell Zimmer the android is dead.

[Optional] Locate Radiation Suit, Rad-X; Locate Rivet City, Broken Bow

Pinkerton (Rivet City, Broken Bow)

Pinkerton Passcode, Pre-Harkness Recording, Harkness before Picture, Harkness after Picture

Report to Zimmer OR warn Harkness about Zimmer.

Confront Harkness

Agree to kill Zimmer and Armitage

Follow Harkness as he finds and kills Zimmer and Armitage

Convince Harkness to return to the Commonwealth with Zimmer

A3-21's Plasma Rifle

Confront Zimmer/Armitage

Reveal Harkness as the Replicated Man

Give Zimmer Victoria's Component, pretending it was from the Replicated Man

Wired Reflexes Perk

50 Caps

Color code: Objective | Action | Rewards

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

AN ESTEEMED COLLEAGUE FROM THE COMMONWEALTH

Rivet City Map: Page 408

During a visit to Rivet City, find Doctor Li's laboratory. A heated discussion occurs in the chamber (either before or after you speak with your father and Doctor Li), listen in. Speak with Dr. Zimmer, and agree to find the wayward replicant. Your incentive? "Advanced technology from the Commonwealth."

Note: "Missing Android" **Note: "Self determination is not a malfunction"**

Continue speaking and he tells you to search the offices of doctors or "techies" for android information. Start with Rivet City's practicing physician, Doctor Preston. Keep pressing to find that the replicant was hunting other escaped androids, and believed he'd done something immoral. Set off to search for Doctor Preston, if you wish.

NEW OBJECTIVE

"Search for clues about Zimmer's missing android" begins.

NEW OBJECTIVE [OPTIONAL]

"Discover what Doctor Preston at Rivet City might know about the android" begins.

Your quest now becomes completely freeform; you must scour the Wasteland for additional clues to the location and name of this android. Depending on when you start collecting clues and when you first speak with Zimmer, you may need to collect three or four clues.

Clues may be uncovered in one of two ways: Find a Holotape in someone's room, or speak with them and convince them to give you more information. It doesn't matter who you speak with, or which Holotape you find first; you always receive the clues in the correct order. Collect information from the four closest characters. You can question the android itself, but you won't be able to talk about this specific quest until you've solved it.

Keep the following in mind as you search for clues:

- For many, you can use a **Speech** challenge to receive the information (instead of finding their Holotape).
- Or, you can try bribing them with Caps for the information.
- For doctors, you can rely on your **Medicine** to help you garner the information.
- For those characters deemed "technically minded," use your **Science**.

Before Doctors and techies give you clues through dialog, you must have first received a clue alluding to surgery or a mind wipe, or have spoken with Zimmer.

Some folks (sympathizers and Slavers) talk to you only after you've found their Holotape.

You get the same clue from finding the Holotape as you do by talking to its owner.

Except for Doctor Preston, everyone here has a Holotape stashed somewhere.

Note

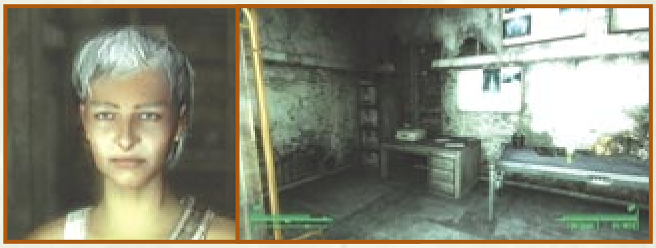
Have you already found a Holotape on your travels? Now that you've met Doctor Zimmer, you can listen to it with a new understanding. Or, simply locate the characters most convenient to you.

Tip

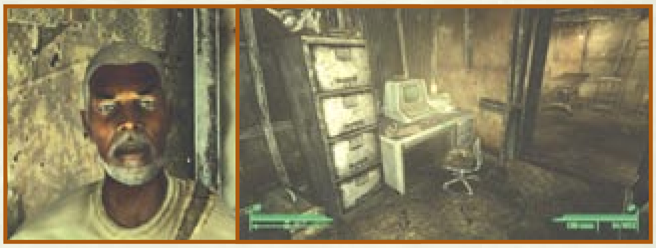
Your replicant hunt begins now: The next four sections of this quest walkthrough showcase (in alphabetical order) the Wasteland characters with Holotapes, and information to impart.

DOCTORS' ORDERS: HOLOTAPES AND THE MEDICAL PROFESSION

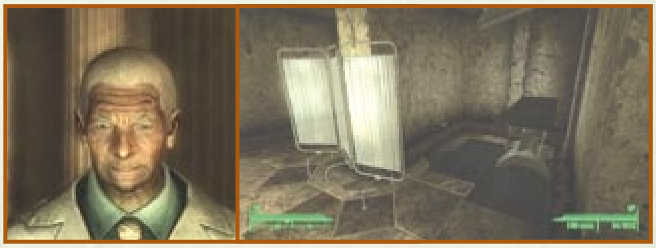
The following medical professionals (and Cutter) have a Holotape to give, or one that you can find (your choice):



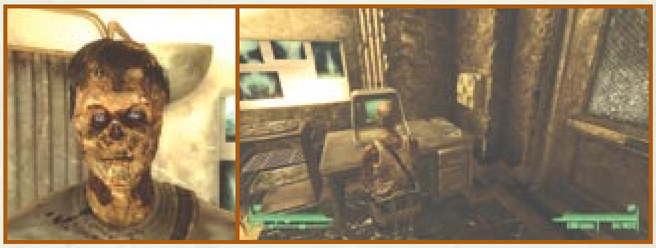
Cutter: Located in Paradise Falls [2.08]. The Holotape is on top of a corner file cabinet.



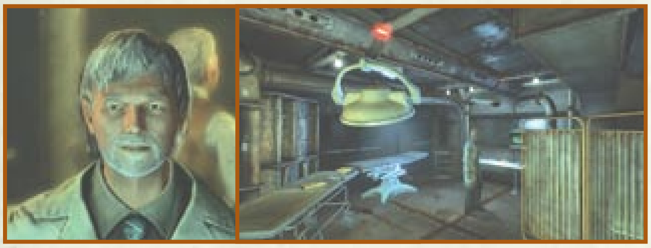
Doc Church: Located in Megaton [8.03]. Find the Holotape on the desk near his terminal in the clinic.

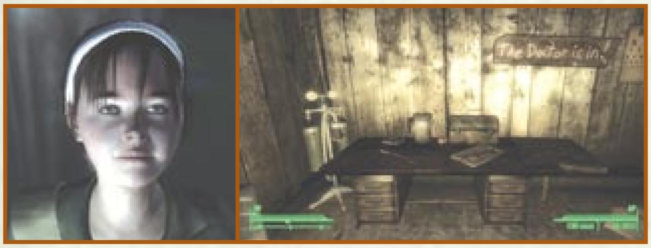


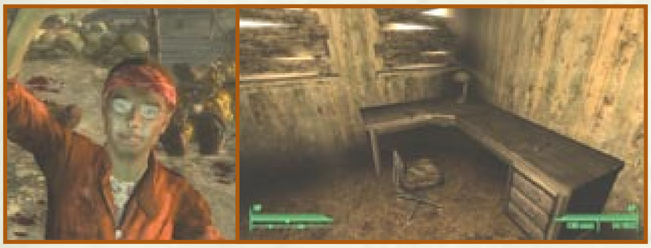
Doctor Banfield: Located in Tenpenny Tower [7.14]. The Holotape is on the floor, in the corner of the examination alcove.



Doctor Barrows: Located in Underworld [17.07]. The Holotape is near the terminal on the desk of Nurse Graves.

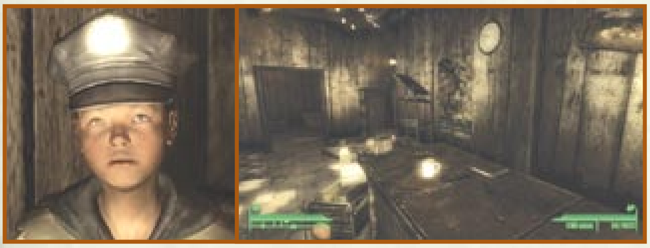

Doctor Preston: Located in Rivet City [9.15]. Speak with Doctor Preston (he has no Holotape lying around) in the clinic or the Weatherly Hotel.

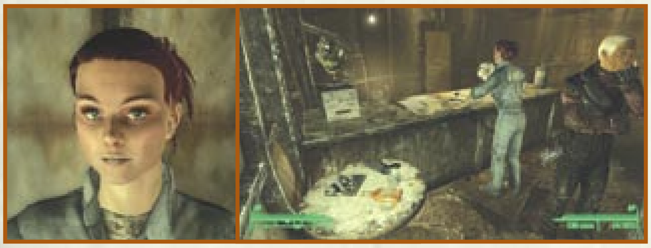

Lucy: Located in Little Lamplight [4.08]. The Holotape is on her desk, below "The doctor is in!" sign, in her Essentials clinic.

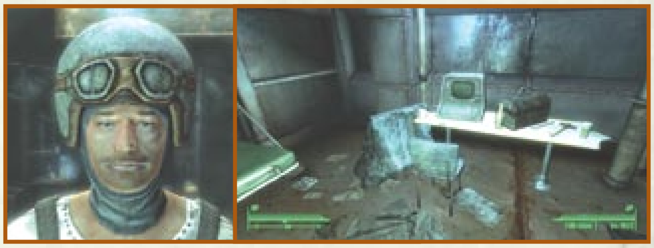

Red: Located in Big Town [5.10] (assuming survival after Miscellaneous Quest: Home Sweet Home). The Holotape is on the desk inside her clinic.

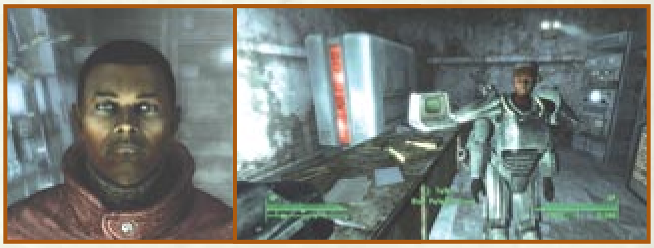
FANS OF THE FUTURE: HOLOTAPES AND THE TECHNOLOGICALLY MINDED

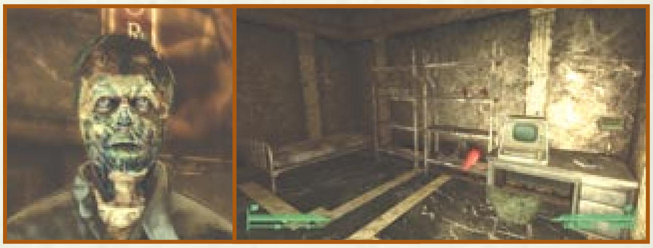
These technically savvy inhabitants offer a copy of a Holotape after a chat, or you can rummage for it (your choice):


Knick Knack: Located in Little Lamplight [4.08]. The Holotape is on the desk near the phone, in his "Miner Mole" store.


Moira Brown: Located in Megaton [8.03]. Find the Holotape on the round table behind her counter.

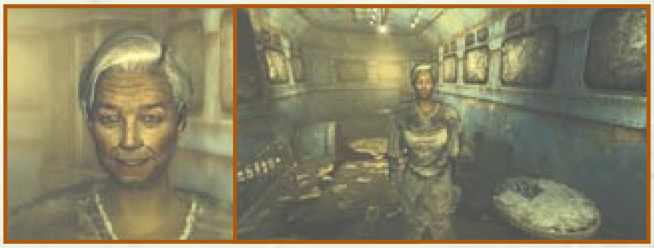

Seagrave Holmes: Located in Rivet City [9.15]. The Holotape is on the floor, to the right of his desk, near his bunk.

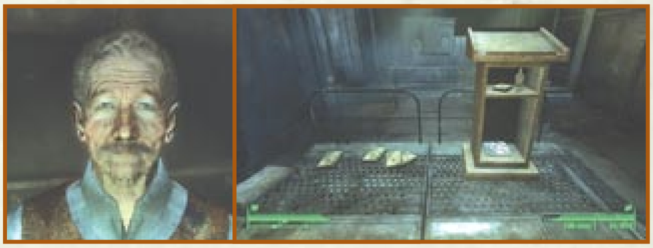

Scribe Bowditch: Located in the Citadel [9.11]. The Holotape is by the Scribe's terminal. (Star Paladin Cross is nearby, but isn't knowledgeable about the replicant.)

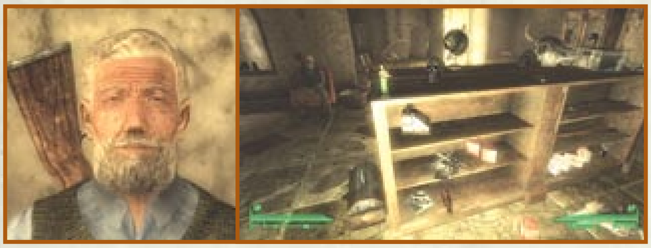

Wintrop: Located in Underworld [17.07]. Find the Holotape on his desk, in his room.

SYNTHETIC SYMPATHIZERS: HOLOTAPES AND THOSE FRIENDLY TO THE CAUSE

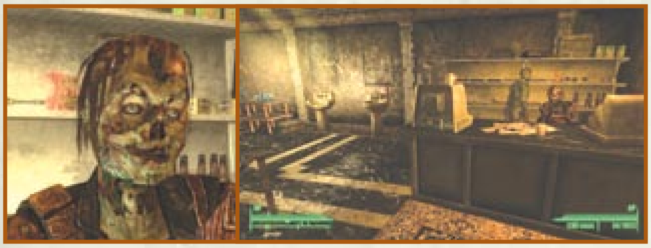
Whispers tell about an underground railroad helping to free androids from their programming:


Manya: Located in Megaton [8.03]. The Holotape is on the table in her home, entered via the concertina door.


Father Clifford: Located in Rivet City [9.15]. The Holotape is at the base of his pulpit.



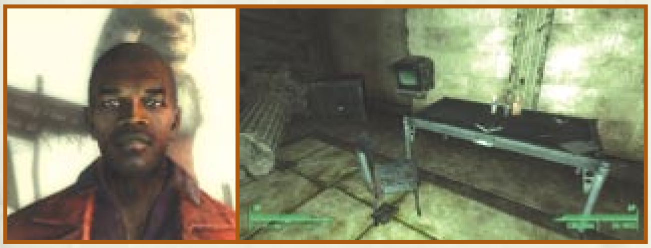
Herbert Dashwood: Located in Tenpenny Tower [7.14]. Find the Holotape in the corner of his central bookcase.



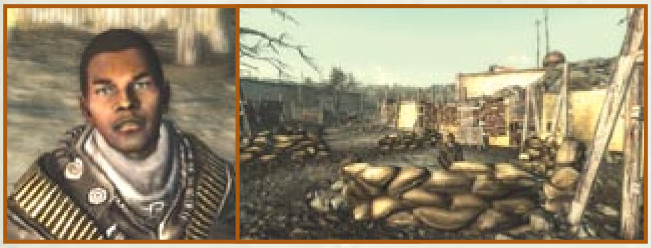
Tulip: Located in Underworld [17.07]. The Holotape is on the Work Bench to the left (north) of her shop desk.

SECOND-CLASS SYNTHETICS: HOLOTAPES AND THE SLAVERS

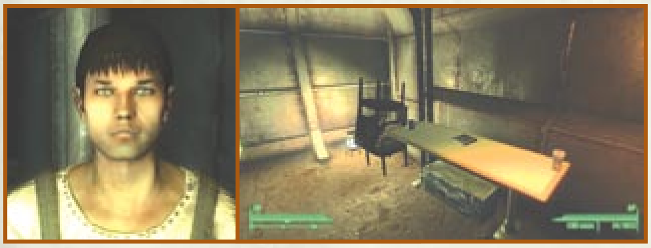
A few of the thug-like Slavers have heard the android's tapes and are hoping to capture some replicants:



Eulogy Jones: Located in Paradise Falls [2.08]. The Holotape is on the desk in Eulogy's main bedroom.



Grouse: Located in Paradise Falls [2.08]. Find the Holotape on the ground next to him, near the sandbags.



Sister: Located in Paradise Falls or Rivet City [9.15]. The Holotape is on the desk in his Rivet City room.

Once you've heard the fourth clue (whether through dialog or finding a Holotape), you learn the identity of the person who operated on the android: a crotchety rogue doctor named Pinkerton, who's holed up somewhere on the Broken Bow of the Rivet City ship. You must find him before you can continue.

NEW OBJECTIVE

"Find out what Pinkerton at Rivet City knows about the android" begins.

THE ANDROID EVANGELIST

You can return to Zimmer at any time but it's only necessary to see him once all four clues are collected. However, before this happens, you're flagged down by an imposing female wanderer with an impressive sword. Her name is Victoria Watts.

Remain cordial. She's part of a group that helps androids escape, and says the replicant you're chasing should be left in peace. She asks you to return to Zimmer, stop your searching, and present the doctor with a fake Internal Component (a Neuro Servo). Agree to her plan (unless you want less Karma); you don't have to carry it out, though! If you do as Victoria instructs you, skip to "Rendezvous with a Replicant," and return to Zimmer.

Internal Component

NEW OBJECTIVE

"Continue to search for clues to the android's identity OR tell Zimmer the android is dead" begins.

BRAVING THE BROKEN BOW

Rivet City (Broken Bow) Map: Page 408

After your fourth clue, you find that the doctor responsible for the android's new form is named Pinkerton. He's holed up in the dangerous Broken Bow section of Rivet City, which has an underwater entrance. Various Rivet City residents might share rumors that will clue you in to his whereabouts.

Detailed instructions on how to get to Pinkerton in the Broken Bow can be found in Miscellaneous Quest: The Wasteland Survival Guide, part 3.1: A Riveting History. You'll find several useful things on your way (but not if you've already visited the old codger).

Scoped .44 Magnum

Ammunition Box (2)

First Aid Box

Purified Water

Frag Mines

THE ANDROID ENABLER: MEETING PINKERTON

Caution

Remember, you need to have collected all the clues that point to Pinkerton before you have proof of his involvement!

Limp into this trap-master's inner sanctum, and begin interrogating Pinkerton. Without resorting to violence, go along with his explanations, and he reveals the android's true identity: it's Harkness the Security Chief! Because even Harkness doesn't know his true identity, you require yet more proof, and Pinkerton is happy to provide it. He gives you his terminal password, as well as pictures and a Holotape. Keep pestering him, and he reveals Harkness's recall code; "Activate A3-21 Recall Code Violent."

You can continue to ask about the Commonwealth, and Pinkerton even offers complete facial reconstruction. Change your appearance, then check his hidey-hole. You can read Pinkerton's notes on his terminal, steal a *Big Book of Science*, *Dean's Electronics*, a Stimpak, a Stealth Boy, and other sundry goods, if you wish. There is also a Work Bench for building weapons.

Pinkerton Passcode

Pre-Harkness Audio Recording

Harkness before Picture

Harkness after Picture

Big Book of Science

Stimpak

Dean's Electronics

Stealth Boy

NEW OBJECTIVE

"Report to Zimmer OR warn Harkness about Zimmer" begins.

RENDEZVOUS WITH A REPLICANT

PATH A: CONFRONTING HARKNESS

Straight from the synthman's lips: Harkness needs to hear what you (and he) have to say.

There's a choice of paths to end this quest, and the first involves meeting Harkness himself; he's usually guarding the exterior of Rivet City. If you present all of Pinkerton's evidence in your dialog choices, Harkness's memory jolts back, and he realizes his true identity. You can now help Harkness decide what to do:

He can authorize you to kill Zimmer. Search and destroy him and his bodyguard Armitage.

Or you can leave Harkness to his own devices to deal with Zimmer. If you don't try to talk him out of violence, follow him as he finds Zimmer and has a showdown with him and Armitage.

You can convince Harkness to return to the Commonwealth with Zimmer, and to grudgingly accept his fate. Security Guard Danvers takes charge.

With either positive outcome, Harkness (AKA A3-21) gives you his modified Plasma Rifle as a gift. Try it out on Zimmer, if you want!

A3-21's Plasma Rifle

PATH B: CONFRONTING ZIMMER

Alternately, you can return to Zimmer, making sure to bring either Pinkerton's proof or Victoria's fake Internal Component. Figure out your plan, then talk to Zimmer:

You can reveal everything. Zimmer thanks you, and gives you a special Combat Module perk. You can follow Zimmer to watch him "reclaim" his property.

You lie and tell him Victoria's Neuro Servo is from an android you killed. He grudgingly accepts this, gives you 50 Caps, and leaves.

Zimmer's Combat Module

PATH C: CLAIMING BOTH REWARDS

Simply complete Path A, telling Harkness "your secret is safe with me," take the Plasma Rifle, and then head straight to Zimmer, rat out Harkness, and claim the Combat Module!

Tip

Do you want a V.A.T.S. boost, or a customized Energy Weapon? If it's the former, side with Zimmer (and receive the Combat Module). If it's the latter, side with Harkness (and end up with A3-21's Plasma Rifle). You can collect one, or both.

QUEST REWARDS

You receive the following rewards depending on how you react to Zimmer and Harkness:

Bottle Cap (50 total)
If you gave Zimmer the fake Neuro Servo from Victoria Watts.

Combat Enhancer: Wired Reflexes
(Hit Chance x1.1 in V.A.T.S.): If you reveal the truth to Zimmer.

A3-21's Plasma Rifle
If you reveal the truth to Harkness.

XP **+300 XP**

Armitage is a wickedly accurate shot with that weapon. Those skills are almost inhuman….

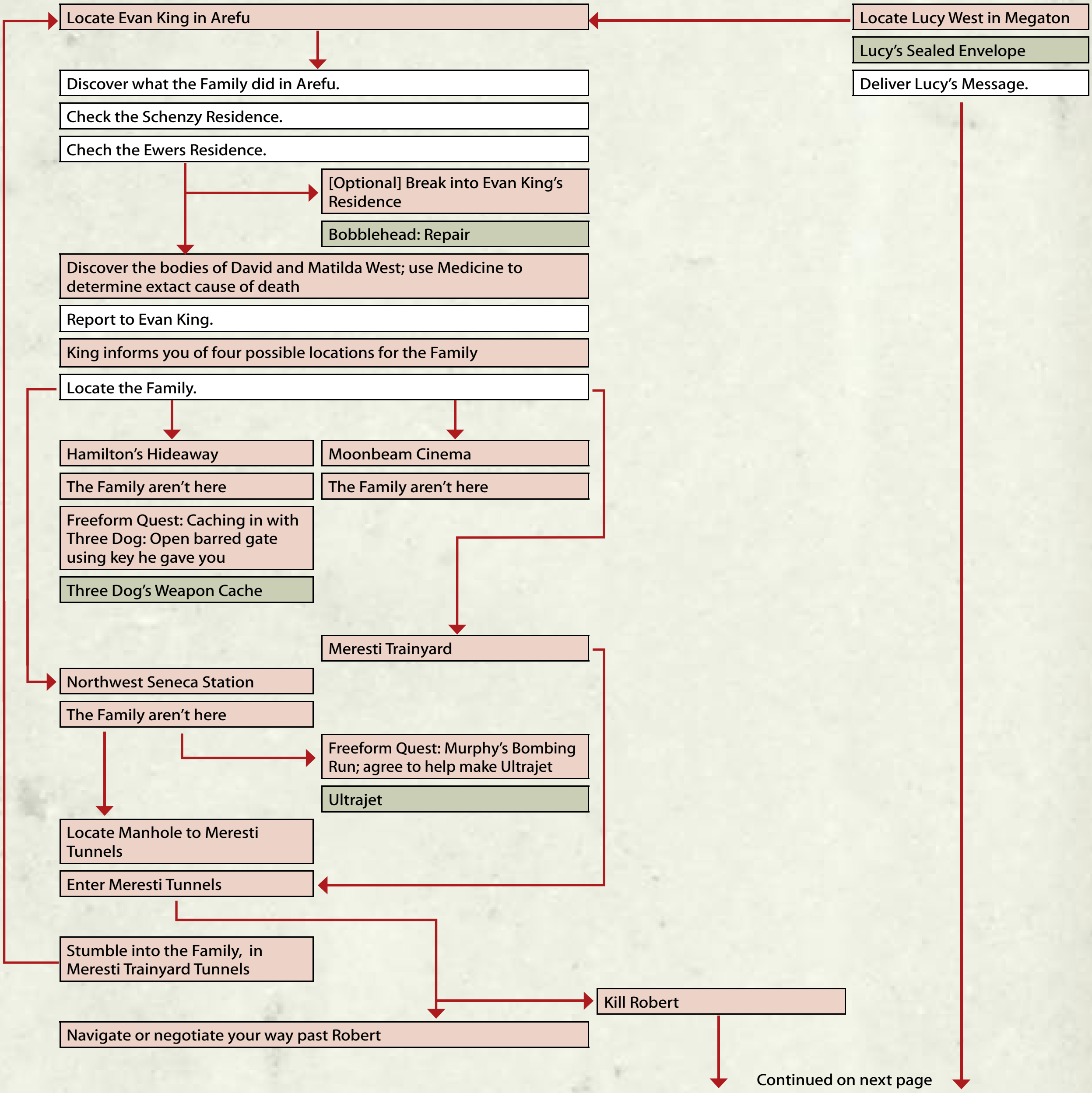
Tip

Did you open fire on Zimmer, Armitage, Victoria Watts, or Pinkerton and kill them? Then search their bodies. You may find more than just flesh and bone on these corpses….

Blood Ties

QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH 1	OPTIONAL PATH 2
Main Characters	Evan King, Ken Ewers, Brailee Ewers, Karen Schenzy, Davis West, Matilda West, Murphy, Robert, Brianna, Alan, Justin, Karl, Holly, Vance, Ian West		Lucy West, Ian West
Locations	Arefu, Hamilton's Hideaway, Moonbeam Cinema, North Seneca Station, Meresti Trainyard Tunnels		Megaton, Meresti Trainyard Tunnels
Adv. Items/Abilities	Strength, Intelligence, Charisma, Speech, Lockpick, Medicine, Black Widow, Cannibal, Impartial Mediation, Ladykiller, Scoundrel, 100+ Caps	Lockpick	—
Possible enemies	Radroach, Mole Rat, Mirelurk Genus	The Family	Radroach, Mole Rat, Mirelurk Genus
Karma Influence	Positive	Negative	Positive



Locate Evan King in Arefu

Discover what the Family did in Arefu.

Check the Schenzy Residence.

Chech the Ewers Residence.

[Optional] Break into Evan King's Residence

Bobblehead: Repair

Discover the bodies of David and Matilda West; use Medicine to determine extact cause of death

Report to Evan King.

King informs you of four possible locations for the Family

Locate the Family.

Hamilton's Hideaway

The Family aren't here

Freeform Quest: Caching in with Three Dog: Open barred gate using key he gave you

Three Dog's Weapon Cache

Moonbeam Cinema

The Family aren't here

Meresti Trainyard

Northwest Seneca Station

The Family aren't here

Freeform Quest: Murphy's Bombing Run; agree to help make Ultrajet

Ultrajet

Locate Manhole to Meresti Tunnels

Enter Meresti Tunnels

Stumble into the Family, in Meresti Trainyard Tunnels

Navigate or negotiate your way past Robert

Kill Robert

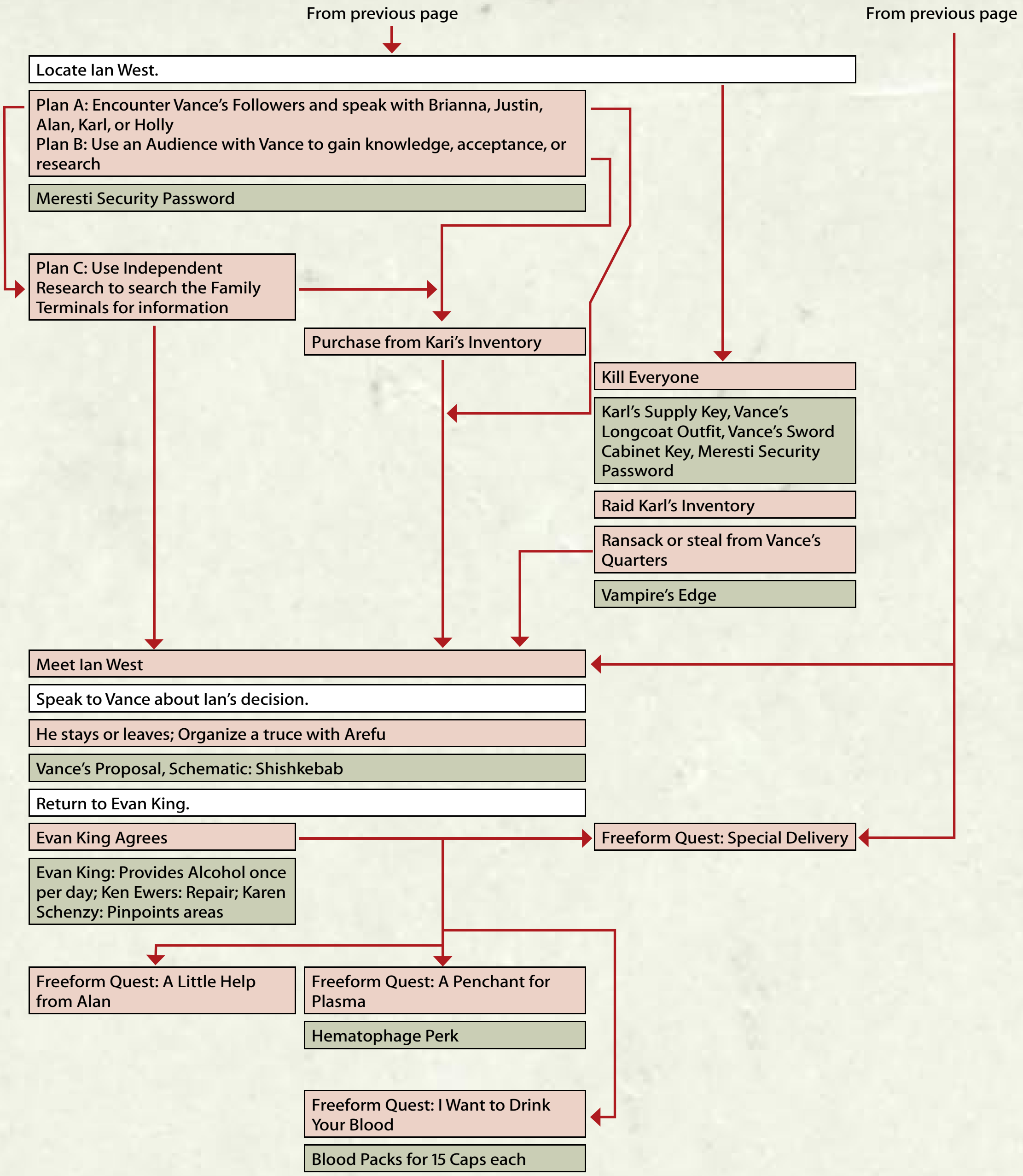
Locate Lucy West in Megaton

Lucy's Sealed Envelope

Deliver Lucy's Message.

Continued on next page

Color code: Objective | Action | Rewards

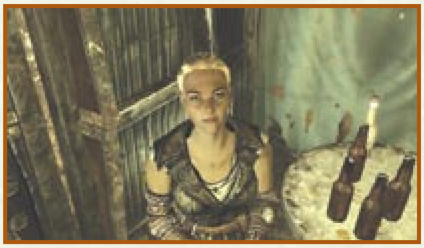

From previous page
From previous page
Locate Ian West.
Plan A: Encounter Vance's Followers and speak with Brianna, Justin, Alan, Karl, or Holly
Plan B: Use an Audience with Vance to gain knowledge, acceptance, or research
Meresti Security Password
Plan C: Use Independent Research to search the Family Terminals for information
Purchase from Kari's Inventory
Kill Everyone
Karl's Supply Key, Vance's Longcoat Outfit, Vance's Sword Cabinet Key, Meresti Security Password
Raid Karl's Inventory
Ransack or steal from Vance's Quarters
Vampire's Edge
Meet Ian West
Speak to Vance about Ian's decision.
He stays or leaves; Organize a truce with Arefu
Vance's Proposal, Schematic: Shishkebab
Return to Evan King.
Evan King Agrees
Freeform Quest: Special Delivery
Evan King: Provides Alcohol once per day; Ken Ewers: Repair; Karen Schenzy: Pinpoints areas
Freeform Quest: A Little Help from Alan
Freeform Quest: A Penchant for Plasma
Hematophage Perk
Freeform Quest: I Want to Drink Your Blood
Blood Packs for 15 Caps each

Tip

You can begin this quest at any time, but it's good to start it the first time you visit Megaton, continuing it at your leisure. You might want to complete it prior to a negative Karma ending to the ***Power of the Atom****, though!*

GO TO WEST, YOUNG MAN

Megaton is the place to be. Once inside locate Moriarty's Saloon, spot-welded to the far end of town and up. This town is the setting for the **Miscellaneous Quest: The Power of the Atom**. You may wish to start that quest before entering the saloon.



Lucy is tough, attractive, and straight to the point, but her furrowed brow reveals her worry.

When you've met the members of the staff, locate a young, blonde woman. She needs someone to make a delivery. Say yes and she gives you Lucy's Sealed Envelope to give to her father Davis West. He lives in Arefu, and he'll pay for your traveling expenses when you arrive.

Lucy's Sealed Envelope

NEW OBJECTIVE

"Deliver Lucy's Message" begins.

Press her and she mentions the sheriff, Evan King, and the safety aspects of the place. Take your leave (and her letter), and set off in a northwesterly direction, crossing the Wasteland to Arefu.

THE KING OF AREFU

Note

You can begin this quest from this point, if you aren't near Megaton, or you've reached the more cataclysmic conclusion to **Miscellaneous Quest: The Power of the Atom**. However, not all dialog choices are available. Also, try not to even lightly wound any of Arefu's inhabitants: They're on edge as it is, and this will also fail your quest!

Continue past burnt-out shells of houses and crumbling freeway overpass columns as the rocks give way to a large open plain. Head along the southwest bank of what remains of the Potomac River. Look for the remains of the next freeway bridge, with the abandoned house at the foot of it. Up the freeway is Arefu.

Head up the broken freeway and stop as an explosion rocks the ground in front of you. Evan King notices you aren't one of "them," and beckons you over. He isn't interested in your mission; he's more concerned with raiding parties in the area; the most recent one slaughtered all their Brahmin. At this point you can ask:

Use **Speech** to ask, "What's got you so spooked?"

King explains that there's something weird about the attackers; they don't attack, just pick off cattle. Offer to help (King has no Caps to reward you with, though), and King asks you to check on Arefu's residents while he guards the ramp.

NEW OBJECTIVE

"Check the West Residence" begins.

NEW OBJECTIVE

"Check the Schenzy Residence" begins.

NEW OBJECTIVE

"Check the Ewers Residence" begins.

Just behind Evan King on the left side of the road is the Ewers residence. Simply knock on the door, and a woman answers, excited about her "catalog." Step in, and mention Evan King asked you to check on them. Mine both residents for information, then leave.

Look for the shack adjacent to the Ewers's, and knock on the door to the Schenzy residence. Don't tell her you're with the Family, or she won't let you in. Once inside, you can extract information. Once again, make sure you let her know that Evan King asked you to look in on her. When you've heard enough, leave.

The north end of Arefu is where Evan King's residence is, as well as the West's tiny shack.

You can break and enter Evan's house using **Lockpick** if you wish. Although it's trespassing, nobody is there to witness your behavior. The ground floor doesn't feature items of value, except a Bobblehead: Repair. The top floor has three Ammo Boxes on the shelf, and another four near Evan's bed. Grab this haul (if you want to take the small Karma hit) before departing.

Bobblehead: Repair

Ammo Box Ammunition (7)

Step inside the West's residence. There are no Wests living. Although Lucy mentioned her parents and brother, only father Davis and mother Matilda are lying here. Figuring out their cause of death depends on your **Medicine** competency (which can affect future conversations, but is mainly to clue you in on where to search next):

[0–29] Your pathetic knowledge of this carnage extends only to confirming that, yes, these two aren't going to be dancing a jig anytime soon.

[30–49] You realize the bodies of the Wests have bite marks on the neck area that go to the bone.

[50–69] In addition, the lack of bloodstains on the sheets is strange, because any bite or wound of that depth should have caused massive bleeding.

[70–89] Furthermore, the bite marks on the necks appear to be from a human or humans with sharpened incisors or canines.

[90+] And finally, you smugly postulate that the blackish powdery residue on the bodies is not unlike that found in old trainyards.

Note

If you don't have the necessary Medicine skill, you can return with your rating boosted (with Mentats or other items) and see these clues. There's also a large and less-than-subtle clue on the wall: "The Family" scrawled in blood.

NEW OBJECTIVE

"Report to Evan King" begins.

Head back to the old coot. He's worried for Ian West. King then tells you three possible locations where the Family has been spotted. He tells you to search Hamilton's Hideaway, the old Moonbeam Cinema, or Northwest Seneca Metro Station. If you found the powdery residue on the Wests' bodies, you can ask if there's a nearby trainyard. King tells you of a fourth place to try: the Meresti Trainyard, almost due east of here.

NEW OBJECTIVE

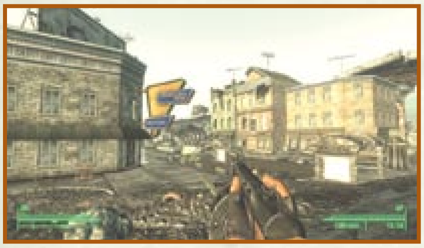
"Locate the Family" begins.

CHASING PHANTOMS (WHERE THE FAMILY ISN'T)

All you have is a list of three (or four if your Medicine skill provided the trainyard clue) places to search, where Evan King believes the Family might reside. Hamilton's Hideaway and the Moonview Cinema are completely optional. Enemies, maps, and any associated Freeform Quests for these two areas are shown in the Tour of the Wasteland Chapter (page 347 for Hamilton's Hideaway, and page 351 for Moonbeam Cinema).

CHASING VAMPIRES (WHERE THE FAMILY IS): SENECA

You can now choose either of the following locations to gain entrance to the Family's underground lair. The first entrance is quicker, but more difficult to find and it features more dangerous enemies.


Northwest Seneca Station is a ghost town, complete with its own ghoulish residents down in the darkness.

As soon as you're down the freeway ramp and by the abandoned house, turn and face north. It's time to get wet (and a little radioactive)! Clamber over the rocks and dirt, and swim across to another area of rocky ground with the freeway sections to your left. Turn northeast, circling around the rocky outcrop, and then northwest, between the two clusters of buildings. Congratulations! You've discovered Northwest Seneca Station.

You can optionally enter the Cornucopia Fresh Groceries Store. Watch for Bear Traps and grab Stimpaks from the First Aid Box on the wall. There's a safe on the floor behind the counter with a few Caps. Grab the other junk if you wish. Exit the store, and head south, down the steps to the Chain Gate to Northwest Seneca Station.

Caps **First Aid Box**

Flick on your Pip-Boy's Flashlight but stifle your gunfire. Unless you're itching for a fight, converse with Murphy. He's making Ultrajet, and he needs Sugar Bombs. He's looking for a scavenger and will pay 15 Caps for each box of Sugar Bombs you bring him.

Wait, did he say 15? He meant 30, if your fast-talking **Speech** is successful!

You've discovered **Freeform Quest: Murphy's Bombing Run**. For more information, consult page 347. If you arrived here after completing your tour of Arefu, Murphy can also clue you in on the location of the Family.

Continue into Seneca Station. The only way onward is the door to your right, just past the turnstiles. Dispatch a pair of Mole Rats and search the office, where a few Caps, an Ammo Box with Frag Mines, and other refuse lie collecting dust. Try the "authorized personnel" door to the south. In front of the badly deteriorating radioactive barrels is a manhole to Meresti Service Tunnel!

Ammo Box with Frag Mines

This is a shortcut, so drop into an underground cave system. Pass the Brahmin corpse, and wind along the tunnel, continuing north and defeating two Mirelurks along the way. Watch for a Grenade Trap as you emerge from a hole linking the cavern corridor to the Meresti Tunnel system. You can continue heading north to exit out to the Meresti Trainyards, or follow the flaming barrels at the junction on your left, all the way to the Family's lair entrance.

CHASING VAMPIRES (WHERE THE FAMILY IS): MERESTI

If you choose to ignore the hidden entrance from Seneca to Meresti Station, you can try an overland route that takes a vaguely eastern path from Arefu. Pass the river, go up and over the Moonbeam Cinema area, and head toward the two bridges just north of Big Town. Continue eastward, and watch for Raiders just below (and west of) the Meresti Trainyards.

Head up the hill continuing eastward, and look for the two tunnel entrances and the rusting carriages on the flat area of ground. These are the Meresti Trainyards, and you're likely to be attacked by multi-legged mutations. When the coast is clear, or if you wish to flee, run to either tunnel entrance.

No matter which tunnel entrance you select, head into the main tunnel, with the parallel one running next to it. Head south. If you chose the western Trainyard entrance, you need to head east through a connecting chamber. Watch out for the Baby Carriage Trap.

Locate the rusting carriage with the flaming barrels nearby, and head south, weaving between the carriages (watching out for a Rigged Shotgun Trap and a Brahmin-hide-on-a-Chain Trap), and staying slightly right of the baseball-thrower to avoid a fastball to the back of the head! Head south as the tunnel slopes downward, but ignore the red lights and stay to the right at the junction; straight ahead is a hole leading to a Mirelurk Tunnel and the secret entrance up to Seneca Station.

Tip

Flaming barrels indicate a preferred route to take, usually ending in a place you want to travel to.

Robert is the Family's gate-keeper, but he isn't above bribery or persuasion. Or a hole in the head.

Farther around the tunnel, past two carriages, is a gate with a guard. Robert asks what you're up to. It looks like you've found the Family! Here are some conversation tactics:

You can vaguely impress him with a sense that it's important for him to let you by. If your **Speech** is successful, he does just that.

If you've craved human flesh in the past, Robert recognizes the twinkle of the **Cannibal** perk in your eyes, and lets you through.

You can offer 100 Caps in return for entrance into the settlement. This is agreeable, as long as you have the funds.

If these funds are not present, wave Lucy's Sealed Envelope for Ian West, and he figures out you should speak to the Family's leader, Vance.

Or, you can start a protracted and dangerous firefight, turn the entire Family hostile, and gun Robert down in cold blood. If you employ Sneak (Stealth Boy optional), you can maneuver around Robert and enter the Family's lair, but you face a fierce firefight; you must kill them if you use this tactic, but try to spare Ian West.

Or if you're being combative and inventive, you can coax Robert away without attacking him and let something else do the dirty work (for example, if a Mirelurk follows you in). You can then Lockpick the gate and hack the terminal, but the Family is likely to be hostile.

The following tactics assume you didn't employ this option, because it reduces all your future options considerably.

The gate to Robert's living area is locked and will automatically unlock if you drop him or if he lets you in. He also has the key to the terminal that unlocks the door around the corner to the Family's living areas.

NEW OBJECTIVE

"Locate Ian West" begins.

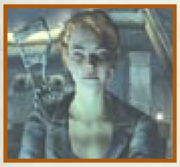
If you choose to rampage through the Family, or attempt this once the quest is over, you can take the collection of items that Robert is storing in the connecting tunnel just behind his gate. Here, there's a computer terminal (one of three you can access later if you wish) Ammo Boxes, an Assault Rifle, Sledgehammer, Mentats, a couple of First Aid Boxes, a Pistol and Ammo, and a book called *Tumblers Today*. This last item is important, because it's the only one you can take without turning the Family hostile. Don't forget to pick it up, and read it from your Pip-Boy's Inventory immediately.

Tumblers Today
+1 Lockpick (+2 with Comprehension perk)

FIGURING OUT THE FAMILY: ADVANCING TO VANCE

PART A: ENCOUNTERING VANCE'S FOLLOWERS

Head west, then turn south and move through the connecting door to enter Meresti Metro Station itself. Step out into the tunnel. The only way onward is west and into the Metro Station mezzanine itself. The place is in surprisingly populated and clean. Depending on your abilities, you can convince any of Vance's followers to impart the Meresti Security Password, which allows you to access the secured chamber where Ian is residing, without speaking to Vance. Here are your options:



Meet Brianna; she provides a vital "service" to the Family (well, the male members, anyway). She's tagged along with Vance. As well as taking care of the men, she can help you, too.

If you have the **Lady Killer** perk, you can use your charms on her, and snag the password this way.

Or, try Justin, the new recruit who's been trying to talk to Ian and make him feel better about his "abilities." Try out one of the following:

With the **Impartial Mediation** perk, you can convince Justin that an outside perspective is needed: yours.

Or, try a **Speech** about Ian, and then tell Justin that Ian needs some perspective from somebody on the outside.

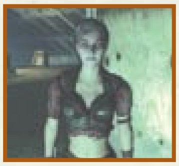
Justin also tells you the origin of the name Meresti; apparently it's a town in a European country once known as Romania.

Alan is Vance's longest serving member, and he's a little more wary of you. Your skills aren't helpful to wheedle out information, and Alan points to Justin as someone who might assist you.

Over by the western edge of the concourse, below the mezzanine, is a workshop brimming with items and a Work Bench. Here you'll sometimes find Karl, if he's not sleeping upstairs. He's susceptible to one of the following:

If you're female, and have the **Black Widow** perk, you can provocatively charm him into revealing the password.

Or, if you have a high **Strength**, Karl is impressed with your mettle, and agrees to give you the note.



The final member of the Family who might help you is Holly, Vance's wife. It takes a like-minded or silver-tongued adventurer to get the better of her:

If you've chosen the **Scoundrel** perk, your natural charm convinces her Ian needs to speak with you.

The same effect is available if you're a naturally **Charismatic** person, and can influence Holly with your chutzpah.

Meresti Security Password

PART B: AN AUDIENCE WITH VANCE

Tip

This initial (and more difficult) conversation with the leader of the Family is necessary only if you haven't already gleaned the Meresti Security Password from one of Vance's followers, or if you're intent on using one of the three terminals to find out more about this clan.

Now speak to the man himself. Vance is up on the mezzanine level, in front of the sleeping quarters, he's in the long coat, carrying an impressive melee weapon. Let him speak, and keep your comments mostly courteous (unless you want to start combat). At the end of the conversation, you can try one of the following options:

Although this is hard to pull off, you can use **Speech** to tell Vance him exactly what you think his kind are: a variation on the ancient myth of the vampire, except in this case, they're suffering from the Hematophage disorder.

If you're afflicted with the **Cannibal** perk, and you've already feasted on the remains of your vanquished victims, you know immediately what Vance is, and you're greeted warmly.

Or, you can find out more about the Family by understanding and researching their Laws.

Succeed in any of these three options to gain access to Ian West and receive the Meresti Security Password.

If Vance tells you to learn more about his kind, descend to the concourse area, and speak with his followers. For a faster option, access any of the computer terminals in this area, and read about The Five Laws of the Family:

- "Feast not on the flesh, consume only the blood. This is our strength."
- "Bear not the child; welcome only the exile. This is our fate."
- "Feed not for pleasure; partake only to nourish. This is our dignity."
- "Seek not the sun's light; embrace only the shadows. This is our refuge."
- "Kill not our kindred; slay only the enemy. This is our justice."

You can also read Vance's proclamations about Feeding Grounds, and "the Arefu Incident." Return to him and Vance deems that you've learned enough to speak with Ian.

PART C: INDEPENDENT RESEARCH

Vance won't let you see Ian unless you satisfy the conditions listed below. Make sure you know the following:

Vance's speeches about his clan's nature can be accessed at any time (whether you're here to see Ian or you stumbled in on the place). Basically Vance has taken in a group of Cannibals and given them a place to belong. If you complete the vampire research, Vance will let you see Ian, and you can negotiate a proposal from Vance to Evan King at the end of this quest (although skills and perks aren't available).

Other possible plans to seeing Ian West include chatting with Vance after the research is over and completing a **Speech** challenge.

Or, you can have the **Cannibal** perk already. You're spotted as "one of the brood," and can head up to meet Ian.

Meresti Security Password

MAKING FRIENDS WITH THE FAMILY

Once you have the Meresti Security Password, head south up the mezzanine exit tunnel, over the turnstiles and past Vance's personal quarters, and enter the alcove with the security door. Activate the terminal here, and step through to find Ian West. You can be as rude or understanding as you like, until the matter of him staying or leaving is brought up. Now you have options:

You can simply end the conversation, and leave him to stay with the Family, which he does automatically.

Or, you can attempt to persuade Ian (with **Speech**) to face his nightmares, and return home.

Or, if you have Lucy's Sealed Envelope, you can finally deliver it to Ian. He gets a little emotional and vows to return to be closer to his sister.

NEW OBJECTIVE

"Speak to Vance about Ian's decision" begins.

Caution

If you engage in combat with the Family after speaking with Ian (regardless of whether Ian has decided to leave or stay), he realizes what a maniac you are and the quest fails. If you are intent on massacring the Family, make sure everyone is dead before you open the door to Ian's cell. You have been warned!

At this point, you can earn big Karma, learn how to make a mighty melee weapon, or both.

Return to Vance to speak about Ian's decision (whether he decides to stay or not). Before you speak about Ian, there's the small matter of Arefu to consider. You can implore Vance using one of your abilities:

Use **Speech** to work on Vance's sense of morality (after all, he considered the raid on Arefu to be a mistake.

With a **Medicine** skill, you have two options. Both ideas involve the Family's sustenance: They can use Blood Packs with far less horrific consequences.

Or, with enough **Intelligence**, you can suggest an alternative source of blood that Vance can survive on; again, this refers to the Blood Packs.

There's no need to utilize abilities if you've done your detective work and previously researched the Family's Laws.

Vance is amenable to this idea, but he hasn't found many Blood Packs, which drove him to his vampiric ways in the first place. You propose another fine plan, from the choices below:

Arefu donates Blood Packs, and the Family leaves the town alone.

Arefu donates Blood Packs, and the Family protects the town from Raiders and other marauders.

Arefu sells Blood Packs, and the Family leaves the town alone. Vance doesn't agree to this, and you're allowed to choose again.

Vance agrees, and gives you a proposal to give to Evan King. Now tell Vance of Ian's decision. Whether Ian stays or leaves; Vance thanks you for learning about him and his kin. You're awarded the schematics for Vance's weapon: the mighty Shishkebab!

Vance's Proposal

Schematics: Shishkebab

NEW OBJECTIVE

"Return to Evan King" begins.

Trek or Fast Travel back to Arefu (Ian will there when you arrive), and speak to Evan King about that proposal. He's happy to accept whatever the plan, and he tells you to return to Vance to seal the deal. The quest is now complete. If you ask for reward, Evan King hands you ta few random items: a chem, a grenade, a mine, some ammo, or a bottle of vodka or scotch. Don't expect a Caps reward! If Ian decided to leave the Family, he has disposed of mom and pop and taken up residence in the family home.

ADDITIONAL: OTHER WAYS TO PLAY THIS QUEST

PLAN A: BEGINNING AT AREFU

You can ignore Lucy West at Megaton, and chance upon Arefu on your travels, speaking to Evan King instead. The quest is completed in exactly the same way, but without Lucy's Sealed Envelope, you can't use it to dissuade Ian from remaining with the Family.

PLAN B: BEGINNING AT MERESTI

Did you stumble on Robert guarding the gate to the Family's station compound before hearing anything about Arefu or the Wests? Then you can head past Robert if he lets you. You don't know about Ian West, so either overhear a conversation between two Family members or read about "The Arefu Incident," and then receive a new objective:

NEW OBJECTIVE [ADDITIONAL]

"Discover what the Family did in Arefu" begins.

This of course, requires you to check out Arefu before finding out about Ian. Fortunately, you'll know where the Family is based!

PLAN C: BEGINNING WITH BLOODLUST

Whether you began at Lucy, Arefu, or Meresti, there's another way to finish this quest; and that's by slaughtering every last one of those bloodsucking parasites! After gunning Robert down, steal his supplies, run up to the station concourse, and demolish the rest of these nightcrawlers! Use the vertical pillars as cover. Use Grenades and close-up Combat Shotgun fire.

Hoping that Vance is noting the irony of his demise, continue the bloodletting by scampering upstairs and cleaving the Family's leader, wife, and anyone else who gets in your way then search the bodies. Karl has a Supply Key that unlocks an absolutely massive haul of Ammo and Weapons (and junk). You can find that in his workshop under the mezzanine. Vance has the password you need to free Ian, and that sword is a Shishkebab; so there's no need to build one! Finally, use Vance's Sword Cabinet Key to unlock the sword cabinet in Vance's quarters, and claim the powerful Vampire's Edge weapon. Then speak with Ian; if you're threatening, he fights to the death. If you're not, you can use Lucy's Sealed Envelope or the Speech persuasion to get him to return to Arefu.

- **Karl's Supply Key**
- **A Number of Weapons**
- **Meresti Security Password**
- **Shishkebab**
- **Vance's Sword Cabinet Key**
- **Massive Amounts of Ammo**
- **Multiple First Aid Boxes**
- **Schematic: Shishkebab**
- **Vance's Longcoat Outfit**
- **Vampire's Edge**

Caution

You fail this quest if you try any of the following:

- Hurting or killing anyone in Arefu.
- Hurting or killing Ian West.
- Hurting or killing the Family after obtaining Ian's decision on what to do. Not nice!

QUEST REWARDS

You receive the following rewards for finishing Blood Ties:

- **Schematic: Shishkebab†**
- **Hematophage Perk‡**
- **300 XP**

† For negotiating with the Family. You gain extra items if you slaughter the Family, at a cost to your Karma.

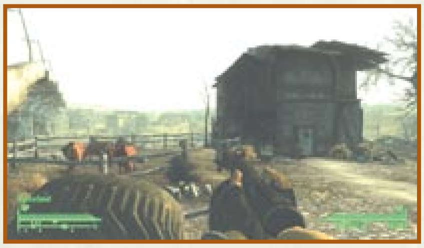
‡ For brokering a deal between Arefu and the Family: The perk allows you to gain 20 Health (instead of 1) by consuming Blood Packs.

Karma [+300]
For successfully dealing with Ian and remaining on good terms with Arefu and the Family.

KARMA [-100]
For killing each citizen of Arefu or Family member.

POST-QUEST ANTICS

FREEFORM QUEST: A LITTLE HELP FROM ALAN



Choose to broker a "Blood Pack for Protection" scheme, and you can finally enter that abandoned house…;

Meanwhile, back in the tunnels, Vance is waiting patiently for you to finish your yo-yo trekking between the two camps. Once the quest ends with a final chat with Evan King, return to Vance. He agrees to any of your three proposals. If you chose to have the Family guard Arefu in exchange for Blood Packs, Alan sets off immediately, and if you return to Arefu, he's set up in the abandoned house, which is now called Alan's residence. You can now enter this structure (it's the only way to do this), but there's little to claim inside.

FREEFORM QUEST: A PENCHANT FOR PLASMA

Return to Vance for the final conversation, and look for a new dialog option. He can teach you his vampiric ways, and you can learn the Hematophage perk!

FREEFORM QUEST: I WANT TO DRINK YOUR BLOOD

If you managed a proposal, you can return to Vance and sell him Blood Packs for 15 Caps each.

FREEFORM QUEST: SUGAR BOMBING RUN

Remember that you can continue this quest with Murphy at Seneca Station.

FREEFORM QUEST: SPECIAL DELIVERY

Finally, you can return to Megaton and speak with Lucy herself, telling her of her parents' fate, and Ian's situation (and condition).

OTHER ANTICS

Of more interest are some accoutrements for yourself, courtesy of those you helped:

Ken Ewers can Repair items for you at a cut-price rate.

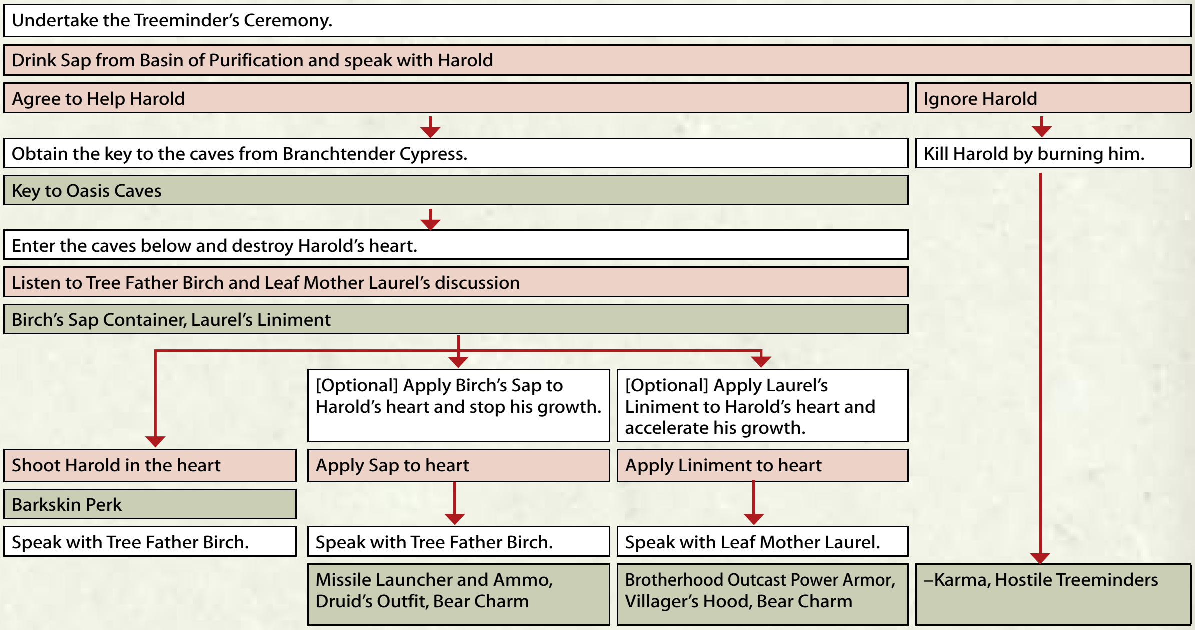
Karen Schenzy has some interesting knowledge of the surrounding area, and she pinpoints some areas for you to explore.

If you didn't already give Ian West Lucy's Sealed Envelope, and want it out of your Inventory, you can visit his shack and hand it over.

Oasis

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	MAIN PATH 3	OPTIONAL PATH
Main Characters	Harold, Tree Father Birch	Tree Father Birch, Branchtender Cypress, Branchtender Maple, Sapling Yew	Leaf Mother Laurel, Branchtender Linden, Bloomseer Poplar, Sapling Yew	Harold
Locations	Oasis, The Grove, Sunken Chambers	Oasis, The Grove, Sunken Chambers	Oasis, The Grove, Sunken Chambers	Oasis, The Grove
Adv. Items/Abilities	Speech Skill, Child at Heart Perk	Speech Skill, Child at Heart Perk	Speech Skill, Child at Heart Perk	Flamer and Fuel
Possible enemies	Mirelurks	Mirelurks	Mirelurks	Treeminders
Karma Influence	None	Positive	Positive	Negative



Undertake the Treeminder's Ceremony.

Drink Sap from Basin of Purification and speak with Harold

Agree to Help Harold

Obtain the key to the caves from Branchtender Cypress.

Key to Oasis Caves

Enter the caves below and destroy Harold's heart.

Listen to Tree Father Birch and Leaf Mother Laurel's discussion

Birch's Sap Container, Laurel's Liniment

Shoot Harold in the heart

Barkskin Perk

Speak with Tree Father Birch.

[Optional] Apply Birch's Sap to Harold's heart and stop his growth.

Apply Sap to heart

Speak with Tree Father Birch.

Missile Launcher and Ammo, Druid's Outfit, Bear Charm

[Optional] Apply Laurel's Liniment to Harold's heart and accelerate his growth.

Apply Liniment to heart

Speak with Leaf Mother Laurel.

Brotherhood Outcast Power Armor, Villager's Hood, Bear Charm

Ignore Harold

Kill Harold by burning him.

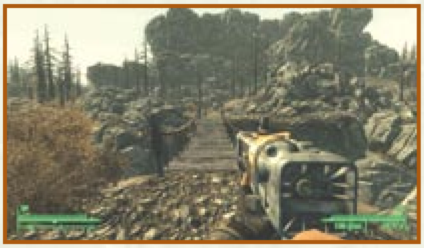
–Karma, Hostile Treeminders

Color code: Objective Action Rewards

AN OASIS IN THE DESERT

Note

The lush Oasis, its Treeminder denizens, and a tree named Harold have interesting back stories. These are located in the Tour of the Capital Wasteland chapter (on page 319).



The mountainous terrain may be treacherous, but the secrets hidden in this oddly shaped outcrop are worth reaching.

When you're trekking through the very northern edge of the Wastelands, either following the monorail northwest, or navigating the rocky terrain across from the Power Station, look for the oddly shaped mountain shown in the nearby picture. If you're heading eastward, cross the rickety rope bridge on your way to the foot of the mountain. As you reach a narrow gorge, heading almost southeast, weave through the faint trails until you see clumps of green vegetation. This is the first living plant life you've seen!

Wander up and you'll reach a copse of live trees, flanking a wooden gate. An old man clad oddly approaches you. This is Tree Father Birch, and it's very difficult to get him to dislike you. He wants you to meet "Him," and (assuming you don't simply leave) tells you to hasten to the Pavilion, where all will be explained.

NEW OBJECTIVE

"Undertake the Treeminder's Ceremony" begins.

THE PURIFICATION RITUAL

You can wander this vibrant woodland, talking to each of the different Treeminders in turn; they all point you to their leader. Move to his throne when you're ready, and he begins to speak about Him: the "One Who Grows," the "One Who Gives," and the "One Who Guides."

If you have a high **Speech** skill, you can demand a straight answer.

If not, you still receive information about this group, who shun technology and embrace nature.

Caution

Watch your mouth in the presence of Tree Father Birch; if you are consistently rude to him, he gives you a warning. Should you continue, you are charged with Blasphemy, and Excommunicated. You are asked to leave within 10 minutes. Failure results in the Treeminders turning hostile. If the Treeminders turn hostile, you fail the quest.

Continue the conversation, he wants you to meet Him, but this can only if you perform the Purification Ritual. This involves drinking the Sap from the Basin of Purification, in the center of the Pavilion. When you're ready, agree to the ritual. This is the last chance to back out! After Tree Father Birch chants, you collapse at the end of the prayer, and are sent to meet Him.

PART MAN, PART TREE: SAY HELLO TO HAROLD

You come to in a beautiful forest glade, with a large central tree standing proud. The specimen is interesting for two reasons: you can't determine the species, and it has a humanoid figure fused into the side of it. This Talking Tree informs you that he's been hoping you'd stop by, and that Bob (AKA Herbert), the tree-like mutation that's been growing inside him for years, has completely taken over his once-human body. Anyway, he wants you to kill him.

He wants you to destroy his heart, which–thanks to Bob–hangs underneath him. Continue the conversation if you wish, but finally agree to his undertaking. When you're ready, exit via the Wooden Gate to Oasis.

Note

Harold seems to be suffering from a form of F.E.V., or Forced Evolutionary Virus.

NEW OBJECTIVE

"Obtain the key to the caves from Branchtender Cypress" begins.

NEW OBJECTIVE

"Enter the caves below and destroy Harold's Heart" begins.

THE ELDERS' ARGUMENT

Move back to the Pavilion hub of the Oasis, and walk down the south-west branch corridor. Tree Father Birch and Leaf Mother Laurel are having a fierce discussion. Their argument results in an impasse that they deem you important enough to solve. Tree Father Birch turns to you; he wants you to rub Sap on his god's heart to slow the spread of greenery. Leaf Mother Laurel wants all of the Wasteland to benefit from the spreading. She hands you a Liniment to increase Harold's mutation.

Note

Although Treeminders would never resort to factions, Branchtender Cypress and Branchtender Maple take Tree Father Birch's view. Branchtender Linden and Bloomseer Poplar are pre-disposed to agreeing with Leaf Mother Laurel.

Birch's Sap Container

Laurel's Liniment

NEW OBJECTIVE [OPTIONAL]

"Apply Birch's Sap to Harold's Heart and stop his growth" begins.

NEW OBJECTIVE [OPTIONAL]

"Apply Laurel's Liniment to Harold's Heart and accelerate his growth" begins.

Head to the entrance of the Oasis Caves, a decidedly less serene environment. First, you may wish to speak to each of the Treeminders about their feelings on who is right. Bloomseer Poplar, Branchtender Cypress, Branchtender Linden, Branchtender Some can provide information to help sway you to either side. Then simply ask Branchtender Cypress for the Key to Oasis Caves. Move to the mesh gate at the cave entrance.

Key to Oasis Caves

MURDERING MIRELURKS IN THE OASIS CAVES

Caution

Beware! If you are at a higher Experience Level, you may encounter more Mirelurk Hunters instead of Mirelurks, and additional Mirelurk Kings, during your cavern expedition.

Arm yourself and step past the glowing fungi, moving to a shallow wading stream that would be picturesque except for the radiation and the Mirelurk. Take the left tunnel. Stop at the higher ground and look over a large underground pond. Fire at the Mirelurks in the pond, and one roams an alcove on the opposite side.

Deal with all enemies before diving into the pond and swimming through an opening under the alcove. Find a Mirelurk Egg Clutch and some hapless backpacker's last meal in a bag before you dive. Surface and scramble up the wet rocks, following the tunnel farther along to another Mirelurk and some Radroaches. Check the Egg Clutch for Mirelurk meat, then pass the dripping stalactites and find the door leading to the Sunken Chambers.

THE HEART OF THE MATTER

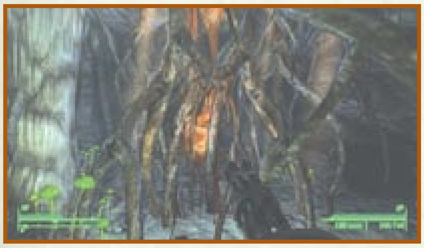
At the first junction of the Sunken Chambers, edge forward, because there are two Mirelurks to defeat ahead of you. This is better than scurrying up the side tunnel to a sunlit-filled stash of junk, as you have nowhere to run from the Mirelurks who follow you. There's a small amount of Ammunition here. Now move onward to the crimson pool area. Tackle a nearby Mirelurk, pop Rad-X then dive into the pool, search Raider bodies and grab a Mini-Nuke.

Climb out of the pool, and zigzag through the narrow gaps as the cave system once again becomes soggy. Beware the two Mirelurks in this area. Then carefully tread along the continuation of the tunnel system, pausing to check behind nearby rocks for a skeleton still clinging to a Missile and Blood Pack. Then continue all the way to the dead-end cave, which is directly under Harold's forest glade.

NEW OBJECTIVE [OPTIONAL]
"Apply Birch's Sap to Harold's Heart and stop his growth" begins.

NEW OBJECTIVE [OPTIONAL]
"Apply Laurel's Liniment to Harold's Heart and accelerate his growth" begins.

NEW OBJECTIVE [OPTIONAL]
"Kill Harold by burning him" begins.


You have three choices, and they involve massaging or mangling Harold's Heart.

You may wish to save your game before you begin your open-heart surgery; you're prompted to Destroy Harold's Heart, Apply Birch Sap to stop Harold's growth, or Apply Laurel's Liniment to accelerate Harold's growth. Or, you can do nothing. The choice is entirely up to you. If you want the earliest possible prize, opt for Harold's plan, and shoot the heart after activating it. Unfortunately, some of Harold's blood spills onto you, and you become infected with F.E.V. (Harold's Strain). Your skin becomes hard as tree bark! Your rewards for rubbing either Birch Sap or Laurel Liniment become apparent when you return to Oasis.

NEW OBJECTIVE
"Speak with Tree Father Birch" begins (if you destroyed Harold's Heart, or applied the Sap).

NEW OBJECTIVE
"Speak with Leaf Mother Laurel" begins (if you applied the Liniment).

DOWN IN THE DAMP CAVE

You can now retrace your steps to Oasis. However, if you want some additional XP, you can negotiate another subterranean system: the Damp Cave. It offers a slightly quicker exit plus enemies. The route to the Damp Cave is an easy-to-miss path heading southwest from Harold's Heart. This passage ends at a door. Head through to a promontory overlooking a waterlogged cave. Up here is a small collection of junk, and a Missile.

Stay on this promontory so you can snipe the three Mirelurks below. Or, drop down to engage close quarters. To leave, head roughly northwest, diving underwater and swimming northward along a water-filled passage to a submerged door. This takes you back to Harold's Grove directly.

TREEMINDERS REJOICE!

Whether you destroyed or invigorated Harold's Heart, move to the Treeminder watching him, in the glade.

Make your way to Harold's Grove. If you killed Harold, or applied the Sap, Tree Father Birch will be waiting nearby. If you applied the Liniment, Leaf Mother Laurel is here. If you killed Harold at his heart, Father Tree Birch feels no ill-will. If you applied the Sap or Liniment, Father Tree Birch or Leaf Mother Laurel are ecstatic. Wander around Oasis, looking for specific Treeminders to claim your awards (remember that one is likely to be guarding the entrance, in the Wasteland).

[OPTIONAL] TREE-HUGGERS? BURN!

Despite Harold specifically telling you he wants to die from a heart attack, you can ignore this mutated crackpot and burn him with your Flamer! You could also use a Nuka Grenade, Missile Launcher, Shishkebab, Plasma Rifle, Plasma Pistol, or Fat Man to do the job. This doesn't sit well with the hippie folk. Forcing the Treeminders to attack means you're never welcomed here again, and your Karma plummets, especially if you turn your Flamer on them all! Remember, this can be done so you don't have to enter the caves (although you fail the quest); or you can complete the quest, claim the reward, and then torch the place!

QUEST REWARDS

COMPLETION PLAN 1: DESTROYING HAROLD'S HEART

Barkskin Perk
Damage Resistance +5.

COMPLETION PLAN 2: APPLYING FATHER TREE BIRCH'S SAP

Need a heavy weapon, but want to keep that back-to-nature look? Choose the Sap.

Missile Launcher and Ammunition
from Branchtender Cypress.

Druid's Outfit
from Branchtender Maple.

COMPLETION PLAN 3: APPLYING LEAF MOTHER LAUREL'S LINIMENT

Crave a special variant of Power Armor, but want to look mysterious, too? Choose the Liniment.

Brotherhood Outcast Power Armor
from Branchtender Linden.
+10 Rad Resist, +5 Big Guns, +1 Strength, -1 Agility.

Poplar's Hood
from Bloomseer Poplar.

FREEFORM QUEST: BLOOMSEER POPLAR'S VISIONS

Once you've completed the Oasis quest, you can speak to Bloomseer Poplar. She will give you a clue to a Miscellaneous Quest that you haven't yet completed. You can receive a new clue once every 24 hours. Refer to Location 2.01 of the Tour of the Wasteland chapter for details.

FREEFORM QUEST: YEW GOT A NEW FRIEND

Before you complete either Father or Mother's Quest, be sure to speak with Sapling Yew for her opinion on what should be rubbed into Harold's Heart. She doesn't have a strong opinion either way, but as long as Harold doesn't die (by burning or a shot to the heart), the following options are available:

If you succeed in using this skill when speaking to her, she gives you her Bear Charm.

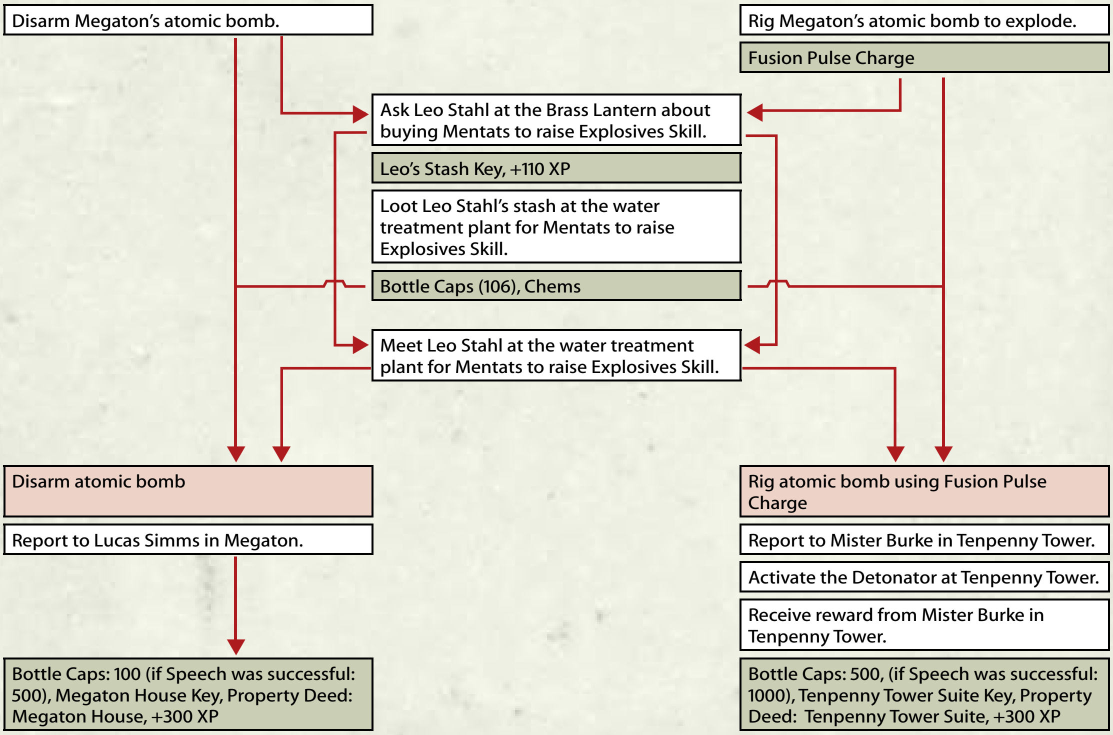
If you have this skill, she gives you this Bear Charm, if you want it.

Bear Charm
from Sapling Yew
+10 Speech.

The Power of the Atom

QUEST FLOWCHART

	MAIN PATH 1	OPTIONAL PATH	MAIN PATH 2
Main Characters	Lucas Simms	Leo Stash	Lucas Simms, Mister Burke
Locations	Megaton	Megaton	Megaton, Tenpenny Tower
Adv. Items/Abilities	Speech Skill, Explosives Skill,	Speech Skill, 29 Bottle Caps	Speech Skill, Black Widow Perk, Explosives Skill
Karma influence	Positive	Positive and/or negative	Negative
Possible enemies	None	None	Mole Rats, Bloatflies, Raiders


Disarm Megaton's atomic bomb.

Rig Megaton's atomic bomb to explode.

Fusion Pulse Charge

Ask Leo Stahl at the Brass Lantern about buying Mentats to raise Explosives Skill.

Leo's Stash Key, +110 XP

Loot Leo Stahl's stash at the water treatment plant for Mentats to raise Explosives Skill.

Bottle Caps (106), Chems

Meet Leo Stahl at the water treatment plant for Mentats to raise Explosives Skill.

Disarm atomic bomb

Report to Lucas Simms in Megaton.

Bottle Caps: 100 (if Speech was successful: 500), Megaton House Key, Property Deed: Megaton House, +300 XP

Rig atomic bomb using Fusion Pulse Charge

Report to Mister Burke in Tenpenny Tower.

Activate the Detonator at Tenpenny Tower.

Receive reward from Mister Burke in Tenpenny Tower.

Bottle Caps: 500, (if Speech was successful: 1000), Tenpenny Tower Suite Key, Property Deed: Tenpenny Tower Suite, +300 XP

Color code: Objective Action Rewards

WELCOME FROM DEPUTY WELD: ENTERING MEGATON

Megaton is reasonably close to Vault 101, in the Southern Wastes, and is usually trekked to in a vaguely southerly route on your Pip-Boy's compass. The town's entrance is easy to spot. After passing by Deputy Weld, a sentry robot, step through the gates, then open the inner doors.

Greet that large, imposing cowboy, who introduces himself as Sheriff Lucas Simms. Strike up any type of conversation you like, but to begin this quest, say "Let's discuss this bomb." Try to stay on the civil side of Simms, and let him know that "I can see about disarming that bomb for you."

Simms agrees, telling you there's 100 Caps for you if you succeed in disarming the bomb. The following options are available:

With a high **Speech** skill, you can persuade Lucas into paying 500 Caps if your greed succeeds.

You can agree to this quest for free but this isn't recommended. You do get a Karma reward if you decline the Caps and disarm the bomb.

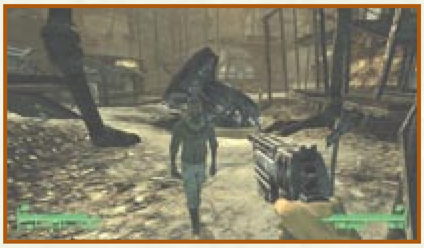
You can agree to Simms's financial incentive of 100 Caps, which is also the best option if you fail your Speech conversation.

Or, you can ignore this deadly problem and be on your way (come back to speak with Simms if you wish to start this quest later).

NEW OBJECTIVE

"Disarm Megaton's atomic bomb" begins.

MEGATON RECONNOITER: OTHER WAYS TO LEARN ABOUT THE BOMB



Spotting a giant, unexploded bomb is easy. Disarming or detonating it is more difficult.

You can also learn about the bomb without Simms:

Mister Burke will talk about the bomb.

Wander close to the bomb, which is sticking out of a crater in the middle of town.

Strike up a conversation with a named Megaton inhabitant, who mentions the bomb.

After that, report back to Sheriff Lucas Simms to begin this quest.

I SHOT THE SHERIFF (AND I ALSO SHOT THE DEPUTY)

Caution

You can simply open fire on Lucas Simms, and begin a highly dangerous gun battle that rages throughout the entire town. This is usually fatal if you aren't highly skilled in the arts of war. Bring all your gear; you're in for a long night of bloodshed. Everyone grabs a gun and hunts you.

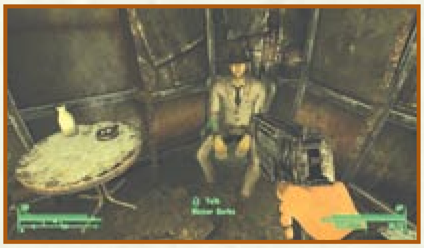
If you're a maniac with a death wish, and you want to complete this quest, finish it, obtain your reward, and then massacre the entire town. As you might expect, your Karma plummets!

THE SAFE OPTION: DISARM MEGATON'S BOMB

As soon as you're tasked with disarming the bomb, you can move down to the middle of the settlement and inspect this deadly device. Optionally, you can speak to Confessor Cromwell about the Children of the Atom. This isn't necessary, but can help with the main quest. When you're ready get close to it and begin Disarming the Bomb.

If you require an alternative to saving Megaton, trudge up to the south side of town gantries and locate Moriarty's Saloon. Inside, mingle with the patrons, then turn westward, to a sitting area just right of the bar. An oddly dressed gentleman beckons you over.

THE SLY OPTION: DISARM OR RIG MEGATON'S BOMB



Not the Mysterious Stranger, but this guy is certainly oddly out of place for this run-down shack. Say hello to Mister Burke.

Speak with Mister Burke, a slightly threatening man. He requests that you rid the Wasteland of this eyesore, Megaton, and he has the Fusion Pulse Charge you need to get the job done. The following options are available:

With a high **Speech** skill, you can request that Burke sweeten the deal with an additional 500 Caps. If he agrees, you receive a Fusion Pulse Charge, with the full amount to be paid later.

You can grudgingly or enthusiastically agree to an undisclosed "base fee" and receive a Fusion Pulse Charge.

You can consistently refuse his offer and tell him off, letting him know Megaton is under your protection. He brushes you aside and leaves.

NEW OBJECTIVE

"Disarm Megaton's atomic bomb…or rig it to explode" begins.

Fusion Pulse Charge

Note

You can speak to Mister Burke and receive the Fusion Pulse Charge without any negative Karma consequences; you now have two choices instead of one.

LOVE LETTERS STRAIGHT FROM HIS HEART

If you're female and possess the **Black Widow** perk, two are additional options when speaking with Mister Burke. Let him know you have a "proposition" of your own for him. The following options become available:

You can explain that you live here, and he wouldn't want to hurt you. He tells you he'll send for you soon, before he leaves Megaton.

You can laugh at his paltry "base fee" and demand he pay you a lot more Caps for your loyalty. He promptly offers you 500 additional Caps.

The first choice allows you to concentrate on disarming the bomb only.

The second choice enables you to choose whether to disarm or rig the bomb.

The first choice also results in Mister Burke writing you a series of love letters that he sends to Colin Moriarty. Pick up all four if you're interested; a new one arrives at the saloon every seven days.

TATTLETALE TACTICS

At any time before the bomb is disarmed or rigged, you can tell either Sheriff Lucas Simms or Mister Burke of the other side's plans. The following options are possible:

Agree or talk with Mister Burke. Then locate Lucas Simms, and inform him of the threat. The sheriff immediately storms up to Moriarty's Saloon, and attempts to arrest Mister Burke. Burke responds by killing Simms! You can still disarm the bomb, but you must seek out Simms's son, Harden. Harden lives in Simms's house.

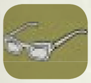
Agree or talk with Mister Burke. Then find Lucas Simms, and tell him you're siding with Burke's business associates. The Sheriff draws his weapon on you. The entire town engages in this firefight. If by some miracle you survive, you can only rig the bomb.

Agree or talk with Sheriff Simms. Then locate Mister Burke. If you tell him of the sheriff's request, and you're sticking by Simms, Mister Burke leaves. You can now only disarm the bomb.

Finally, you can draw your weapon and gun Burke down. He fights back, so use V.A.T.S. or shoot first. No one misses him. You can now only disarm the bomb, but you can get Burke's clothes.

Dirty Pre-War Businesswear

Pre-War Hat



Tortoiseshell Glasses

10mm Pistol, Silenced

LEARNING ABOUT, AND LEANING ON, LEO STAHL

Tip

Do you already have Mentats in your inventory? Then you can skip this stage completely, and disarm or rig the bomb.

Whether you're siding with Sheriff Lucas Simms or Mister Burke, your next plan of action is to inspect the bomb itself.

With **Explosives**, you can skip to the section marked "Finally Disarming or Rigging the Bomb."

If your Explosives skill is too low, you won't be able to touch the bomb. Return to Burke and he advises you attempt to locate a man named Leo Stahl, who may have some Chems to increase your Explosives prowess. You need to complete the optional objectives related to Leo Stahl only if you require such drug-based help.

Tip

Make sure Simms references Chems, or Burke mentions Leo Stahl by name, and the Optional Quest Stage is activated before you find Leo Stahl, or you won't be able to interrogate him about his habits.

NEW OBJECTIVE [OPTIONAL]

"Ask Leo Stahl at the Brass Lantern about buying Mentats to raise Explosives skill" begins.

Immediately move to the Brass Lantern, an eatery at ground level near the bomb itself. Locate Leo behind the bar. Pick the new dialog choice: "I understand you have quite a Chem habit…." From this point on, you have the following options:

Choose "It's okay, Leo. I want to help." Then attempt to play on his emotions by telling him he's hurting his family, Jenny and Andy. If your **Speech** is successful, and you don't choose "Never mind, Leo. It's not my business," either of the other options causes Leo to renounce his destructive lifestyle. He hands you a key to his private stash in the water treatment plant.

Leo's Stash Key

NEW OBJECTIVE [OPTIONAL]

"Loot Leo Stahl's stash at the water treatment plant for Mentats to raise Explosives skill" begins.

If you failed in your Speech, you can still score a hook up, and the next option occurs:

Choose "What's it worth to you to keep it out of the public eye?" Leo quickly tells you he can hook you up after his shift at the Lantern. He tells you to meet him at the water treatment plant. Further hassling yields nothing from Leo.

NEW OBJECTIVE [OPTIONAL]

"Meet Leo Stahl at the water treatment plant for Mentats to raise Explosives skill" begins.

Choose "Never mind, Leo. It's not my business anyway." Leo agrees with you, and refuses to talk any more about the habit. You need to procure Mentats elsewhere.

A TREAT AT THE TREATMENT PLANT

If you procured Leo's Stash Key, head directly to the water treatment plant, on the upper rim of the crater, just up the ramp to the north of Craterside Supply. Inside, saunter to the back room. Old man Walter says hello, but it isn't necessary to chat; simply look for the locked desk and open it (use the key). There's a treasure trove inside, and a nice unhealthy drop in your Karma for your thievery:

Bottle Caps (usually 100+ total)

Chems and Stimpaks

You can now choose to either disarm or rig the bomb.

If Leo Stahl has agreed to sell you some Mentats after his shift at the Brass Lantern, you must wait until eight o'clock in the evening (20:00) for him to arrive at his desk. If you need to sleep to pass the time, head to Moriarty's Saloon, and locate Nova. This redhead sells a sleeping arrangement you might want to try. The cost is a little steep: 120 Caps.

After eight o'clock, head inside the water plant. Leo is sitting at his desk, at the back of the plant, and once you request a hook up, he offers Buffouts, Jets, Mentats, Med-X, and Stimpaks. Mentats are 29 Caps each, and (if you're here strictly to increase your Explosives skill) one bottle is all you need.

You can now choose to either disarm or rig the bomb.

FINALLY DISARMING OR RIGGING THE BOMB

You're hopped up on Mentats, and the safety of this ramshackle community is in your twitchy fingers.

Whether you procured the Mentats or not, you must now focus on the bomb. Move to it, and begin one of the following plans:

Disarm (naturally or chemically): You automatically succeed in disarming it, if you choose this option and your **Explosives** skill is high enough. Once the bomb is disarmed, it cannot be rigged, and you cannot blow up Megaton.

Tip

Is your Explosives skill completely deficient? Then rise a level and place your points into this skill before returning with Mentats in hand.

NEW OBJECTIVE

"Report to Lucas Simms in Megaton" begins.

Rig: You must have obtained the Fusion Pulse Charge from Mister Burke. If so, you can use your **Explosives** skill to access the bomb and connect the charge to it.

NEW OBJECTIVE

"Report to Mister Burke in Tenpenny Tower" begins.

LOCATING LUCAS SIMMS

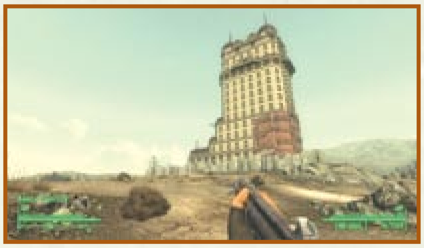
When the bomb is safely defused, seek out the sheriff, who's ecstatic. In fact, he rewards you with your own piece of real estate, high in the northwestern corner of town. The digs aren't exactly palatial, but they're a place to rest your head and store your belongings. If Lucas Simms is dead, but the inhabitants of Megaton haven't turned hostile (usually because Burke shot the sheriff), look for Simms's son Harden to reward you.

SLINKING OFF TO TENPENNY TOWER

Tip

Remember: If you didn't make a deal with Burke, or you disarmed the bomb, there's no need (or point) to visit Tenpenny Tower!

If you rigged the bomb to explode, there's nothing you can do to change this (except leave this quest incomplete). You must rendezvous with Mister Burke in an impressive tower southwest of Megaton. Head in a vaguely southwesterly direction, using the guide map or your Pip-Boy directional arrow to help you. Pass under the broken section of freeway. At the top of the next rise, you can spot Tenpenny Tower in the distance.



With more than 10 floors of brownstone and a well-defended concrete perimeter, this is luxury living, Wasteland style!

You may come across Mole Rats, Bloatflies, and the odd Raider. Continue on, eventually joining the crumbling road heading west, and pass the RobCo Facility to your right. As the tower looms up before you, move left (or south) around its concrete slab perimeter.

As you approach the gates, there's a man standing by the intercom, arguing that he's got some Caps to trade. This is Roy Phillips, a Ghoul who isn't allowed in. You can let him finish, or drop him if you like losing Karma. Press the security intercom, and tell them you're here to see Mister Burke. The gate creaks open, and you receive a curt warning from Chief of Security Gustavo.

Tip

If you want to complete **Miscellaneous Quest: Tenpenny Tower**, you may want to hold off on Ghoul disposals for the moment.

You can wander the exterior, chatting with guards. Then head north to the metal door leading to the Tenpenny Tower lobby. Inside is a lush building. You can investigate the Boutique Le Chic, Cafe Beau Monde, or other well-to-do areas. Your main plan though, is to locate the elevator between the staircases, behind the foyer desk. Ride it up to the penthouse suites.

Exit the elevator, and optionally roam the penthouse suites, chatting the inhabitants. If you cause any problems, your destination becomes impenetrable, so hold your fire. Just to the east (left) of the elevator is a door with a security guard. He tells you that Mister Burke is expecting you on the balcony. Wait for him to open the door, then enter. Step through the double doors, and onto a balcony featuring the most dynamic Wasteland vista you've ever witnessed....

MEGATON GOES BOOM

You can talk with the eccentric old Brit Allistair Tenpenny. When he finally stops, talk with Mister Burke. He allows you the honor of pushing the detonator, on the table next to him. Open the case, and wipe Megaton out. The resulting explosion is horrifyingly impressive. Try it during the day or night if you wish.

NEW OBJECTIVE

"Activate the Detonator at Tenpenny Tower" begins.

NEW OBJECTIVE

"Receive reward from Mister Burke in Tenpenny Tower" begins.

Tip

Did you make a mistake, and still have outstanding quests in Megaton that you need to complete? Then finish all of them before pushing that button!

Mister Burke quickly moves on to the small matter of your payment. Based on your Speech skills, you're given a hefty number of Caps, and a more impressive prize still: a penthouse master suite. Lydia Montenegro in the Boutique Le Chic is the perfect interior decorator for your new pad. Rest your head in style, and keep your belongings as safe as they can possibly be.

QUEST REWARDS

Note

Information on themed housing and each abode you can access is located in the Tour of the Wasteland Chapter (Locations 7.14 and 8.03).

IF YOU DISARMED THE BOMB

You receive the following rewards for disarming the bomb:

Bottle Cap (500 total):
If Speech was successful at start of quest.

Bottle Cap (100 total):
If Speech wasn't employed at start of quest.

My Megaton House Key

Deed: Megaton House

300 XP

Karma [+200]
If you disarmed the bomb for free.

Receive Wadsworth the reprogrammed butler, a mattress to sleep on, and a second-hand Bobblehead Collector stand. Locate themes for your place by speaking with Moira Brown at Craterside Supply.

IF YOU DESTROYED MEGATON

For destroying the town of Megaton, the following is awarded to you:

Bottle Cap (1,000 total):
If Speech was successful at start of quest.

Bottle Cap (500 total):
If Speech failed, or wasn't employed at start of quest.

My Tenpenny Tower Suite Key

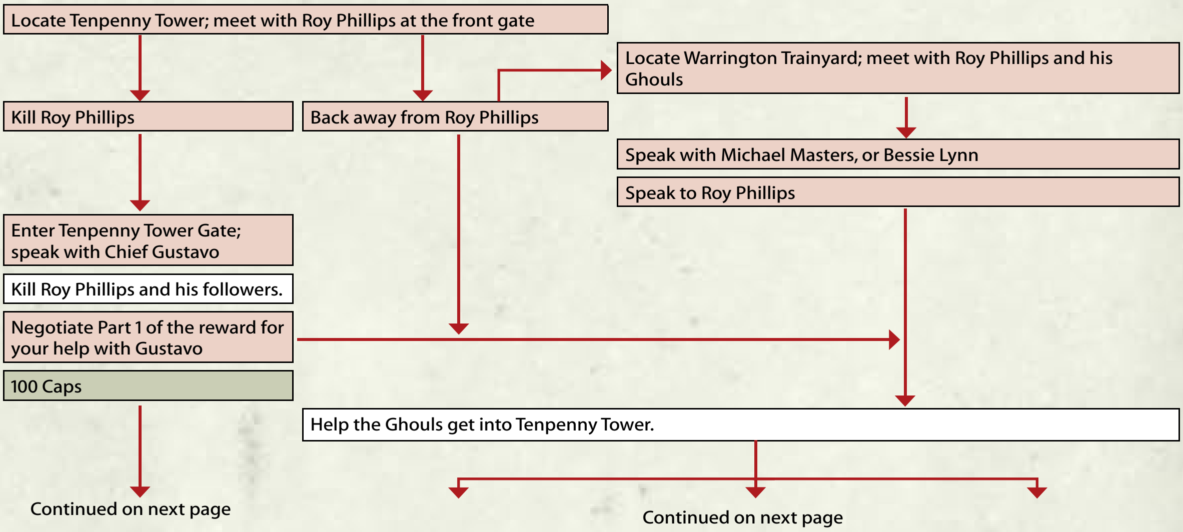
Property Deed: Tenpenny Tower Suite

300 XP

Karma [-1,000]
If Megaton is destroyed.

Receive Godfrey the polished butler robot, a king-sized bed to sleep in, a magnificent view from your shared balcony, and the latest in Bobblehead Collector stands. Locate themes for your palace by speaking with Lydia Montenegro at Boutique Le Chic.

Tenpenny Tower


Locate Tenpenny Tower; meet with Roy Phillips at the front gate
Kill Roy Phillips
Back away from Roy Phillips
Locate Warrington Trainyard; meet with Roy Phillips and his Ghouls
Speak with Michael Masters, or Bessie Lynn
Speak to Roy Phillips
Enter Tenpenny Tower Gate; speak with Chief Gustavo
Kill Roy Phillips and his followers.
Negotiate Part 1 of the reward for your help with Gustavo
100 Caps
Help the Ghouls get into Tenpenny Tower.
Continued on next page
Continued on next page

Color code: Objective Action Rewards

From previous page

From previous page

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	MAIN PATH 3	MAIN PATH 4
Main Characters	Roy Phillips, Chief Gustavo, Michael Masters, Bessie Lynn, Allistair Tenpenny, Herbert Dashwood, Edgar Wellington II, Millicent Wellington, Susan Lancaster, Anthony Ling, Lydia Montenegro			
Locations	Tenpenny Tower, Warrington Trainyard and Tunnels			
Adv. Items/Abilities	Lockpick, Science, Sneak, Speech, 100+ Caps			
Possible enemies	Feral Ghoul Genus			
Karma Influence	Negative			Positive

MAIN PATH 1

- Plan A: Pro-Human Solution: Massacre all Ghouls
- Speak to Gustavo or Tenpenny for the rest of your reward
- 200-400 Caps

MAIN PATH 2

- Plan B: Pro-Ghoul Solution: Ghouls massacre all Residents
- Pickpocket Chief Gustavo OR Request or Pickpocket Key from Herbert Dashwood
- Key to Tenpenny Generator Room
- Key to Tenpenny's Penthouse (if you Pickpocketed Chief Gustavo) → Unlock Tenpenny's Penthouse or Kill Tenpenny's Penthouse Guard
- Open Utility Door in Generator Room: Massacre begins → Plan C

MAIN PATH 3

- Plan C: Pro-Ghoul Solution: You massacre all Residents
- Speak to Roy Phillips about your reward
- Ghoul Mask and Store Discount

MAIN PATH 4

- Plan D: Mediated Solution: Create harmonious living
- Speak with Allistair Tenpenny about a mediated solution
- Pickpocket Penthouse Guard
- Key to Tenpenny's Penthouse
- Unlock Tenpenny's Penthouse or Kill Tenpenny's Penthouse Guard
- Receive list of Bigots from Tenpenny
- Tenpenny's Notes
- Convince the Bigots: Anthony Ling, Lydia Montenegro
- Open their store safes
- Store Safe Items
- Persuade them or Kill them
- Convince the Bigots: Edgar, Millicent Wellington, and Susan Lancaster
- Reveal infidelity
- Love Letter from Edgar Wellington II
- Persuade them or Kill them
- Speak to Roy Phillips: The Ghouls move in → Speak to Roy Phillips about your reward

ARRIVAL AT TENPENNY TOWER

Caution

If you are also engaged in **Miscellaneous Quest: The Power of the Atom**, and have chosen the bad Karmic path of meeting with Mister Burke, you can choose any option during the Tenpenny Tower quest; Mister Burke is still waiting for you on the balcony.

A monument to excess or the seeds of a brand new world? Tenpenny Tower looms over the southern Wastes.

To begin this quest, you must travel to Tenpenny Tower, the tallest structure in the southern Wasteland area. The 10-story structure is due south-west of Megaton, near the RobCo Facility, and near the Warrington Station exit. Head to the south side of the tower, to the pillared entrance. Here, you'll find an argument between a Ghoul and a wall.

LISTEN TO THE PRO-HUMAN AND PRO-GHOUL AGENDAS

The Ghoul's name is Roy Phillips, and he's arguing with a guard on the intercom. After that, Roy stands there, fuming. The following actions are now available:

You can talk to Roy, but he won't answer.

You can cut Roy down before he has chance to speak. This doesn't begin the quest either, but it deals with a Ghoul leader if you're a Ghoul hater.

If you've explored the Warrington Tunnels, accessed via the trainyard, and you've talked to either Michael Masters or Bessie Lynn, Roy's name came up in those previous conversations, and he'll speak with you. Agree with his plan to storm the tower, (you can change hearts and minds later). You can skip to the "Metro Tunnel Massacre" section of this quest.

NEW OBJECTIVE

"Help the Ghouls get into Tenpenny Tower" begins. †

† (If you already visited Michael Masters and Bessie Lynn in the tunnels)

Or ignore Roy, and instead activate the intercom. Chief Gustavo eventually listens, the following options become available:

If you're here to see Mister Burke as part of The Power of the Atom quest, Gustavo opens the security gate immediately.

With a high **Speech** skill, you can fast-talk Gustavo into thinking you have a lucrative offer for Allistair Tenpenny. Gustavo hurriedly lets you in.

If you fail your Speech, or don't have this option, your pleading falls on deaf ears. Gustavo only wants 100 Caps. Agree to pay him, and he opens the door.

Note

You must gain entry into Tenpenny Tower from this location, even if it means a 100 Cap payment to Gustavo.

Step into the exterior courtyard, talk to Chief Gustavo. He's not a fan of Ghouls; he wants them all dead. To gain some useful information, you first need to speak with Roy Phillips, activate the objective "Help the Ghouls get into Tenpenny Tower," then return to Gustavo and ask him about the basement, which linkd to a set of old subway tunnels under the tower. Ask where the ghouls are hiding out, and Gustavo tells you they have a base in the Warrington Station Metro Tunnels. Gustavo offers a 500 Cap incentive for slaying Roy and his followers. You now have the following options:

With **Speech**, you can siphon an additional 200 Caps, plus a gun and ammunition!

Otherwise, simply agree to a negotiation or slaughter on behalf of the Tenpenny Tower humans.

10mm Submachine Gun or Hunting Rifle

Rounds

Tip

You can tell both Roy and Gustavo anything you like, such as that you're working on a peaceful negotiated settlement, or you're going to murder the opposite faction. You can always change your mind later.

NEW OBJECTIVE

"Kill Roy Phillips and his followers" begins.

NEW OBJECTIVE

"Help the Ghouls get into Tenpenny Tower, OR Kill Roy Phillips and his followers" begins.†

† (If you spoke to both Roy Phillips and Chief Gustavo)

Note

The following options are now available (beginning with the most likely):

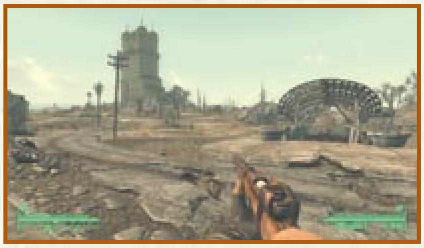
If Roy wasn't in a chatty mood, Gustavo gave you a quest, and you want to slay Roy's ragtag team, head for the Metro Tunnels.

If Roy wasn't in a chatty mood, Gustavo gave you a quest, and you want to get Roy's side of the story, also head for the Metro Tunnels.

If you talked and sided with Roy, (and optionally Gustavo) and want to storm Tenpenny Tower, begin a massacre.

If you talked with Roy and Gustavo, and want to negotiate a coexistence, enter the tower.

INVESTIGATE WARRINGTON STATION



Derelict and eerie, Warrington Station (viewed looking northeast) has a gate even a Lockpick of 100 won't open; it must be locked from the inside. Try it from the Metro Tunnels side instead.

Travel due southwest from Tenpenny Tower, toward the wreckage of a train station entrance. This is the Warrington Station entrance, and it's completely blocked off; it can only be accessed from the other side. If you already explored the Warrington Metro Tunnels, this is the exit. If you explore the tunnels and unlock the gate from the other side, you can use this area (a couple of battered buildings) without any problems. For now, though, you should locate the Warrington Trainyard.

INVESTIGATE WARRINGTON TRAINYARD

To investigate the Metro Tunnels, begin to trek due west from the Tenpenny Tower entrance. Pass through a cluster of ruined homesteads, and the familiar tunnel entrance is just ahead. In the trainyard itself, Feral Ghouls need dealing with by the tunnel entrance. If you want you can dash inside the door, entering the Metro Tunnels immediately.

Tip

Take all the panic out of your ranged combat by jumping on the roof of the tunnel entrance, stepping to the edge above the tunnel arch, and pop rotting heads from complete safety. Other safe areas include the tops of the carriages, accessed via the rusting walkway.

Once the area is devoid of Ghouls, take a quick look into the L-shaped rusting structure near the train carriages. Inside, expect to find a First Aid Box and an Ammunition Box, with some supplies to grab.

Ammunition Box **First Aid Box**

WANDERING THE METRO TUNNELS

Note

The following strategies presuppose that you're exploring these tunnels for the first time, but after you've met Roy Phillips at the Tenpenny gates. If you explored the tunnels already, make sure you didn't actually kill Roy's friends!

Tip

Before you begin, think about how to approach your tunnel wander. You can go in with a gun at the ready, and tackle each hostile you find, or you can employ your Sneak skill and shuffle past them invisibly (as long as each Ghoul doesn't spot you). If you choose the first option, switch on your Pip-Boy's Flashlight function so you can see your initial footing.

Enter the tunnel via the side door under the trainyard arch, then head down, following the bend to the right to avoid a dead-end. Fight or Sneak around three Ghouls as soon as you spot them running over the track debris. Keep heading down the long, left bend until you reach a Metro Access door on your left. Open it and step back. There's a quartet of abominations to cut down!

Once it's clear, explore doorways to the north or northeast of the "Authorized Personnel Only" door. Both lead to two doors on either side of each other, and the start of the Blue Line subway track in this area. A second sign points to Eastbound Warrington Station. Drop the Ghoul, then move past the derelict carriages. Stay right, as there's a side tunnel leading southward, through two more Ghouls, past a cluster of radioactive barrels, to a locked door. You now have the following options:

With a **Lockpick** skill and a Bobby Pin or three, you can pick this storage room's door.

Otherwise, you cannot breach this cubbyhole. Inside, there's a load of Ammo and Health.

Ammunition Boxes **First Aid Boxes**

Stimpaks

Assuming you snagged the storage room's goods, exit and head on a roughly northeastern path, passing the wrecked carriages, and continue to the rock fall blocking your tunnel progress. Tackle any nasties at the entrance to the pump chamber. Turn east. You have two routes to reach the next tunnel section (and around three Feral Ghouls to hunt):

Short and sweet: By far the better of the two routes is to pass the passage to your left, and head down the stairs to the east, clocking the Feral Ghoul on the way. Stop as you reach the small chamber with the pump. The doorway to the left leads you to the "Long and Sour" route. The door to your right takes you to Warrington Station, and should be accessed immediately.

Tip

The fire extinguishers lying on the floor in this small chamber make reasonable facsimiles of grenades if you shoot them. Pick them up if you have the room, then drop them on a Ghoul's attack path, retreat, and fire!

Long and sour: The other way is to take an immediate left, heading north, then east, down the stairs to a long corridor. There's gas escaping from the ground all around you, so cut down the Ghouls with weapons that don't create heat. Or, lob a Grenade in, then back up the steps. Your reward for getting toasty? A desk of junk and a longer route to the small chamber's exit door, and Warrington Station.

GHOUL ON GUARD: WARRINGTON STATION ENTRANCE (INTERIOR)

Head east down the tracks to the mezzanine until you hear someone hollering "No funny business unless you want to get shot!" The following options become available:

Familiar faces: If you've already been here, and met Michael Masters, the place is silent. You don't actually need to be here; return to Tenpenny Tower and talk to Roy Phillips at the gate.

Michael Masters, PhD? The Ghoul guarding the station was a Tenpenny Tower vacationer, and also a scientist.

No funny business: Climb the escalator to meet Michael Masters. Choose dialogs to reveal Michael's past as a scientist and frequenter of Tenpenny Tower. He tells you Roy is expecting you; that's all you need to hear.

Yes, funny business: Keep your weapon ready, and blow away Michael Masters if you're on a rampage. Now for Bessie and Roy!

Michael's mezzanine guard post is filled with nearly useful junk. Stay on the top floor, and there's an exit slope. Head roughly south through the turnstiles, and open the gates to the Capital Wasteland. This leads to Warrington Station (topside); you visited the locked gates on the other side of this exit while you were exploring the Metro Tunnels. This is a great place to maneuver on your way back from meeting Roy.

A GATHERING OF GHOULS: WARRINGTON STATION (TUNNELS)

Often easy to miss, the entrance to the Warrington Station Tunnels is directly under the mezzanine. Descend the escalator, and turn 180 degrees around, to face east. Open the mesh gate and head through the right-side, rubble-filled train tunnel. If you've watched Michael Masters, simply follow him. Pass to the right of the wrecked train, and follow him up to the doorway before the tunnel barricades. Check the desk inside for Caps.

The flaming barrels are of significance; follow the trail of them.

Bless this mess: Don't judge Bessie by her interesting collection of skin conditions; she's got a heart of gold.

Head down the steps, turn right, and enter the Ghouls' hidey-hole. You can meet and converse with Bessie Lynn. Move farther into the hidey-hole, past the desk with the Steel Gauge Assembly on it, through the door, and down the stairs to the sleeping quarters. There are items here, but it isn't wise to steal if you're trying to keep the Ghouls on your side.

Your search for Roy should now come to an end: He may be sleeping in the Ghouls' hidey-hole area. If he isn't, exit through the door in the north wall, and follow the winding corridor, passing the flaming barrels, until you reach a small room. The door to the north leads to a small storage room, which you should ransack for some Ammunition and a copy of *Dean's Electronics*.

Ammunition

Dean's Electronics
+1 Repair (when read).

Check the metal boxes in the two rooms you're in, and then move southward before winding along another snaking tunnel, all the way to the next door. Check the suitcase on the desk, then eye the three doors. There's the one you came from, and a second one to the west leads to the area of tunnels that brings you back to the hidey-hole.

The door that's most interesting is the one marked "to Metro Access and Generator"; the last place Roy Phillips may be waiting for you, and an important position if you try a pro-Ghoul solution to this quest. Open the door, and head up. There are two areas of interest here: a massive Containment Door, and a narrow window showing a room on the other side (this is accessed from Tenpenny Tower, and can't be moved to). When you finally meet Roy, stay on his good side if you want to try helping the Ghouls. Agree to a mediation or to slaughtering the humans; any plan can be changed later (prior to any blood being spilled, naturally).

NEW OBJECTIVE
"Help the Ghouls get into Tenpenny Tower" begins.†

† (If Roy didn't speak to you at the Tenpenny Tower gate)

Note

Now that you've met both the warring sides, it's time to pick a plan from the following:

- Plan A: Pro-Human: Gunning Down the Ghouls: Metro Tunnel Massacre.
- Plan B: Pro-Ghoul: Unleashing the Feral Ghouls: The Tenpenny Tower of Terror!
- Plan C: Pro-Ghoul: Pure, Anti-Human Hatred: The Tenpenny Tower Takedown.
- Plan D: Mediated: Harmonious Living for the Lumpy and Smooth Skins.

PRO-HUMAN: GUNNING DOWN THE GHOULS: METRO TUNNEL MASSACRE

Now that you've found Roy, Bessie, and Michael, you can follow Chief Gustavo's thought process, and wipe them out...all of them! Gun down Michael at his mezzanine outpost, and deal with Roy next, then Bessie. Now return to Gustavo and collect your blood money!

PRO-GHOUL: UNLEASHING THE FERAL GHOULS: THE TENPENNY TOWER OF TERROR!

This plan is longer but much more thrilling! When you talk to Roy, he mentions a door that leads from the tower's basement directly to Generator Room. His idea is to summon a horde of Feral Ghouls and Roamers, and flood the tower with fiends! If this is agreeable to your soul, head to the main gate, and follow Chief Gustavo into the Tower Lobby. Wait for a quiet moment, and then Pickpocket the Key to Tenpenny Generator Room from him. You receive the Key to Tenpenny's Penthouse, too!

Key to Tenpenny Generator Room

Key to Tenpenny's Penthouse

Note

When you're in the lobby, turn west and look for the door marked "Metro Access and Generator." This leads to a storage room (rummage for minor items), and stairs down to the other side of the Containment Door. This is where your Ghoul horde enters the building.

Mr. Dashwood, I presume? He's a retired hunter, bon vivant, and a man with a twinkle still in his eye—the good one.

If you can't get to Gustavo's pockets, head up from the lobby to the Tenpenny Suites. Move to the western corner and investigate the grand room of ancient explorer, Herbert "Darling" Dashwood. He's had a G.N.R. radio play named after his exploits. Butter him up, and when he mentions he has a copy of the basement key, suggest that he give it to you. Or, engage in his little game, and Pickpocket it from him (although this isn't necessary).

Key to Tenpenny Generator Room

Head out of the main doors, and move around to the exterior of the tower, but inside the perimeter wall. Back here, some steps lead to a locked door, which can be opened only with the key you just snagged. Follow the basement corridor down to the Generator Room (tower side); Look through the narrow window and Roy waves back, with the promised tide of foaming fiends at the ready. Open the Containment Door using one of the following ideas:

With a reasonable **Science** skill, you can access the OCTA Emergency Access Terminal, and choose the "Open Containment Door" option. This immediately lets in the horde!

Or, you can shoot either generator to your left, which also causes the door to open.

Head back up and outside, then around to the lobby doors, where Roy is waiting for you. He gives you the fabled Ghoul Mask, which fools the Ferals into thinking you're one of them—essentially giving you immunity to Ghouls unless you're inches from them—and then beckons you to help bring down the hoity-toities. Put it on, now!

Ghoul Mask

Pandemonium has broken out! Watch the carnage unfold, and take part if you wish (remember; you're shooting humans, not Ghouls!), but don't forget to wear your Mask! Check that every single room on the ground floor is devoid of residents.

The bloodshed gradually moves up to the suites above the lobby; follow the Ghouls up the stairs if you wish, and continue to help out, but watch for pockets of resistance. Dashwood puts up a valiant effort. Then move to the elevator and take it up to the penthouse suites.

> **Note**
>
> You can meet up with Roy Phillips (who usually survives the encounter), and he gives you a final thanks, but no additional reward. Of course, you can now turn on all the Ghouls—if you have the firepower—to earn some extra XP!

PRO-GHOUL: PURE, ANTI-HUMAN HATRED: THE TENPENNY TOWER TAKEDOWN

Have you developed a fondness for homicidal massacres? Then gain entry to the tower, and begin to correct every single patron you see. When everyone is corrected, including those outside, head up to Tenpenny's penthouse suite, where you have two choices:

Plan C, Option 1: Talk to Tenpenny, and he agrees to let the Ghouls live (and gives you Caps)! Now return to Roy Phillips, and he agrees to the plan. The next time you visit, the place is awash with the nouveau rotting. The time after that? Well, Tenpenny probably needed to hire a few more human bodyguards....

Plan C, Option 2: Simply gun Tenpenny down as well, and once all living things (and Shakes) are crumpled heaps, head back to Roy, who's happy to take over this tower. He gives you the Ghoul Mask as a prize.

Your Karma takes a massive nosedive after this kind of madness!

> **Tip**
>
> Survive the slaughter by employing a number of cunning plans.
>
> - Start on the penthouse level, where there are fewer residents, and gradually work your way down.
> - Use the available cover, whether it's corners of doorways, sandbags outside, desks, or other places.
> - Don't move into dead-ends, and keep pressing forward.
> - Aim at one victim and ensure they are dead before moving to the next.
> - Search every body for goodies, or keys to safes, andopen them, too.

MEDIATED: HARMONIOUS LIVING FOR THE LUMPY AND SMOOTH SKINS

If you're trying for a neutral Karma solution, this is your best bet. Head past Gustavo after being let into the tower, either before or after meeting Roy Phillips and getting his quest-related take on the situation. You need to talk to Allistair Tenpenny. He stays in his penthouse suite all day, and there are a variety of ways to meet him:

First, you can talk to all the bigoted residents, and then head to see Tenpenny, meaning you only need find him once.

Or, you can begin **Miscellaneous Quest: The Power of the Atom**, agree to place a Fusion Charge on Megaton's dormant Atom Bomb, and head to Tenpenny's tower balcony. Simply move to the guard sitting at Tenpenny's penthouse door, and tell him you're here to see Burke, and he lets you in. Then speak to Tenpenny.

> If you aren't interested in irradiating Megaton, challenge the guard at the penthouse door, and if your **Speech** is successful, he opens the door for you.

> If you're highly skilled in both **Sneak** and **Lockpick** (if you don't have the Penthouse Key), you can quickly navigate around the guard without being spotted, and then unlock the door.

> The guard is carrying one of the same type of keys as Chief Gustavo, which opens the penthouse door. Pickpocket it, then **Sneak** past him to use it.

Or, wait until the guard gets up to stretch his legs, then steal the key from the pedestal near the door.

If you previously Pickpocketed Chief Gustavo, he has a key that unlocks the penthouse suite door. Deal with the guard at your discretion.

> Or, you'll have to take down the guard with **Small Guns**, grab the key from his body, and use it to unlock the door.

Key to Tenpenny's Penthouse

Once the puzzle to enter Tenpenny's suite has been resolved, head in and talk with him. Naturally, you can kill him for a pro-Ghoul solution, but it's better to feign interest, and ask what it would take for him to agree to Ghoul/human habitation of the Tower. Tenpenny gives you a Note, listing the residents he needs to have convinced.

Tenpenny's Note

Tenpenny will allow the Ghouls to move in, if the following tower residents are convinced:

- Mr. and Mrs. Wellington
- Mr. Ling
- Ms. Montenegro
- Ms. Lancaster

Either before or after you speak to Tenpenny, you can begin to convince the tower's residents that living with Ghouls won't be so bad. The plan here is simply to converse with the bigots outlined in Tenpenny's Note. Inhabitants listed in this book at the beginning of this quest can easily be talked into agreeing to your solution, and put in a good word to Tenpenny. But you must concentrate on convincing the five bigots. All of them can be corrected in a few different ways:

> Succeed in your powers of persuasion, and each bigot whines but ultimately pack their bags and skedaddle. This is the preferred, nonviolent solution. You must succeed with your **Speech** for each specific bigot.

Both Lydia Montenegro and Anthony Ling are shopkeepers. If you enter their stores (Boutique Le Chic and New Urban Apparel), and open their safes, they're taken aback by the tower's lax security, and leave the building.

Was your Speech not convincing enough? Then the bigot won't budge, and refuses to agree. Bring out a weapon, and end his life. Harsh, but unfair; that's the Wasteland way!

The remaining three bigots can be convinced using any of the previous plans, but there's a secret layer to these snobs. First, enter the suites floor, and locate Susan Lancaster's room. Enter and inspect her desk.

Steal *Tales of a Junktown Jerky Vendor* and read it, then uncover a Love Letter from Edgar Wellington II! Remember to read it on your Pip-Boy's Note section!

Tales of a Junktown Jerky Vendor
+1 Bargain (when read).

Love Letter from Edgar Wellington II

If you're after an easy way to deal with three bigots at once, locate Millicent and Edgar, and speak to Millicent. In your dialog, bring up the Love Letter, and watch the sparks fly! Step back as Millicent goes certifiably bonkers and kills her husband, then rampages through the tower and brings down Susan. She then flees the tower! Or will she? There are a few more parts to complete before this quest is over:

Return to Allistair Tenpenny, and inform him that all five bigots have been "convinced." He agrees to your negotiated settlement.

Is Allistair Tenpenny dead? Then locate Chief Gustavo, and tell him the news. He states that Ghouls can move in "over his dead body." Oblige him.

Now go and find Roy Phillips (he's likely at the other side of the window in the basement, and tell him to pack his bags; the Ghouls are moving in!

Tip

Susan Lancaster isn't just "the other woman." Find out more about her (and perhaps keep her alive) if you plan to complete **Miscellaneous Quest: Strictly Business**.

If you forced Lydia Montenegro or Anthony Ling to leave via thievery, and caused Millicent to commit murder, there's a very small chance you'll run into them later in the Wasteland.

Each resident has a large number of items, Caps, and other secrets hidden in different stashes and on their persons; be sure you snag and bag it all. The Tenpenny Tower section in the Tour of the Capital Wasteland chapter (page 381) reveals all!

AFTERMATH

Kill all the Ghouls, and life goes on as normal in the tower. However, if you opt for a mediated plan, when you return to the tower lobby, there's an uneasy truce between the Ghouls and the previous human inhabitants. If you explore further, checking Tenpenny's bathtub, you find his body… ask Roy what happened. Head away from the Tenpenny Tower for 48 or more hours, and then return. It appears one party has overcome the other. A quick visit to the basement confirms your worst fears…. Still, you can buy from Bessie, who's taken over Lydia's shop. Michael Masters has taken over in Anthony Ling's shop.

If you attacked with the Ghouls, try returning to the tower after 48 or more hours later, and the clean-up operation has occurred. Where have all the bodies been piled? Somewhere cool and secure….

Note

If you are trying to complete **Miscellaneous Quest: The Power of the Atom**, don't worry about the mysterious Mister Burke; even if you release the Feral Ghouls, you can still meet Burke on the balcony. In fact, Roy is there, becoming slightly intimidated by Burke's presence, and Roy lets Burke finish wiping Megaton off the map.

QUEST REWARDS

PLAN A COMPLETE: PRO-HUMAN GHOUL MASSACRE

Succeed in your tunnel massacre, and once the quest is over, speak to Gustavo or Tenpenny for the following:

Bottle Cap (400 total)
If Speech was successful when quest was given.

Bottle Cap (200 total)
If Speech wasn't employed when quest was given.

300 XP

PLAN B COMPLETE: PRO-GHOUL TERROR

Once the Ferals take control, savor the reward of finishing the quest, and the item Roy already gave you:

Ghoul Mask†

Store Discount‡

300 XP

† (Ghouls won't attack unless provoked, if worn)

‡ (Bessie Lynn and Michael Masters only; when they "take over" Lydia Montenegro and Anthony Ling's stores)

PLAN C COMPLETE: PRO-GHOUL TAKEDOWN

If you mowed down all the humans in and around the tower, expect the same result as Plan B, whether Tenpenny survives or not. If you also kill all the Ghouls, you and your itchy trigger-finger receive only XP.

Ghoul Mask†

Store Discount‡

300 XP

† (Ghouls won't attack unless provoked, if worn)

‡ (Bessie Lynn and Michael Masters only; when they "take over" Lydia Montenegro and Anthony Ling's stores)

PLAN D COMPLETE: MEDIATED TRUCE

If you mediated between the two factions, all the service providers still alive (for all shops, repairs, and services) offer cut-price bargains, and the Ghoul Mask.

Ghoul Mask†

Store Discount‡

300 XP

† (Ghouls won't attack unless provoked, if worn)

‡ (Bessie Lynn and Michael Masters only; when they "take over" Lydia Montenegro and Anthony Ling's stores)

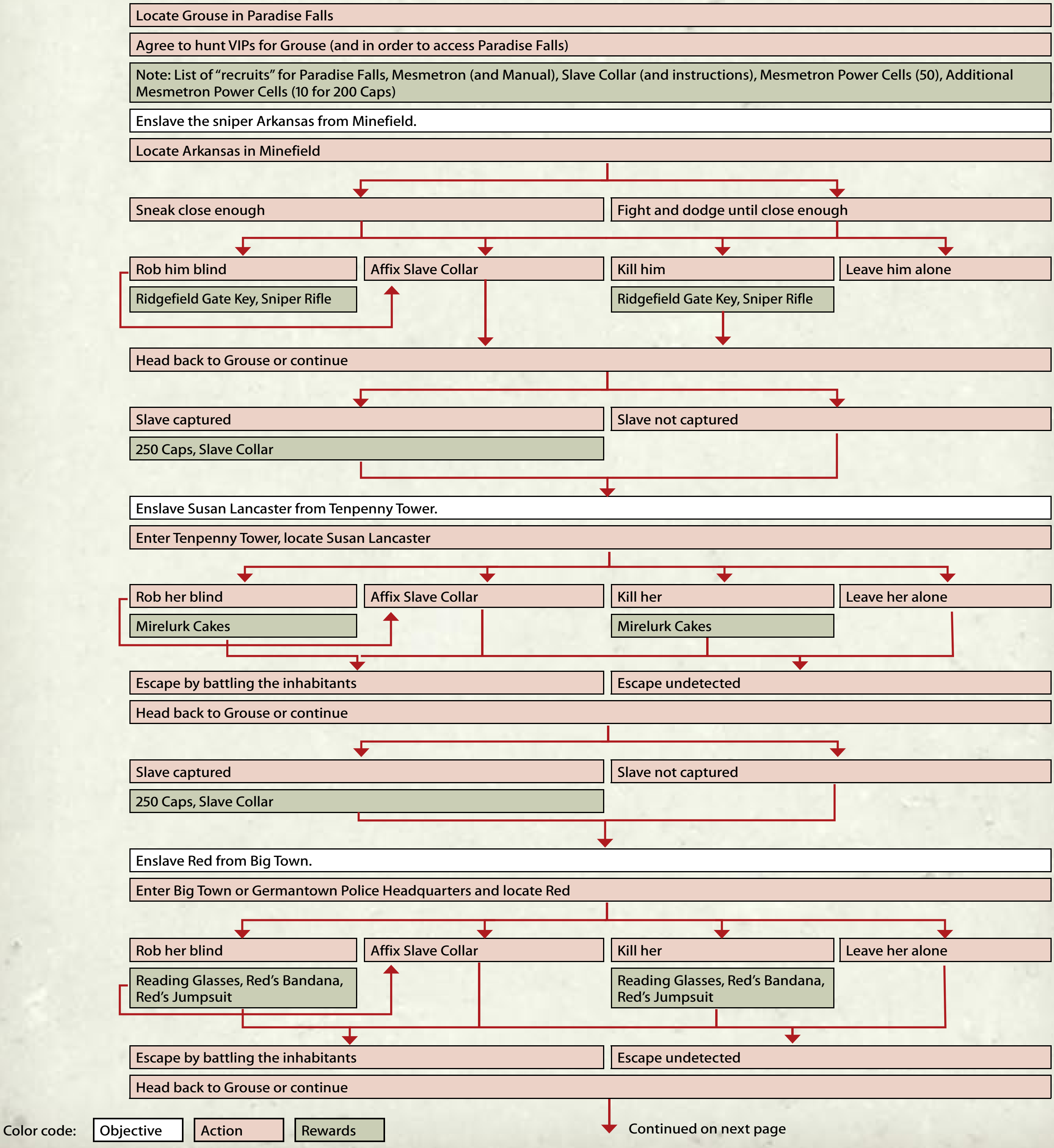
CUT-PRICE LIQUOR: THANKS, SHAKES!

If Shakes the Protectron barkeep survives any of the plans, he refuses to give you a discount. That is, until you use your **Science** skill to hack into the terminal in his place of business! Then, it's drinks aplenty!

Strictly Business

QUEST FLOWCHART

	MAIN PATH
Main Characters	Roy Phillips, Chief Gustavo, Michael Masters, Bessie Lynn, Allistair Tenpenny, Herbert Dashwood, Edgar Wellington II, Millicent Wellington, Susan Lancaster, Anthony Ling, Lydia Montenegro
Locations	Paradise Falls, Minefield, Tenpenny Tower, Big Town, Germantown Police Headquarters, Rivet City
Adv. Items/Abilities	Sneak, Speech, Lockpick, 700+ Caps, -KARMA, Mesmetron, Slave Collar (4)
Possible enemies	—
Karma Influence	Negative



Locate Grouse in Paradise Falls

Agree to hunt VIPs for Grouse (and in order to access Paradise Falls)

Note: List of "recruits" for Paradise Falls, Mesmetron (and Manual), Slave Collar (and instructions), Mesmetron Power Cells (50), Additional Mesmetron Power Cells (10 for 200 Caps)

Enslave the sniper Arkansas from Minefield.

Locate Arkansas in Minefield

Sneak close enough | Fight and dodge until close enough

Rob him blind | Affix Slave Collar | Kill him | Leave him alone

Ridgefield Gate Key, Sniper Rifle | Ridgefield Gate Key, Sniper Rifle

Head back to Grouse or continue

Slave captured | Slave not captured

250 Caps, Slave Collar

Enslave Susan Lancaster from Tenpenny Tower.

Enter Tenpenny Tower, locate Susan Lancaster

Rob her blind | Affix Slave Collar | Kill her | Leave her alone

Mirelurk Cakes | Mirelurk Cakes

Escape by battling the inhabitants | Escape undetected

Head back to Grouse or continue

Slave captured | Slave not captured

250 Caps, Slave Collar

Enslave Red from Big Town.

Enter Big Town or Germantown Police Headquarters and locate Red

Rob her blind | Affix Slave Collar | Kill her | Leave her alone

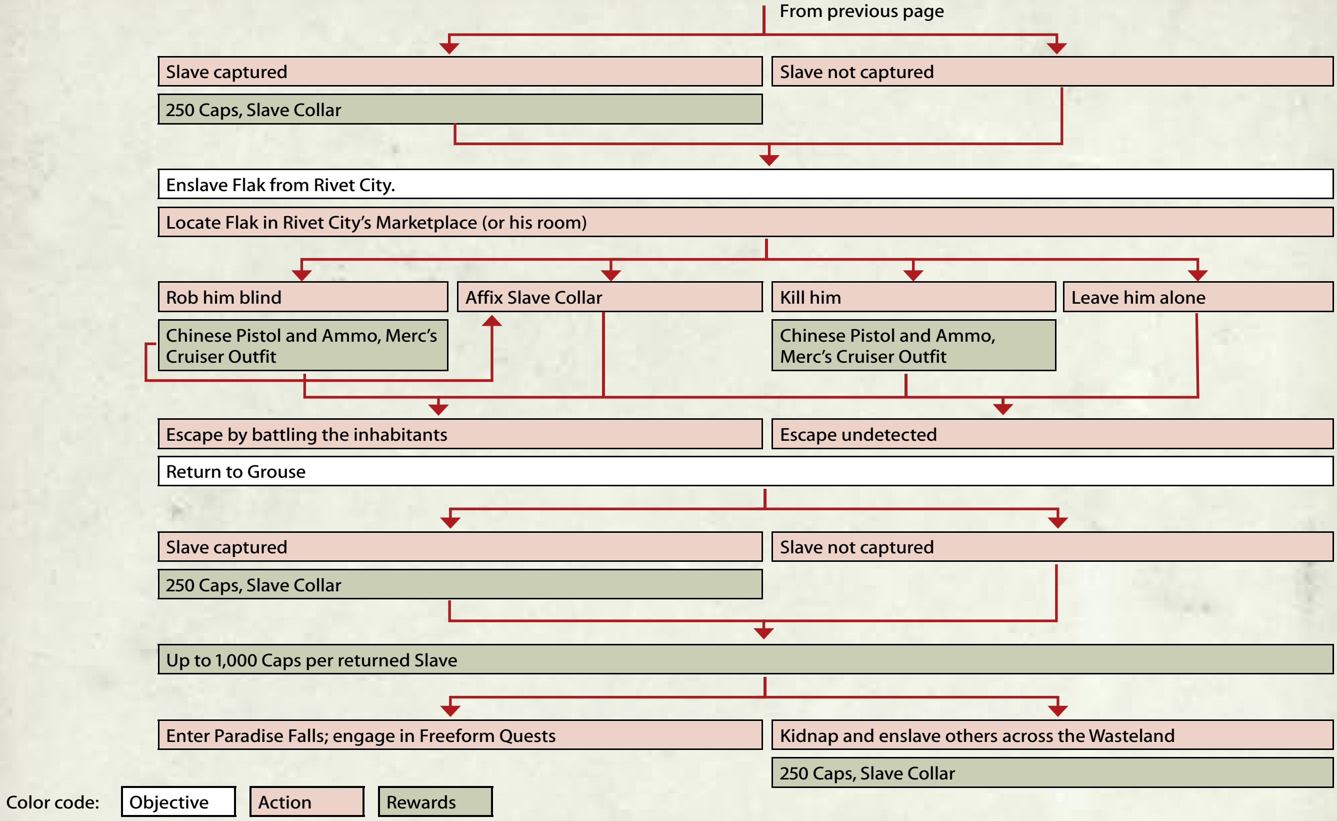
Reading Glasses, Red's Bandana, Red's Jumpsuit | Reading Glasses, Red's Bandana, Red's Jumpsuit

Escape by battling the inhabitants | Escape undetected

Head back to Grouse or continue

Color code: Objective | Action | Rewards

Continued on next page


From previous page
Slave captured
Slave not captured
250 Caps, Slave Collar
Enslave Flak from Rivet City.
Locate Flak in Rivet City's Marketplace (or his room)
Rob him blind
Affix Slave Collar
Kill him
Leave him alone
Chinese Pistol and Ammo, Merc's Cruiser Outfit
Chinese Pistol and Ammo, Merc's Cruiser Outfit
Escape by battling the inhabitants
Escape undetected
Return to Grouse
Slave captured
Slave not captured
250 Caps, Slave Collar
Up to 1,000 Caps per returned Slave
Enter Paradise Falls; engage in Freeform Quests
Kidnap and enslave others across the Wasteland
250 Caps, Slave Collar
Color code:
Objective
Action
Rewards

SPEAKING WITH THE SLAVER SENTRY

When you're ready to lose a few hundred Karma points, locate Paradise Falls. These stores have been turned into a well-guarded center of trade and operations for the Slavers—an unscrupulous group of thugs who deal in human suffering. The only entrance is on the west side of town, so enter heading east. Make a left turn at the giant "Paradise Falls" sign.

At the stop sign near the sandbags, speak with Grouse, the sentry; he refuses to let you into Paradise Falls under any circumstances, except over his dead body. That's a possibility, but not a wise one if you want to begin this quest. Instead, try one of the following plans:

Ask him what his price is. If you succeed in your **Speech** challenge, Grouse tells you 500 Caps should be a big enough bribe. Pay it immediately, or return with the funds, and you can roam Paradise Falls. This won't start the quest though; you have to return to Grouse and talk to him again.

If you sided with the Slavers and completed **Miscellaneous Quest: Head of State**, you can enter Paradise Falls without completing this quest; however, you can attempt it for fun and profit! Or, if you already have huge negative Karma (-250 or less), you're ushered right in!

Or, steer the conversation around to talking about slaves and offer to get him some. Apparently, Eulogy Jones (the Slaver leader) has a few special contracts out on VIPs, and the money's good. If you find each of the targets and return them mostly unscathed to Grouse, he'll split the reward. If you herd one to Grouse, he'll let you into Paradise Falls for free.

Grouse gives you a Mesmetron to aid in your task. This weapon stuns each "recruit." Then you can affix a Slave Collar around the target's neck, and instruct him or her to walk back to Paradise Falls. The Collar explodes if the wearer drifts too far from a direct route back. You only have one Collar at a time, so you need to return to Grouse each time you want to tag another victim. Although you shouldn't need it, you can also purchase additional Mesmetron Power Cell ammo for the ludicrously high price of 10 for 200 Caps. Take it or leave it!

Note: List of "recruits" for Paradise Falls

Mesmetron (and Manual Summary)

Slave Collar (1, and Instructions)

Mesmetron Power Cells (50)

Tip

Remember to bring up your Pip-Boy and read all the Notes you've received, including the information on the Mesmetron, Slave Collar, and targets. You can also ask Grouse to give you background on each target.

NEW OBJECTIVE

"Enslave the sniper Arkansas from Minefield" begins.

NEW OBJECTIVE

"Enslave Susan Lancaster from Tenpenny Tower" begins.

NEW OBJECTIVE

"Enslave Red from Big Town" begins.

NEW OBJECTIVE

"Enslave Flak from Rivet City" begins.

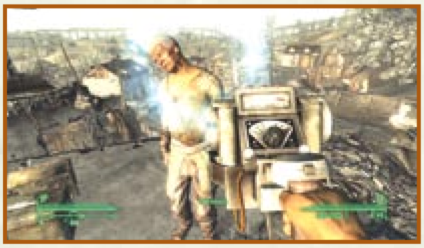
TARGET ACQUIRED: ARKANSAS

The nearest target is Arkansas, an old sniper whose sharpshooting skills are really starting to piss off the Slavers. He's holed up in Minefield in the high ruins to the left. Approach Minefield heading east, toward the rocky cliffs overlooking the booby-trapped settlement. This way, you're closer to Arkansas' location and you won't trip as many mines. If you wish, use a scoped weapon from the top of the cliffs to survey the ruins of the large concrete structure. Arkansas is hiding out near the planks and Ammo boxes.

You can storm the concrete ruins, shrugging off the Frag Mines underfoot, but a safer option is to drop down to the dirt path, weave through the rocky outcrop, and enter the ruins, attracting minimal attention.

Use your **Sneak** skill or a Stealth Boy to reach the location with minimal contact.

Arkansas still has exceptional hearing and reflexes, so expect him to spot you. Use the ruined concrete pillars to hide from his shots, wait for him to step out, and then zap him with the Mesmetron.


Wobbling and burbling quietly, Arkansas is open to the power of your suggestions.

Arkansas is a good initial candidate, because he's a crazy old hermit and your kidnap attempt won't be seen by others. Once he's dozy, you have 30 seconds to choose one of the following plans, accessed via a conversation with your bewildered victim:

You can rob him blind, requesting that he give you all his stuff.

You can offer him the Slave Collar, which he takes and places on his neck. You inform Arkansas that he's now a slave and must move immediately to Paradise Falls, or risk his head separating from his body in a shower of chunky skull pieces. He's still groggy and duly obliges.

You can have a slight change of heart, and tell him to snap out of his malaise, then leave him be.

The truly evil kidnap merchant should rob each subject, then affix the Slave Collar. That way, you take all the victim's goods (the choicest couple of items are listed below) before sending them back to Grouse!

What's worse than forcing an elderly geezer into a life of enforced servitude? "Accidentally" firing the Mesmetron at him when he already has a Slave Collar on! The result is a horrific and spectacular explosion of bone and brain.

If you decided to enslave Arkansas, take your Karma hit, then search his sniper spot, where there are three Ammo Boxes to rifle through. The Ridgefield Key opens all the intact homes in this deathtrap hamlet.

Arkansas's Ammo Boxes

Ridgefield Gate Key **Sniper Rifle**

Have you accidentally lost your Slave Collar? Or lost your slave after a "mistaken" beheading? Return to Grouse, and try a couple of purchasing options:

Use **Speech** to tell him it was an accident and take another Slave Collar for free. You can only do this once!

Or, purchase another for 100 Caps. He isn't happy; these devices are difficult to obtain.

Caution

Did you encounter Arkansas during part of **Miscellaneous Quest: The Wasteland Survival Guide**? Then make sure he was kept alive, or this kidnap attempt (and the 250 Caps) cannot be claimed.

NEW OBJECTIVE

"Return to Grouse" begins.

Order Arkansas to head to Paradise Falls, and he obliges. You don't need to accompany him; even if you use Fast Travel (recommended after each enslavement), the victim beats you to Grouse. Speak to Grouse, and he gives you the reward and another Slave Collar. Your second kidnap attempt can now begin.

Note

When you've successfully enslaved one victim who returns to Paradise Falls, Grouse will let you explore the Slaver settlement. However, this quest ends only when all four victims are dead or steered back to Grouse.

250 Caps **Slave Collar**

TARGET ACQUIRED: SUSAN LANCASTER

Your next target (although you can choose them in any order) is Susan Lancaster, who now resides in Tenpenny Tower. Trudge there when you want to tackle her, but be mindful of other intersecting quests that she is part of:

She has an active role in **Miscellaneous Quest: Tenpenny Tower**.

She has a passive role in **Miscellaneous Quest: The Power of the Atom**.

So, depending on your actions in those quests, Tenpenny Tower may be hostile or full of Ghouls, or Susan may be dead. If you enslave her, she can't play an active role in **Main Quest: Tenpenny Tower** (although that quest is still easily completed). Stay on good terms with the Tenpenny Tower security and patrons during this quest if you wish to complete the other quests more easily.

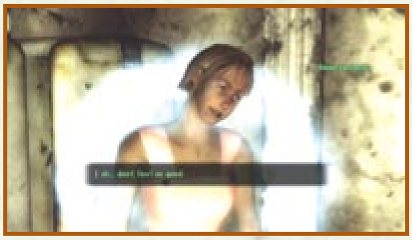
Enter Tenpenny Tower using one of these techniques:

Simply use the intercom and succeed in a **Speech** challenge, telling Security Chief Gustavo you seek an audience with Allistair Tenpenny. You're let in.

Or, offer a 100 Cap bribe.

If you've already started the Power of the Atom Quest, say "I'm here to see Mr. Burke," and Gustavo will let you right in.

Susan is likely to be in her chamber on the first-floor suites, accessed via the stairs, or wandering between the Cafe Beau Monde and the doctor's surgery. Don't talk to her or even come too close. Instead, stalk her until she moves to a location where you can't be observed, such as a bedroom. Close the door behind you, then bring out the Mesmetron.


Susan carries no redeeming items. Simply tag her, and leave her to wander.

Once she's wobbling, you have 30 seconds to choose one of the following enslavement methods, accessed via a conversation:

You can rob her; this isn't recommended, because her belongings are unimpressive. Remember to use the Slave Collar afterward.

Offer her this fine fashion accessory: the Slave Collar.

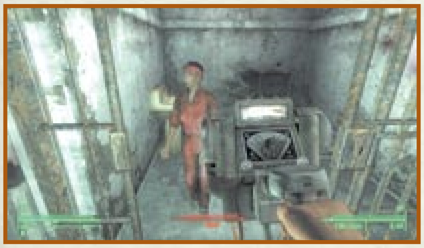
You can locate your scruples, and leave her alone.

NEW OBJECTIVE
"Return to Grouse" begins.

Once Lancaster begins to run out of the building, holster your weapon and leave. Use Fast Travel to return to Grouse, claim your Caps, and begin the third enslavement outing.

250 Caps **Slave Collar**

TARGET ACQUIRED: RED


Find Red about to get a whole lot bloodier at the hands of the Super Mutants.

Your next target is Red. She's an accomplished surgeon; the Slavers desperately need her skills. This quest to locate and enslave Red now intersects with **Miscellaneous Quest: Big Trouble in Big Town**. Trudge to Big Town when you wish to find her. Then, either attempt the previously mentioned quest, or enslave her at her cell inside the Germantown Police Headquarters. All tactics related to locating Red are shown in the previous quest.

Or, you can complete **Miscellaneous Quest: Big Trouble in Big Town**, then locate her in Big Town. Unless you want a firefight and additional Karma losses, follow her into a building with no other people around. Once Red is mezzed, choose an enslavement method within 30 seconds, via a conversation:

Steal from her: This isn't recommended, as her belongings are sparse. Remember to use the Slave Collar afterward.

Offer her this brand new medical device: the Slave Collar.

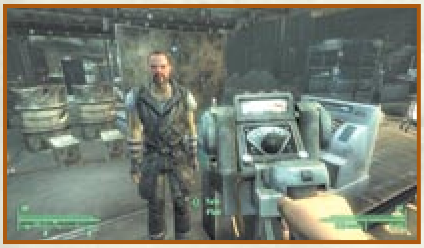
You can think better of it, and tell her to snap out of the daze.

NEW OBJECTIVE
"Return to Grouse" begins.

When Red sets off, you need not follow her; simply head back to Grouse, who offers you the same deal as before: 250 Caps, a new Slave Collar, and instructions on locating the last of the enslavement victims, Flak.

250 Caps **Slave Collar**

TARGET ACQUIRED: FLAK


Keep your Mesmetron holstered, and quickly tag and bag Flak when no one's looking.

The final target is Flak, an ex-Slaver who double-crossed Grouse and his gang and must be brought back to face "consequences." Flak is the co-owner of his guns and ammo store located in the Rivet City marketplace. He's easy to spot; look for that intimidating handlebar moustache.

He's the most difficult to pin down, although it is still relatively easy. You need patience and quick reactions. First, be sure no one else is nearby (especially security guards) when you quickly use the Mesmetron. It's wise to save your game before trying anything, because you don't need Rivet City going hostile. Flak is occasionally found in the Muddy Rudder bar, and he also wanders the flight deck and takes a meal at Gary's Galley. Check these locations if he isn't at his shop (see the map of Rivet City on page 408). When you're zapping Flak, try one of the following:

Offer to carry his equipment because he looks tired. Then use the Collar afterward for more negative Karma.

Tell him to hold still; you're affixing a Collar on him.

You can stop this human trafficking now, and stop this quest, telling Flak to be on his way.

Chinese Pistol and Ammo **Merc's Cruiser Outfit**

NEW OBJECTIVE
"Return to Grouse" begins.

When Flak has vanished, Fast Travel back to Paradise Falls. Grouse congratulates you and offers up his usual reward. The quest now ends, providing all four targets have been enslaved (or have died).

Have circumstances led to all four of the Slaver targets being deceased before you get here? Then this quest isn't available, although you can claim the Mesmetron—from Grouse's corpse!

250 Caps (per slave) **Slave Collar (once slave is returned)**

QUEST REWARDS

You receive the following rewards for finishing Strictly Business:

1,000 Bottle Caps for returning all four Slaves

-KARMA [400] for enslaving all four victims **300 XP**

POST-QUEST ANTICS: KEEPING UP WITH THE JONES

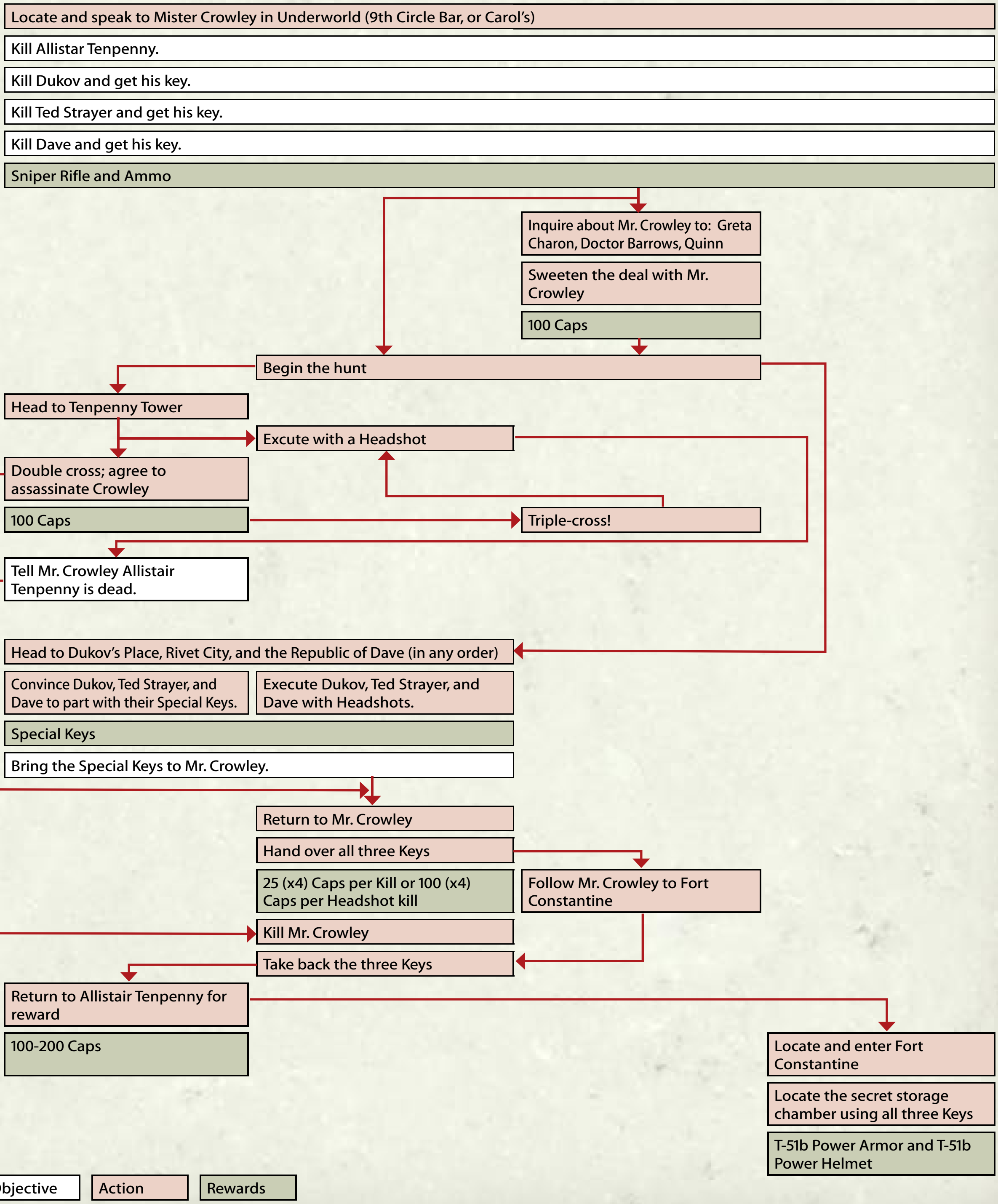
Refer to the Tour of the Wasteland chapter for some of other actions you can pursue once you gain access to Paradise Falls. Among the Freeform Quests you can try are kidnapping for Eulogy Jones, or the purchase of Clover, a bodyguard you can dress and have odd conversations with. For more information, check page 324. You can also try to redeem yourself, and rescue the children kept in this location, as a part of your **Main Quest: Rescue from Paradise**.

Remember that you can continue collecting Slaves (and adding Caps to your collection) with Grouse for as long as you like. There are a variety of options that occur when trying this; some targets react by being docile and "mezzed," others go into a frenzy and attack you, while the heads of others explode! For best results, try enslaving Wastelanders, Raiders, the Enclave, and Talon Company Mercs. You can't enslave Slavers!

You Gotta Shoot 'Em in the Head

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	OPTIONAL PATH 1	OPTIONAL PATH 2
Main Characters	Mister Crowley, Allistair Tenpenny, Dukov, Ted Strayer, Dave		Greta, Charon, Doctor Barrows, Quinn	Tara Fields (Deceased)
Locations	Underworld, Tenpenny Tower, Dukov's Place, Rivet City, The Republic of Dave		Underworld	Fort Constantine
Adv. Items/Abilities	Lockpick, Sneak, Science, Speech, Weapons, Black Widow, Lady Killer, Toughness, 500+ Caps		Speech	Lockpick, Science
Possible enemies	None			Robot Genus
Karma Influence	Positive	Negative	Neutral	


Locate and speak to Mister Crowley in Underworld (9th Circle Bar, or Carol's)
Kill Allistar Tenpenny.
Kill Dukov and get his key.
Kill Ted Strayer and get his key.
Kill Dave and get his key.
Sniper Rifle and Ammo
Inquire about Mr. Crowley to: Greta Charon, Doctor Barrows, Quinn
Sweeten the deal with Mr. Crowley
100 Caps
Begin the hunt
Head to Tenpenny Tower
Excute with a Headshot
Double cross; agree to assassinate Crowley
100 Caps
Triple-cross!
Tell Mr. Crowley Allistair Tenpenny is dead.
Head to Dukov's Place, Rivet City, and the Republic of Dave (in any order)
Convince Dukov, Ted Strayer, and Dave to part with their Special Keys.
Execute Dukov, Ted Strayer, and Dave with Headshots.
Special Keys
Bring the Special Keys to Mr. Crowley.
Return to Mr. Crowley
Hand over all three Keys
25 (x4) Caps per Kill or 100 (x4) Caps per Headshot kill
Follow Mr. Crowley to Fort Constantine
Kill Mr. Crowley
Take back the three Keys
Return to Allistair Tenpenny for reward
100-200 Caps
Locate and enter Fort Constantine
Locate the secret storage chamber using all three Keys
T-51b Power Armor and T-51b Power Helmet
Color code:
Objective
Action
Rewards

MISTER CROWLEY, WHAT WENT ON IN YOUR HEAD?

Look for Willow the sentry near the remains of the Washington Monument. She's the first person to direct you toward Underworld, located inside the Museum of History. Enter the museum head north; you can't miss the gigantic stone skull enveloping Underworld's entrance. Once inside the Underworld concourse, the Ninth Circle Bar up the stairs on the left, at the far end of the upper walkway. You may need to explain your presence to Winthrop on the Underworld Concourse before you continue.

Tip

Look for Mister Crowley in the Ninth Circle Bar no earlier than 10 PM (20:00 hours). At other times, he may be at Carol's Place, or wandering elsewhere in Underworld.

Mister Crowley wants to speak with you. If you're anything other than pleasant, he stops the chatter; he doesn't have time for bigots. When you get on his good side, he says he has some human targets—foes that wronged him in the past or simply Ghoul haters—that need executing. The money is good: 100 Caps if executed with a headshot, and 25 if killed less "professionally." Crowley tells you to bring back a souvenir of each kill, a key for example. He's particularly insistent on an ironic headshot; this is, apparently, the only way most uninformed humans think Ghouls can be killed. Your targets are marked, and you receive a Sniper Rifle to aid you.

Sniper Rifle and Ammo

NEW OBJECTIVE
"Kill Allistair Tenpenny" begins.

NEW OBJECTIVE
"Kill Dukov and get his key" begins.

NEW OBJECTIVE
"Kill Ted Strayer and get his key" begins.

NEW OBJECTIVE
"Kill Dave and get his key" begins.

Note

There is an inherent tension in this quest. On the one hand, you receive a good bounty (but lose Karma) for killing Crowley's targets. If you're worried about losing Karma, go for persuasion, trickery, purchasing, or stealing to obtain the keys; it isn't necessary to kill anyone.

MISTER CROWLEY, DID YOU TALK WITH THE DEAD?

Don't take Crowley's word for it. Do a bit of snooping yourself to understand just why the Ghoul wants these particular humans nullified. Four specific Ghouls know Crowley better than most: Greta, Charon, Doctor Barrows, and Quinn. Greta is the only one who will give you the clue you need without a Speech challenge. The plans are identical for the other three:

Ask about Mister Crowley and fast-talk or bluster your way to a successful **Speech** to hear some interesting extra details about Crowley.

Charon (who can also become your Follower, but doesn't need to be for the clue) can give you information as long you're successful in your Speech challenge. He answers that you're the third human Crowley has attempted to persuade to kill those guys.

Your Speech fools Doctor Barrows into telling you Crowley's been spreading a pack of lies. He hopes whoever's agreed to being his hitman speaks to the victims first.

Quinn asks for 50 Caps for his information. You can persuade him without expenditure using Speech. He doesn't believe Crowley's story and knows Dave personally. Dave's mighty strange, but he's no Ghoul hater.

Return to Ninth Circle and question Crowley. He's annoyed, but agrees that the keys on three of the four victims are what's important to him. Bring them back, and make up your own mind whether to assassinate the targets. Except Tenpenny, because that guy really is a bigot, apparently. You're given 100 Caps to sweeten the deal. Now head off to meet and greet or beat your first target.

100 Caps

Note

You can approach the four targets in any order you like, including Tenpenny. They are presented in alphabetical order, beginning with Dave.

LAND OF THE FREE, HOME OF THE DAVE

A new utopia to some. A bunch of rusting shacks ruled over by a lunatic to others.

The Republic of Dave is a long trek, so stock up on Stimpaks and ammo before you go, and perhaps conclude other quests en route. When you reach the gate, one of Dave's children is guarding it. Be sure you arrive no earlier than 10 AM, as Dave keeps business hours. Request an audience with President Daddy, and accompany the kid up to the largest shack at the far end of the compound. Head inside, and locate Dave.

Note

There's a Freeform Quest in the Republic of Dave; don't forget to check it out on page 330.

When you're ready to acquire the key, choose from the following options:

Make three successful **Speech** conversations to find out that Crowley and Dave were part of an expedition to Fort Constantine, and Dave believes Crowley died locked in a room filled with Feral Ghouls. Convince Dave that parting with his key would be of strategic and diplomatic importance, and he agrees.

If you have **Luck**, you can simply ask for the key, and Dave gives it to you; he has no use for it, except as a bargaining chip. Still, too late for that now....

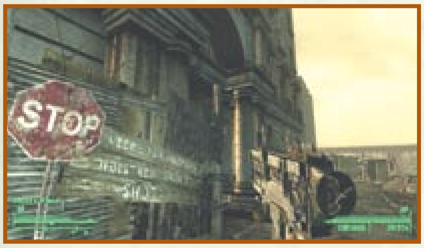
Or, you can threaten and attack him. This is messy, so it's better to wait until he's alone, and take careful aim at his head with your Sniper Rifle. Once his cranium has exploded, fight your way out of the compound, or massacre everyone.

Pickpocket the key from Dave (using **Sneak**) and he'll be none the wiser.

Dave's Special Key

NEW OBJECTIVE
"Bring Dave's key to Mister Crowley" begins.

PUTTING DUKOV IN HIS PLACE


An imposing façade greets you when you find Dukov's building, and the man himself.

Dukov is a straightforward man to find; he's currently having his own private sex festival in the aptly titled Dukov's Place, which is accessed via the Tepid Sewer (your closest Metro is Georgetown North). As you approach either side of the building (there are two entrances), read the signage and holster any weapons. Once inside, Dukov automatically asks your business.

When you've located Dukov's two companions, Cherry and Fantasia (in case matters take a turn for the violent), make your move on Dukov. There are several methods to claim his key, his life, or both:

Listen to Dukov's potty-mouth, and when he asks for Caps, lightly threaten him with a **Speech** intimidation. He laughs at the prospect, but he doesn't want to chance anything. He gives you the key.

You can convince Cherry to steal the key for you. Persuading her is an easier **Speech** challenge than persuading Dukov to surrender the key. However, she wants something in return: Escort her to Rivet City so she can leave life as Dukov's playmate behind. This takes some considerable time, so you might want to dump her body somewhere...if you're truly despicable!

If you're female, and possess the **Black Widow** perk, Dukov won't be able to resist your advances, and perks up himself. Like putty in your hands, he readily hands over the key.

If you are male and possess the **Lady Killer** perk, Fantasia will steal the key for you. Unlike Cherry, she doesn't want anything in return.

If you lack the social or sexual fortitude to play hardball (so to speak) with Dukov, you can agree to purchase the key for 200 Caps. Slap the money on the table, and leave.

Dukov has a big mouth, and you may want to shut it up. Politely end the conversation, retire to the upstairs balcony, and aim your Sniper Rifle at his head. Keep firing until his skull bursts, then search the corpse. For extra bad Karma, the truly psychotic would slay the hookers afterward. What are the voices in your head telling you?

You can just **Pickpocket** him for the key. He won't miss it until you're long gone.

Dukov's Special Key

NEW OBJECTIVE
"Bring Dukov's key to Mister Crowley" begins.

TED STRAYER'S RIVETING LIFE

Ted Strayer is the closest to Underworld, as he's recently arrived as a deckhand at Rivet City. Travel there and head to the Common Room. Ted is likely to be asleep on one of the beds, or wandering around the vessel. Close the door behind you before you begin your interrogation:

Ted tells you his father Jeff knew Crowley, and they investigated an old fort together. Ted has "needs," and refuses to hand over the key. Use **Speech** and insinuate that you'll cut him. Your thug-like behavior saves Ted's life, and he hands the key over.

If you're more than merely intimidating, and have the **Toughness** perk, Ted becomes very fearful, and immediately hands over the key.

As Ted wanders the boat, try a swift **Pickpocket** to nab the necessary item.

If your threats are met with a much less intimidated response, you can always buy the key from Ted. Give him 25 Caps and be on your way.

Or, simply execute him, but without alarming the entire population of the city. Wait until he's in a room by himself, close the door, and decapitate him. Or follow him to a remote area of the ship, like the Flight Deck. Your mixture of patience and murderous rage yields the key.

Ted Strayer's Special Key

NEW OBJECTIVE
"Bring Ted Strayer's key to Mister Crowley" begins.

TAKING DOWN TENPENNY

Caution

This stage is purely optional (assuming you've uncovered Crowley's real motives), and can affect two other Miscellaneous Quests (The Power of the Atom and Tenpenny Tower). Be mindful of this before you act!

Allistair Tenpenny really is a bigot, and Crowley's request to kill him isn't clouded by his key-collection expansion plans. To gain some extra Caps, travel to Tenpenny Tower, and use the tactics presented in **Miscellaneous Quest: Tenpenny Tower** to get past the front gate, and Chief of Security Gustavo. Don't forget to bring 100 Caps, in case your fast-talking isn't up to par. Ascend to the penthouse level from the lobby, navigate the guard, and enter Tenpenny's locked chamber.

Bring out your weapon as you move to the metal doors leading to Tenpenny's balcony (unless he's in his sleeping quarters), and corner the elderly Brit. Begin the conversation, but ignore the request for the key; Tenpenny doesn't know what the heck you're talking about. The following options are now available:

Tenpenny is all business, and he tells you that double-crossing Crowley would be worth your while. Use **Speech** to increase your costs to 300 Caps, and you're awarded 100. You'll get the other 200 is when the deed is done.

If all you can muster is an agreement to this, you get 100, and another 100 when the Ghoul has been dispatched.

Or, you can just pop him in the head with your Sniper Rifle. Make sure you're fine with other quests ending at this point.

Tip

Everyone likes free Caps, right? Then agree to assassinate Crowley, and then shoot Tenpenny; execute with a headshot, and you'll gain 100 Caps for the initial agreement with Tenpenny, and another when you return to Crowley!

NEW OBJECTIVE

"Kill Mister Crowley" begins (if you agreed to Tenpenny's plan).

NEW OBJECTIVE

"Tell Mister Crowley that Allistair Tenpenny is dead" begins (if you executed him).

CONCLUSIONS WITH CROWLEY

Return to the Ninth Circle bar (remembering the 10 PM optimal time), and catch up with Crowley. He asks you how your search is going, and expects results. The following options are available, assuming you completed the previous stages:

Give each of the three Special Keys over to Crowley. He then pays you 100 Caps per kill with a headshot, or 25 if the victim wasn't shot in the head, or you kept them alive. You can turn over individual keys one at time. You don't have to wait for all three (or four) to be completed before returning to Crowley, but it's more efficient that way.

You may have heard of Fort Constantine on your travels. If you succeed in this difficult **Speech** persuasion, Crowley reveals that the complex is to the northwest. It should now appear on your map.

Or, you can shoot Crowley (in the head, obviously, for the ironic kill). Give him the keys first, collect the Caps reward, then follow him out of Underworld to a location (such as the museum entrance hall) where no other Ghouls are present. Shoot him in Underworld, and the rest of the Ghouls will counterattack before you can retreat effectively.

(up to) 300 Caps

Tip

If you dispatch Crowley, be sure to return to Allistair Tenpenny to collect your (up to) 200 Cap reward, if you agreed to kill Crowley for him.

(up to) 200 Caps

POST-QUEST PLAN: RAIDING FORT CONSTANTINE

Tip

Fort Constantine is a massive complex, filled with the latest military hardware. Although this is a search for Crowley's treasure, be sure to search adjacent corridors and locked chambers for massive weapon caches. Take all you can stagger out with!

Once Crowley has the keys, you can trail him all the way to Fort Constantine, but this takes a long time. It's much better to follow him to an isolated spot and drop him before he disappears. Be sure you grab all three Special Keys from his corpse. Stock up on essentials, including ammo, well-repaired weapons, and Stimpaks to help you survive the journey, and the roaming Brotherhood Outcast squads you may encounter in the fort's vicinity.

There are three large structures (two on the hill to the east), and a small cabin that once housed the commanding officer. Although you can (with an incredibly high Lockpick skill) enter any of the two higher buildings (leading to a munitions depot), or enter via the roof on the lower building (all of which is detailed in the Tour of the Wasteland chapter), by far the easiest route is to enter the CO quarters. Along the way, you encounter robots on the roof. Once inside, battle through a couple more robots, then turn west and head down to the basement. The bunker door is the area you need to get to, but remember to scour the house for goods beforehand. Take ammo and a special Bobblehead from the open safe.

Bobblehead: Big Guns

Sit down at the terminal and hack in; this is the only way to breach the bunker door. Remember to quit out on your last password attempt so you can retry until you get it right! Unlock the secondary door to the launch control bunker using Ted Strayer's Special Key (or a perfect 100 Lockpick skill and a number of bobby pins). Follow the corridor down the stairs, turning south to open a gate, and pillage the collection of ammunition in the desk area.

Open the nearby door, descend again to a locker room, and defeat a robot. Locate the stairs in the floor to the south. Descend again, following the corridor to a small junction with a locked door to your right. Make a thorough search of the metal boxes and First Aid Box inside for a number of Stimpaks. Return to the corridor, and enter the office. Deal with the robot threat here immediately, and search the area for a few stashes of ammo.

Stimpaks

Head to the staircase in the ground to the south. Descend to a rec room and swing left to drop another fiend. Quickly search the premises. Find more stairs to the south, leading down to the door to warhead storage. Unlock this with Dukov's Special Key, or some incredibly deft Lockpicking.

If you're ready to test your supreme Science or Lockpicking skills, you can investigate the two very well sealed doors to your right. If you get through, expect a large haul of armaments—more than you can carry. But the real prize is through the sealed door to the south. Open it using Dave's Special Key and check the skeletal remains of Tara, one of the explorers originally tasked with rifling through this place with Crowley.

She holds a Warhead Storage Key, which allows access into the large Warhead Storage Building via the inside or exterior doors.

The blue room: Home to the latest in health-assisted Medic Armor and Mini-Nukes.

For now, step over the corpse and enter a special experimental chamber. It is here you can grab a portable Mini-Nuke launcher: the Fat Man. Also up for grabs at the Armor R&D terminal (once you disable the stasis field at the terminal) is a suit of Experimental T-51b Power Armor! Don't forget the helmet!

Mini-Nukes

T-51b Power Helmet

Fat Man

T-51b Power Armor

QUEST REWARDS

You receive the following rewards assuming you completed the optional Medic Armor hunt through Fort Constantine:

Bottle Cap (400 total):
If all four of Crowley's targets were assassinated with headshots. OR:

Bottle Cap (100 total):
If all four of Crowley's targets weren't assassinated with headshots.

Bottle Cap (300 total):
If Crowley was assassinated at the request of Tenpenny, and you succeeded in Speech. OR:

Bottle Cap (200 total):
If Crowley was assassinated at the request of Tenpenny.

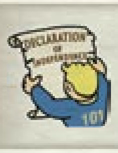
Fat Man, Mini-Nukes, T-51b Armor †
If you stole Crowley's three Special Keys, and explored Fort Constantine.

300 XP

† Armor: DR 50, WG 40, VAL 869, Rad. Res. +25

† Helmet: DR 10, WG 4, VAL 120, CHR +1, Rad. Res. +8

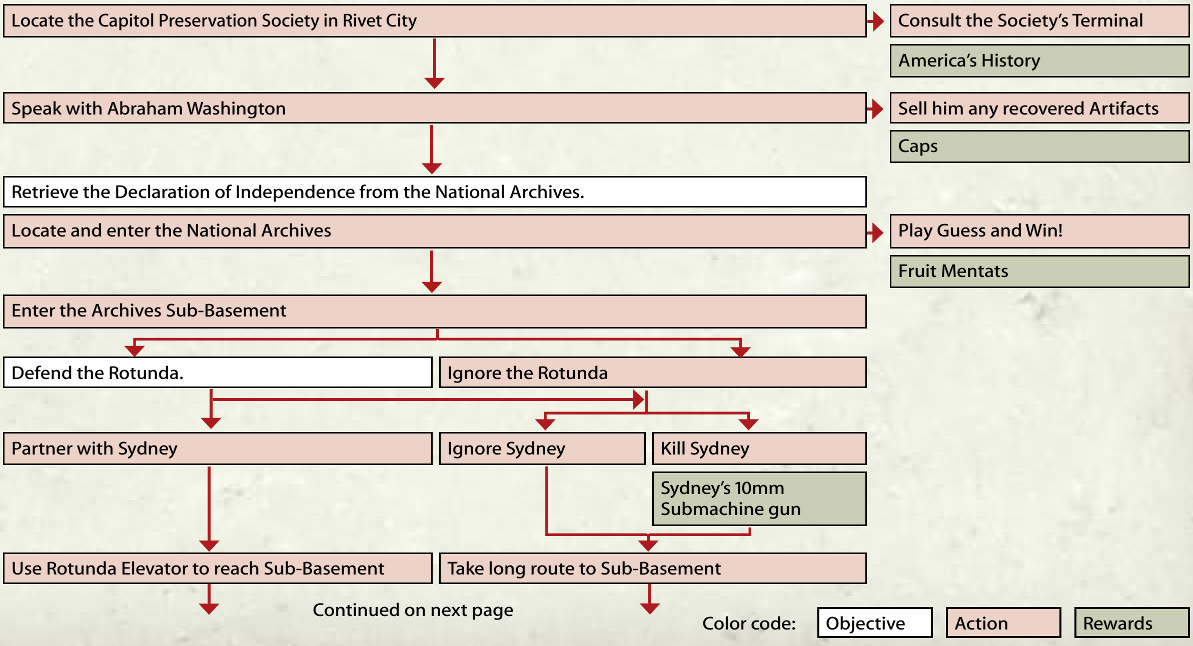
The T-51b Tactical Armor grants you incredible damage resistance when worn, giving exceptional combat protection. Even better, it has no agility penalty, compared to other Power Armor types available! You need Power Armor Combat Training (achieved by visiting the Citadel during **Main Quest: Picking up the Trail**) to use it.



Stealing Independence

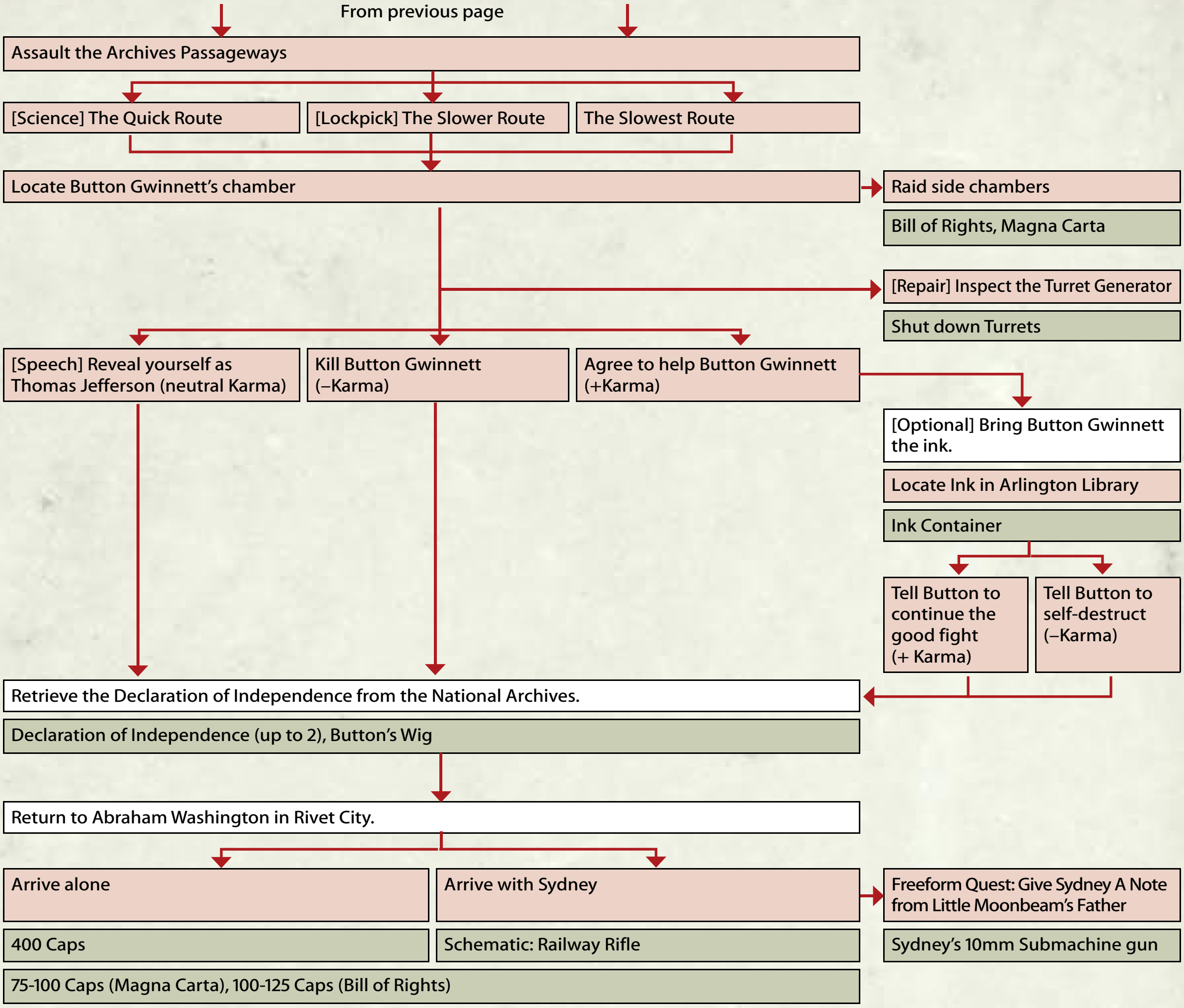
QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	OPTIONAL PATH
Main Characters	Abraham Washington, Sydney, Button Gwinnett, Thomas Jefferson		Scribe Yearling
Locations	Rivet City, The National Archives		Arlington Library
Adv. Items/Abilities	Lockpick, Repair, Science, Speech		—
Possible enemies	Super Mutant Genus, Robot Genus, Turrets		Raiders
Karma Influence	Positive and/or Negative		Positive and/or Negative

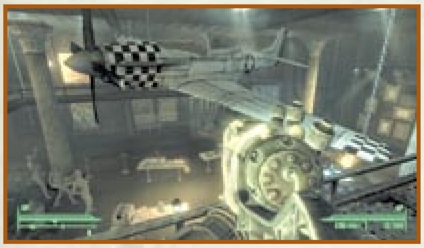

Locate the Capitol Preservation Society in Rivet City
Consult the Society's Terminal
America's History
Speak with Abraham Washington
Sell him any recovered Artifacts
Caps
Retrieve the Declaration of Independence from the National Archives.
Locate and enter the National Archives
Play Guess and Win!
Fruit Mentats
Enter the Archives Sub-Basement
Defend the Rotunda.
Ignore the Rotunda
Partner with Sydney
Ignore Sydney
Kill Sydney
Sydney's 10mm Submachine gun
Use Rotunda Elevator to reach Sub-Basement
Take long route to Sub-Basement

Continued on next page

Color code: Objective | Action | Rewards


From previous page
Assault the Archives Passageways
[Science] The Quick Route
[Lockpick] The Slower Route
The Slowest Route
Locate Button Gwinnett's chamber
Raid side chambers
Bill of Rights, Magna Carta
[Repair] Inspect the Turret Generator
Shut down Turrets
[Speech] Reveal yourself as Thomas Jefferson (neutral Karma)
Kill Button Gwinnett (–Karma)
Agree to help Button Gwinnett (+Karma)
[Optional] Bring Button Gwinnett the ink.
Locate Ink in Arlington Library
Ink Container
Tell Button to continue the good fight (+ Karma)
Tell Button to self-destruct (–Karma)
Retrieve the Declaration of Independence from the National Archives.
Declaration of Independence (up to 2), Button's Wig
Return to Abraham Washington in Rivet City.
Arrive alone
Arrive with Sydney
Freeform Quest: Give Sydney A Note from Little Moonbeam's Father
400 Caps
Schematic: Railway Rifle
Sydney's 10mm Submachine gun
75-100 Caps (Magna Carta), 100-125 Caps (Bill of Rights)

WASHINGTON'S PROCLAMATION



Rivet City is home to the Capitol Preservation Society.

Begin this quest in the Capitol Preservation Society, located inside Rivet City. Log on to the Society's Terminal (on the lower level) to find out a little more about America's history. The documents mentioned in the terminal entries are also framed on the wall to the left of the terminal, but some frames are empty, awaiting a missing document. Search this chamber for the curator and owner, Abraham Washington.

Investigate the room, but don't steal anything. You're here to meet Abraham Washington. When you find him, be polite so you can easily ask about "the greatest prize" of all the documents, which is missing. Washington explains it is the Declaration of Independence, and he wants you to find it. He promises to reward you if you return with the document.

You can also use **Speech** to press Washington to reveal how he obtained all this information on the Declaration of Independence. He tells you he sent another relic hunter off to find the item. She reported back the information but lost contact a couple of months back.

Don't forget to have Washington pinpoint the National Archives (where Washington believes the Declaration is located) on your Pip-Boy.

NEW OBJECTIVE

"Retrieve the Declaration of Independence from the National Archives" begins.

If asked, Washington says he's also looking to branch out in his collecting, and if you find any other documents of historical significance, he'll pay you handsomely. When you're finished talking, tool up with your finest in Super Mutant–abatement weaponry, and exit to the D.C. Wasteland.

The National Archives is near the Mall, and the Pennsylvania Ave./The Mall Metro Station is the nearest link point. The building itself has two entrances. The rear entrance is quick to reach; head up the escalator from the Pennsylvania Ave./The Mall Metro, turn right (southwest), and the entrance is just ahead, by the collapsed rubble. The front entrance is approached from the Mall itself, heading north. Either way, you need to cut down a group of Super Mutants. Once inside, your search begins.

TO THE ROTUNDA: SUPER MUTANT SEARCH AND DESTROY

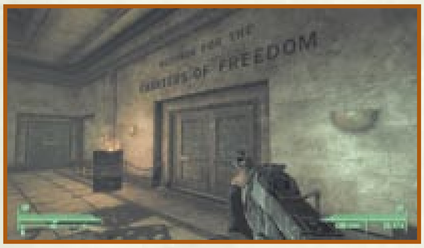
Note

There are two ways to reach a mysterious relic hunter, holed up in the central rotunda, who is helpful, but not mandatory to your

(continued)

quest. There's the short way, which involves ignoring most of the rooms, and heading in from the front entrance. There's also the long way, which involves heading in from either entrance, but clearing most of the building of Super Mutants.

PATH A: THE SHORT WAY (MAIN ENTRANCE)


Literally seconds away from the main entrance is your destination: the rotunda.

From the main entrance, proceed into the entrance foyer, and head around the central wall. On the other side is a Guess and Win! Terminal. Play the quiz if you wish, then inspect the three separate exits. There are metal doors to the east and west; these will lead you on the long route through the building (Path B). For the short route, choose the double wooden doors under the rotunda signage, next to the flaming barrel (a visual clue that this is the way to go).

Activate a National Archives Guess and Win! Terminal, and you get eight quiz questions about American history:

Question 1: The Declaration of Independence was an act of what body?
Answer: Second Continental Congress.

Question 2: How many North American Colonies rebelled against Great Britain in 1776?
Answer: Thirteen.

Question 3: Who was the first person to sign the Declaration of Independence?
Answer: John Hancock.

Question 4: How many delegates signed the Declaration of Independence?
Answer: 56.

Question 5: Which one of the following is NOT a written section of the Declaration of Independence?
Answer: Ratification.

Question 6: Who was the ruler of Great Britain when the Declaration was enacted in 1776?
Answer: King George III.

Question 7: Complete this famous phrase from the Declaration: "Life, Liberty, and the pursuit of…"
Answer: Happiness.

Question 8: Who was the principal author of the Declaration of Independence?
Answer: Thomas Jefferson.

Your rewards for correctly answering all eight questions in a row (start again if you get one answer wrong, the questions you previously got correct remain highlighted) is an Archives Prize Voucher. The Prize Voucher can be redeemed for Fruit Mentats at the prize terminal immediately to the right of the Guess and Win! Terminal (there's also a safe in the nearby administration office with six more Prize Vouchers).

Archives Prize Voucher

Glamorously Grape Mentats (3)
+5 CHA for 240 minutes.

Brilliantly Berry Mentats (3)
+5 INT for 240 minutes.

Observantly Orange Mentats (3)
+5 PER for 240 minutes.

PATH B: THE LONG WAY (REAR ENTRANCE)

Choose the long route if you want to clear the area of Super Mutant threats to save yourself from heavier combat later on, and collect all the useful health, weapons, ammo and other items stored throughout he building. Refer to the map on page 441 in the Tour of the Wasteland chapter to aid you in a selecting a thorough, clockwise exploration of the upper areas of the National Archives. Begin from the outside rear entrance of the Archives, and enter the basement library facing south. Take out any Super Mutants you encounter, searching for items as you go, and proceed on a clockwise route until you have cleared the entire area of threats and useful items. Your route should bring you back to the basement library where you started! Now you can choose to head to the rotunda and proceed into the basement with Sydney, or head directly to the locked door to the sub-basement alone.

ARCHIVAL SECURE WING EAST: SLAUGHTERING WITH SYDNEY

When you've finished clearing the area, move into the rotunda, and try to avoid the Mines scattered about the floor. You hear a female voice shouting to you; the Muties are coming! Proper introductions will have to wait. Spin around and train your weapon at the door, and dispatch a trio of Super Mutants. Sydney must survive!

NEW OBJECTIVE
"Defend the Rotunda" begins.

You might want to lay a few Mines just as you open the double doors, before meeting Sydney, to waylay your adversaries. Fewer Super Mutants attack if you already wiped them from the Archives (if you took Path B). Keep up the pressure until all the Super Mutants are down. Expect a second wave to arrive shortly after; don't let your guard up until your second objective displays as "completed."

Begin to speak with Sydney. She quickly realizes you're in the same line of work and have the same employer as her. She suggests you team up, find the Declaration, then bring it back to Washington and split the reward. Because you have this guide, her knowledge of the area isn't as critical, but you're still encouraged to agree to this; especially because she has an interesting Post-Quest Antic to uncover. Isn't that right, Moonbeam? Assuming you agree, Sydney tells you the Declaration is secured in the archival strongroom underground. However, Sydney's found a concealed cargo lift in the center of the rotunda that takes you straight there.

Continue to get to know Sydney. Ask about how she got into this line of work, her impressive and customized submachine gun (which isn't available if you try Pickpocketing her), and her father, who she hopes to receive a message from. When you're ready, search the desk and filing cabinets for Ammo, then move to Sydney's Remote Terminal (near the flaming barrel), and "Unlock Rotunda Cargo Lift" using the password she supplies. The center of the rotunda raises slightly. Step on the lift, wait for Sydney, then look down and activate the lift. Your route continues in "Assault on the Archives Passageways."

If Sydney was shot, or worse yet, was gunned down by your hand, expect a Karma loss. Without Sydney, you cannot use the rotunda cargo lift; you'll have to take the long way to the East Wing.

TO THE ARCHIVAL SECURE WING EAST: ALONE AGAINST THE MUTIES

If Sydney is dead, or you don't want to share Washington's reward, or you just want a different (and highly dangerous!) method of reaching the archival strongroom, head to the locked door with the wall terminal.

Use **Science** to hack the terminal, or **Lockpick** to unlock the door, to access a set of crumbling stairs leading down into the sub-basement.

If you can't get through this door, and Sydney is dead, return here after boosting your Lockpick skill and locating more Bobby Pins. Once through, head down the stairs to a tiny book repository, and begin a battle through the shelving; use it to shield you from the Super Mutant attacks. Wait for another to open the door, then attack it, but stay back in this room.

There's a gas leak in the maintenance chamber beyond, and any sparks engulf you in fire. Stay in the book repository, and let the Super Mutants come to you. When immediate threats are cleared, roll in a Grenade and retreat. When the Grenade explodes, clearing the haze of gas, step into the maintenance chamber, and engage a Mutie who sometimes comes in with a Missile Launcher over on the south side of the chamber. Cross the small connecting bridge, but expect around six Super Mutants in this area from the time you headed downstairs; they don't stop coming! When everything quiets down, inspect the southern room, where Ammo Boxes and a First Aid Box are available.

Ammunition Box

First Aid Box

Drop down from the small bridge, or turn and look for the tunnel to the east, which curves right and down to a pit room under the bridge and maintenance room. Exit via the doorway in the northwest corner, moving to a tunnel heading west, which ends in a T-junction. Hold your fire; there's another gas leak here! Turn south (north is a dead-end), and bound up the stairs. There's a locked gate to the east.

After a small struggle to jimmy open the lock using your **Lockpick** skill, you can enter this tiny storage area, complete with a collection of rarer items.

Bag these, then head west, to the Door to Archival Secure Wing East. Head through, and you're in the sub-basement directly under the rotunda. The paths for "Slaughtering with Sydney" and "Alone Against the Muties" now merge.

Metal Armor

Metal Helmet

Mini-Nuke

Stealth Boy

ASSAULT ON THE ARCHIVES PASSAGEWAYS

Tip

It might be wise to bring out the Pulse Grenades at this point. If you want Sydney to survive, take a slow and steady approach to the exploration, or tell her to stay put in a safe place.

REACHING THE STAIRWELL WAYPOINT

During the following search through the East Wing toward the archival strongroom, you hear the voice of Button Gwinnett "spurring the troops"; he sounds a little odd, as if commanding soldiers from an ancient Revolutionary War fortress.

Move northward, through the hatch door, and begin your descent into the passageways that lead to the archival strongroom. If you've spoken at length to Sydney, she has mentioned "short" and "long" routes throughout this particular area. For now, head into the initial chamber, turn left (west), and lob a Pulse Grenade at the waiting robot before he has chance to attack you. Back up out of range, and don't continue until oily's guts are clanking out over the concrete floor. Now pick one of three routes to reach the next chamber:

The Quick Route: Move north to the utility gate. It is jammed, but if your **Science** skill is high enough, you can mend the door. It swings open, and you have a moment to react to the robot in the next chamber. Dispatch it!

The Slower Route: The second route involves moving west, toward the narrow corridor. Battle a second robot, then turn right (north) at the metal door. Use **Lockpick** to open the door, and step through into a very long, straight corridor. Run to the opposite end, open the other metal door, and step out into the original corridor as it reaches the next chamber, on your right (east).

The Slowest Route: If you're lacking Lockpick and Science skills, or if you want additional combat and pick-up opportunities, take this route. Head west, following the corridor as winds past several doorways; check inside for items and Ammo if you wish. Continue along the corridor to a well-lit room; check the shelves for items, and watch out for the robot on the other side of the wall. Beware; there's a gas leak here! Then follow the corridor east. All three of Sydney'paths now merge at the rubble pile near a stairwell leading down.

Pulse Mines

Laser Rifle

Energy Cell Ammo

At the rubble pile, before you head down the steps, make sure you inspect the turret generator, between the two metal wall sections. **Repair** this and you can shut down all the turrets in the floor below, which guard some major archival materials!

Tip

If you're partnered with Sydney, she's more than just a pretty face offering fire-support. She also shouts out some tactical advice, including shortcuts that can help in sections to come. Listen, then act on her advice.

RANSACKING TO THE BILL OF RIGHTS

Descend to the floor below, and locate the hatch door in the north wall. Step through, and you find three doors to choose from. Deal with the left door first:

Bring out your Bobby Pins, and **Lockpick** open the hatch door that's locked. This leads to a secondary hatch door to **Lockpick** open if you want to ransack what's behind here.

Assuming you pick both locks, you can enter a narrow storeroom, filled with useful items. Grab the following (which includes the exceptionally valuable Bill of Rights inside the security safe), then head back to the corridor you just came from:

Ammunition Box (7)

First Aid Box

Lying, Congressional Style
+1 Speech (+2 with Comprehension perk).

Bill of Rights†

† Sell this to Abraham Washington for 100–125 Caps (depending on Barter skill level), or during Miscellaneous Quest: Head of State.

CARTING OFF THE MAGNA CARTA

Either **Lockpick** the door on the right in the initial corridor at the bottom of the stairs, or head forward, then double-back east and south into an archival room with an easily overlooked hatch door in the east wall. Open that, then **Lockpick** a second locked door.

Watch out for two turrets, and inspect another narrow storeroom that contains telephones, five Ammo Boxes, and another valuable object: the Magna Carta!

Ammunition Box (5)

Magna Carta ‡

‡ Sell this to Abraham Washington for 75–100 Caps (depending on Barter skill level), or during Miscellaneous Quest: Head of State.

TO THE ARCHIVES STRONGROOM: NO COMBAT

Before you check the door on the east wall, move to the wall terminal, and use **Science** to hack into the computer. You can switch off the turret right beyond the door in the next chamber.

There are three robots in the area beyond the doors, but you don't have to avoid them; you can use your **Lockpick** skill on the door on the east wall.

Once through, follow the small corridor into a room with large microfiche monitors, then continue north. The junction on the left leads to the robot threats, so **Sneak** (and optionally use a Stealth Boy) to continue on and around to the left, and quickly move to the north wall and the door to the archival strongroom. Open it before you're sensed by the robots.

TO THE ARCHIVAL STRONGROOM: NO MERCY!

If you're interested in robot combat, open the unlocked hatch door. Enter the chamber, optionally pausing to search the area for minor Ammo and Caps. Then move to the T-junction ahead. You're spotted by two robots on either side of you, so back up from this ambush, and lay Pulse Mines or perform your preferred method of robot destruction. Then, move around to the next chamber, which has the door to the archival strongroom on the north wall, and enter.

YIELDING TO THE DISTINGUISHED GOVERNOR OF GEORGIA

The floor recognizes the second signer of the Declaration of Independence...isn't this loopy rustbucket!

Holster your weapon (at least temporarily) as you emerge into the strongroom, and you're greeted by Button Gwinnett, second governor of Georgia! Look closer, and you may spot some tiny discrepancies in this fellow: the pulsing brain module, the clanking sound he makes, and the fact that this is actually a Protectron! It's been more than two hundred years, and Button's AI began to get a bit loopy a long time ago. He started to repair and reprogram the robots to believe he was their "leader" and they had to defend the ideals of freedom as laid out in the Declaration (their original programming was to defend the treasures of the archives and reenact the signing of the Declaration). Button now believes you to be a Redcoat spy. Set him straight on a few issues:

You can dismiss this foolishness, but Button doesn't fall for it. He keeps up the pretense until you either play along or seek violence. Your options are as follows:

Continue to play along, asserting that you're not a Redcoat spy but from the United States congress. At this point you have two options:

Use **Speech** and declare yourself to be Thomas Jefferson (or his agent, if you're female), and that you've returned to liberate the Declaration. Button is overjoyed and eventually hands over the document.

You can seek to prove your honesty by tricking the Redcoats. The only option Button deems appropriate is to craft a "fake" Declaration of Independence, and for this, he needs ink from 500 years ago. There's only one place you can get this: Arlington Public Library!

NEW OBJECTIVE [OPTIONAL]

"Bring Button Gwinnett the ink" begins.

Or, you can gun down this maniac hunk of junk, powdered wig and all. You'll lose karma, but you won't need to embark on a wild goose chase into a Raider stronghold to find some ink for a deranged droid! When Gwinnett is destroyed, he drops the password to the Strongroom Security Terminal. Collect it along with a few Cells.

Strongroom Security Terminal Password

Energy Cell Ammo

AN INK TO THE PAST

That nut-and-bolt case needs this Ink Container, does he? You'll find it here, under heavy Raider protection.

If you're the patient sort, set off for Arlington Public Library. The route through the library that you take is identical to the one presented during **Miscellaneous Quest: The Wasteland Survival Guide**. Check page 227 for the tactics to reach the Ink Container, then bring it all the way back to the strongroom!

GIVE IT UP, GWINNETT!

If you haven't destroyed Button Gwinnett, you can hand over the Ink Container when you return, or convince him you're Thomas Jefferson. Either way, you receive the Declaration of Independence from Button Gwinnett, and a passcode for the Archives Security Terminal. Copy or not, this is going straight back to Abraham Washington. Whether you're a "congress member" or "Thomas Jefferson," Button asks what his next orders should be:

You can keep up the charade, telling him to continue to fight the good fight, or keep the Declaration.

You can tell him to do what he likes; you're leaving this deranged rustbucket immediately!

Or you can tell Button to self-destruct. It's a cruel end to the co-signer of the Declaration of...oh wait. This is an insane droid that's taken up far too much of your time already!

NEW OBJECTIVE

"Return to Abraham Washington in Rivet City" begins.

Now that you have a Declaration, you can further explore this chamber. Use the Archives Secure Terminal Password, or the passcode that Button gave you, to access Button's Terminal. Here, you can unlock all the strongroom, East Wing, and mag-sealed doors (recommended). You can also steal (if Button is still alive) Cells and a Stealth Boy from his wooden desk and wardrobe. Behind Button's desk is a door to three safes; the middle one has the real Declaration of Independence. The others have Ammo and a few Caps. Don't forget Button's Wig also; it's one of the finest unique items in the Wasteland!

Declaration of Independence

Button's Wig
+1 INT, +5 Barter, +10 Speech, -1 PER.

You can now open the door in the west wall, and head into a Protectron pod chamber. You can explore here, inspecting the pods or accessing the Maintenance Terminal, to learn a little more about the Archives' history. When you've finished larking about, locate Sydney and agree to return to Rivet City. Take the now-functional cargo elevator and leave the building. Fast Travel to Abraham Washington.

QUEST REWARD: HANDING OLD RELICS TO THE OLD RELIC

Washington is suitably excited to receive the document, and any others you may have stolen!

Return to the Capitol Preservation Society, where Old Man Washington is quite giddy about receiving the documents you've risked your life for. You're awarded a Railway Rifle Schematic for your troubles, and some Caps if you turn in any other documents or relics. The following table shows antiquities that Washington will readily purchase from you. He locates Sydney and awards her prize after you've left.

Schematic: Railway Rifle
+400 Caps if you arrive alone.

75–100 Caps
If Magna Carta delivered.

100–125 Caps
If Bill of Rights delivered.

POST-QUEST ANTICS

Assuming Sydney survived the quest, you can speak to her either in the National Archives, in Rivet City, or in the 9th Circle drinking establishment in Underworld (where she emigrates after this quest). Bring the following object:

A Note from Little Moonbeam's Father

Find this Holotape in the Statesman Hotel; the exact location (a bed by a desiccated corpse) is shown during **Miscellaneous Quest: Reilly's Rangers** (page 300). Speak with Sydney about her father. You need to figure out that her father's "sappy" name for her ("Little Moonbeam") is the one used in the Holotape message, if you listened to it. Sydney is shocked and taken aback that her father didn't leave when she was 14, but rather tried to help her. She presents her customized one-of-a-kind SMG as a token of her appreciation.

Sydney's 10mm "Ultra" SMG
Holds 50 rounds, with higher crit and per shot damage.

Items that can be Sold to Abraham Washington

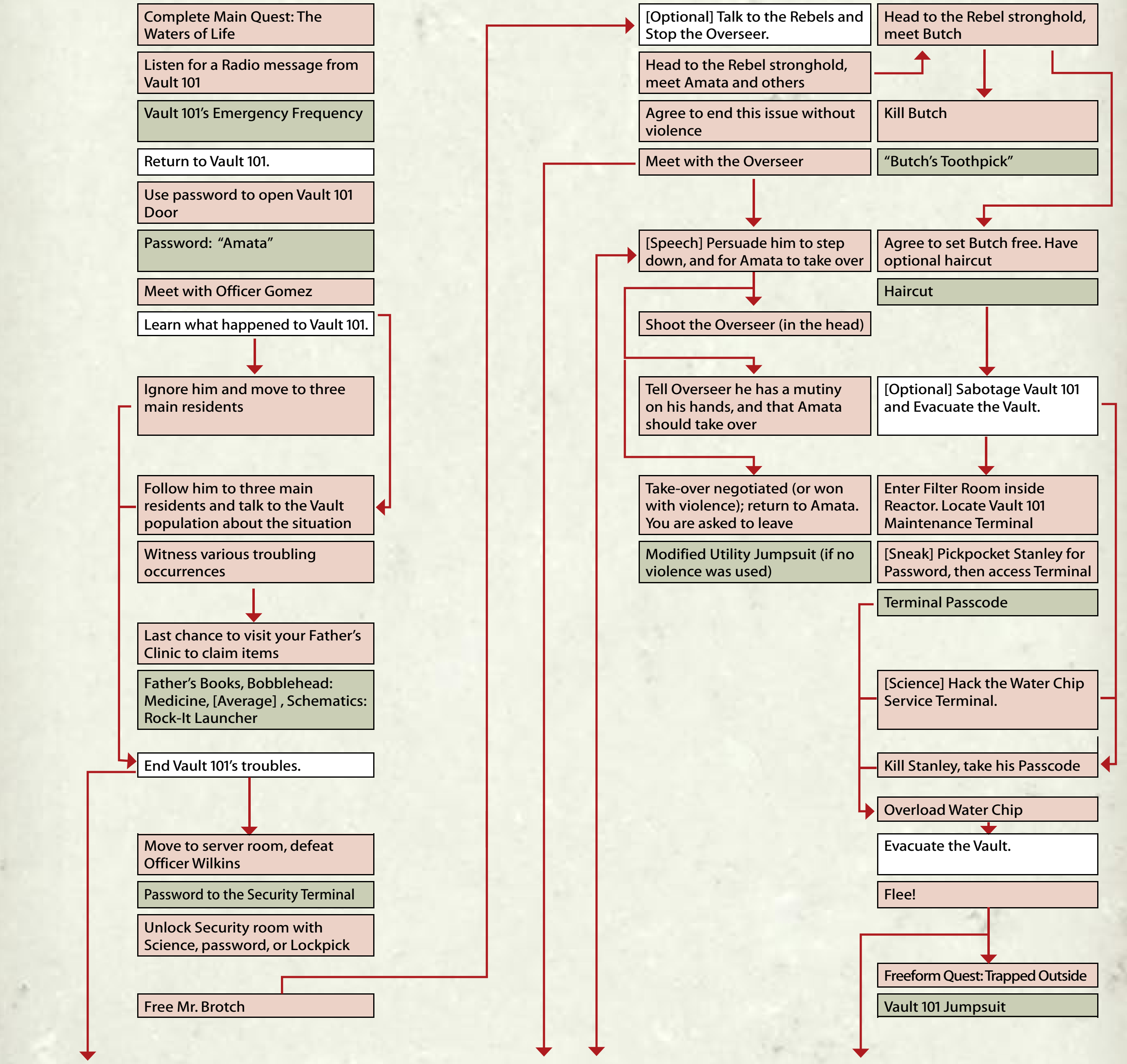
ARTIFACT	LOCATION	PRICE (ABRAHAM WASHINGTON)	RELATED MISC. QUEST
Declaration of Independence	National Archives	Railway Rifle Schematics	Stealing Independence
(Faked) Declaration of Independence	National Archives	Railway Rifle Schematics	Stealing Independence
Bill of Rights	National Archives	100–125 Caps	Stealing Independence
Magna Carta	National Archives	75–100 Caps	Stealing Independence
Lincoln's Rifle	Museum of History	100–125 Caps	Head of State
Lincoln's Hat	Museum of History	70 Caps	Head of State
Action Abe	Museum of History	10 Caps	Head of State
John Wilkes Booth Wanted Poster	Museum of History	70–90 Caps	Head of State
Civil War Draft Poster	Museum of History	60 Caps	Head of State
Lincoln's Diary	Museum of History	100 Caps	Head of State
Lincoln's Head Penny Collection	Museum of History	15–30 Caps	Head of State
Lincoln's Voice (Phonograph)	Museum of History	60–80 Caps	Head of State
Agatha's Soil Stradivarius Violin*	Vault 92	200–300 Caps with Speech challenge	Agatha's Song

*This item is required to complete **Miscellaneous Quest: Agatha's Song**

Trouble on the Homefront

QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH 1	OPTIONAL PATH 2	OPTIONAL PATH 3
Main Characters	Amata, Jim Wilkins, Officer Gomez, Officer Armstrong, Overseer Almodovar (Overseer Mack), Butch, Officer Taylor, Freddy Gomez, Chip Taylor, Wally Mack, Ellen DeLoria, Pepper Gomez, Security Chief Hannon, Vikki Hannon, Mr. Brotch, Old Lady Palmer, Christine Kendall, Andy, Miss Beatrice, Stanley			
Locations	Vault 101			
Adv. Items/Abilities	Lockpick, Science, Sneak, Speech			
Possible enemies	Radroach			
Karma Influence	Neutral			



Complete Main Quest: The Waters of Life

Listen for a Radio message from Vault 101

Vault 101's Emergency Frequency

Return to Vault 101.

Use password to open Vault 101 Door

Password: "Amata"

Meet with Officer Gomez

Learn what happened to Vault 101.

Ignore him and move to three main residents

Follow him to three main residents and talk to the Vault population about the situation

Witness various troubling occurrences

Last chance to visit your Father's Clinic to claim items

Father's Books, Bobblehead: Medicine, [Average] , Schematics: Rock-It Launcher

End Vault 101's troubles.

Move to server room, defeat Officer Wilkins

Password to the Security Terminal

Unlock Security room with Science, password, or Lockpick

Free Mr. Brotch

[Optional] Talk to the Rebels and Stop the Overseer.

Head to the Rebel stronghold, meet Amata and others

Agree to end this issue without violence

Meet with the Overseer

[Speech] Persuade him to step down, and for Amata to take over

Shoot the Overseer (in the head)

Tell Overseer he has a mutiny on his hands, and that Amata should take over

Take-over negotiated (or won with violence); return to Amata. You are asked to leave

Modified Utility Jumpsuit (if no violence was used)

Head to the Rebel stronghold, meet Butch

Kill Butch

"Butch's Toothpick"

Agree to set Butch free. Have optional haircut

Haircut

[Optional] Sabotage Vault 101 and Evacuate the Vault.

Enter Filter Room inside Reactor. Locate Vault 101 Maintenance Terminal

[Sneak] Pickpocket Stanley for Password, then access Terminal

Terminal Passcode

[Science] Hack the Water Chip Service Terminal.

Kill Stanley, take his Passcode

Overload Water Chip

Evacuate the Vault.

Flee!

Freeform Quest: Trapped Outside

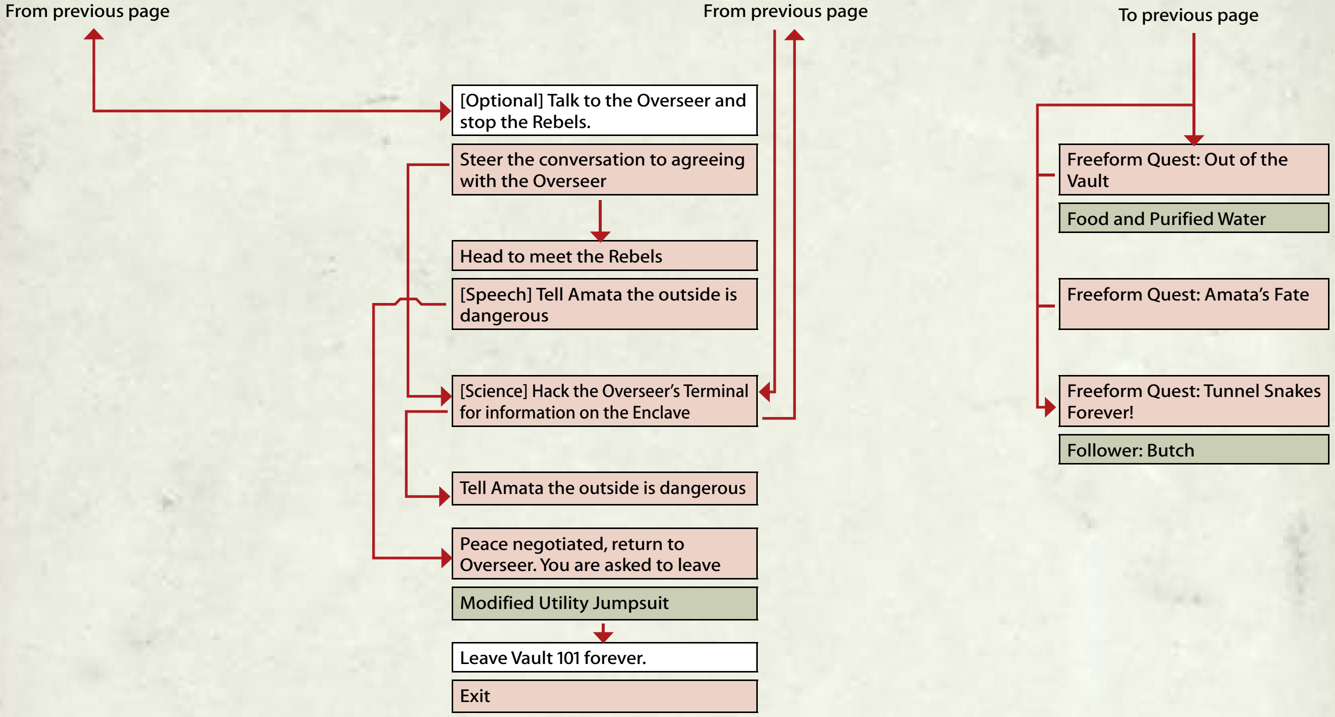
Vault 101 Jumpsuit

Continued on next page

Continued on next page

Continued on next page

Color code: Objective Action Rewards


From previous page
From previous page
To previous page
[Optional] Talk to the Overseer and stop the Rebels.
Steer the conversation to agreeing with the Overseer
Head to meet the Rebels
[Speech] Tell Amata the outside is dangerous
[Science] Hack the Overseer's Terminal for information on the Enclave
Tell Amata the outside is dangerous
Peace negotiated, return to Overseer. You are asked to leave
Modified Utility Jumpsuit
Leave Vault 101 forever.
Exit
Freeform Quest: Out of the Vault
Food and Purified Water
Freeform Quest: Amata's Fate
Freeform Quest: Tunnel Snakes Forever!
Follower: Butch

SOMETHING'S AMATA AT VAULT 101

Hidden deep beneath this rocky outcrop is Vault-Tec's latest failed experiment: Vault 101.

Complete **Main Quest: The Waters of Life**. Soon afterward, your Pip-Boy picks up transmissions from Vault 101's Emergency Frequency. Tune your radio to hear Amata, who tells you the Vault's Overseer is insane! She's set the door's password to "Amata" and hopes you help soon.

Vault 101's Emergency Frequency
Only audible from locations near Vault 101.

NEW OBJECTIVE
"Return to Vault 101" begins.

NEW OBJECTIVE
"Learn what happened to Vault 101" begins.

Enter through the rock wall's gate to the Vault door. Use "Amata" as the password (you need to have listened to the radio message to do this). Step into the door security zone, where you find Jim Wilkins, dead! Kill the Radroach, then open the door to the west.

In the generator room Officer Gomez (or Officer Armstrong if Gomez died in "Escape!") accosts you. Converse with him (leave Amata's name out of your chat, because he doesn't know about the radio message). He then tells you that the night your father left, "everything went crazy." Radroaches invaded, inhabitants realized humans could survive outside, and the Overseer started to crack down on such talk. The Vault seems split; some favor the Overseer, while others side with Amata and the "Rebels."

These options are available before the end of the conversation:

If you don't want to explore or use the guide map, you can follow Gomez to either the Overseer or Amata (the choice is yours).

You can give up on solving the troubles, and leave Vault 101 forever. If you choose this, the quest ends, and you cannot return (the password changes, sealing you in the Wasteland).

If you want to explore and talk to other inhabitants, start investigating on your own.

NEW OBJECTIVE
"End Vault 101's troubles" begins.

THE 411 ON 101

Note

Speak to three main people at your earliest convenience:

- The Overseer (located in his office).
- Amata (found in the western wing of Vault 101).
- Butch (found in the corridor near Amata).
- Or, roam the Vault, speak to the residents, and hear their explanation of events.

Whatever your plan, move to the ground floor of the atrium, and watch Officer Taylor shoot at Freddie Gomez! Speak with him, and he tells you he's afraid of the Rebels and doesn't know what to do. Leave him to wander, and face south. You can head anywhere (just talk to many residents) and open the door marked "storage." There's another dead resident in here: Officer Taylor's son, Chip!

Search through the inhabitants' quarters, and you'll find a number of survivors wandering the halls, including Wally Mack (who's left the Tunnel Snakes, and hates the Rebels), Ellen DeLoria (who can't remember what went on, but still blames your father), and Pepper Gomez (who hates that her brother got involved with the Rebels, and can't stand you). Once you get a flavor of the problems plaguing this place, visit one of the three people listed previously, and plan one of four conclusions to this quest:

» Respecting Authority: Siding with the Overseer.
» The New Queen of Vault 101: Siding with Amata.
» Hair-brained Evacuation: Siding with Butch.
» Everybody's Gotta Die Sometime….

Note

You can also roam the basement reactor room area; the items you can grab are all listed in the "Siding With Butch" section of this quest.

Also remember you can choose to conclude this quest by speaking to people in any order; the following stages show the quickest way to resolve your plans.

You can also choose to leave Vault 101 and never return, when you speak to either the Overseer or Amata. Banishment isn't a recommended option until you finish the quest.

RESPECTING AUTHORITY: SIDING WITH THE OVERSEER

Travel to the Atrium/Upper Level of the Vault, head north along the main corridor to the door on your right, where you found the Overseer's office during **Main Quest: Escape!**, and enter. You may bump into Security Chief Hannon on your travels; his hatred of the Rebels and other trouble-makers stems from the loss of his wife Vikki and their child. Don't bother him unless you plan to kill him later, and enter the Overseer's office to the south. Save your progress.

NEW OBJECTIVE [OPTIONAL]

"Talk to the Overseer and Stop the Rebels" begins.

Speak to the Overseer. If you killed the original Overseer (Amata's father) during **Main Quest: Escape!**, the new Overseer is Allen Mack (Wally's father). Whoever is running the show, you have the following options to try to get "on side" with the Overseer:

Ignore all other dialog choices, and steer the chat into agreeing to stop the Rebels. Choose your dialog answers carefully, placing this dictator in a favorable light.

Travel to meet Amata, in the west wing of the Vault. Access the door to the lower levels west of the Overseer's area. Head down the stairs, passing the turning for the Reactor, and turn left at the T-junction. Follow the signs to the atrium up the steps, navigate around Butch, and head northeast to Amata.

Or, you can head to the Overseer's Office, and use **Science** to access his terminal. Since your escape, the Overseer was contacted by the Enclave. They want access to Vault 101, claiming they're here to help. The Overseer seems to have denied them access, because he doesn't trust them; this could be the wisest move the man has made in a long time!

Use your **Speech** skill to convince Amata to stop her rebellious plans by telling her the outside area is very dangerous. If you fail, you need to return to the Overseer, and speak with him. If you fail again, the only option is to leave.

Or, if you read the Overseer's information in his terminal, convince Amata to back down, since the Overseer is keeping the Vault safe. You can attempt this without a Speech challenge.

Now return to the Overseer, who is pleased by your negotiating skills, especially because the Rebels were disbanded without bloodshed. The Overseer continues to rule Vault 101; you receive a Modified Utility Jumpsuit and are asked to leave, permanently. Your past escape caused ill-will among the inhabitants.

Modified Utility Jumpsuit

NEW OBJECTIVE

"Leave Vault 101 forever" begins.

THE NEW QUEEN OF VAULT 101: SIDING WITH AMATA

Before chatting with the Rebels, investigate the admin area, accessed via the gantry area in the atrium. Step into the server room, and you may encounter Officer Wilkins, who's the most vehement of the Overseer's supporters. He opens fire after a brief threat, so be ready to drop him. Search his corpse to obtain the Password to the Security Terminal. Then investigate the locked security room. Inside, head to the locked cell door with the terminal to the left. Access the locked cell door with the password that you found on Wilkins' corpse.

When successful, you can use **Science** to unlock the cell door, and read a memo marked CONFIDENTIAL. It details a midnight raid on the Rebels' stronghold by one of the more "enthusiastic" guards, and stresses the importance of not telling the Overseer.

If your **Lockpicking** is successful, the cell door opens, and you can release your old teacher,Mr. Brotch, from confinement. He moves to the Rebel area after telling you more about the raid, and the Rebels' plans.

NEW OBJECTIVE

"Talk to the Rebels and Stop the Overseer" begins.

Find the Rebels' stronghold in the Vault's west wing. Speak with Butch (optionally beginning "Siding with Butch"), then chat with Old Lady Palmer, Christine Kendall, and any other inhabitant you want to gain information from. When you speak with Amata, agree to the following:

Choose the dialog option "I swear, I'll stop the Overseer and his guards. Just watch." Agree to not use violence to solve this issue. Go to the Overseer to bring this fight to a peaceful conclusion.

Before you leave the Rebel stronghold, check your father's old clinic, which has been taken over by Andy. He's made a mess of Miss Beatrice's toe operation, as the blood hasn't even been scraped off the walls yet. Leave and head out past Butch, down the stairs, and turn right (west), passing the stairs down to the reactor. You're headed up the atrium steps to speak with the Overseer. Before you speak with him, try this option:

Use **Science** to hack into the Overseer's terminal, and read the comments in there; there's evidence that the Overseer has been in contact with the outside world. Now speak with him.

The following plans can occur:

Steer the conversation toward this **Speech** challenge, telling the Overseer he doesn't have enough people to stay cooped up down here forever. This persuasion is easier if you've read his terminal log entries.

If this works, the Overseer agrees to step down and let Amata take over. If this fails, return to Amata and try again. Fail again, and there are two other ways to end this:

If you've read the cell terminal or spoken to Mr. Brotch, tell the Overseer his security guards plan a raid without him.

Shoot him in the head, take his Pistol, and report back to Amata. You can activate the secret tunnel (that you used in **Main Quest: Escape!**) from the Overseer's office, too.

If you killed the original Overseer, Overseer Mack knows what happens to those who try to reason with you, and begins combat as soon as you attempt to talk him out of his position. You must kill him too. Your violent past has come back to haunt you!

Return to Amata, who is thrilled if your diplomacy succeeded, and regretful if you killed the Overseer. She thanks you, but due to the situation with the other inhabitants, you must still leave the Vault. To soften the blow, Amata gives you a special Modified Utility Jumpsuit, but only if you didn't use violence.

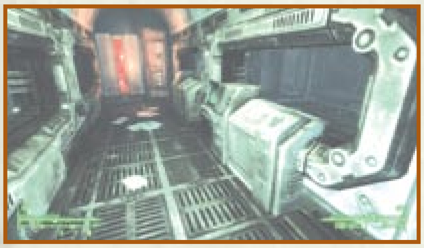
Modified Utility Jumpsuit

NEW OBJECTIVE
"Leave Vault 101 forever" begins.

HAIR-BRAINED EVACUATION: SIDING WITH BUTCH

For those with a soft spot for Butch, or who haven't convinced either side and want to avoid violence, converse with Butch in the corridor close to the Rebel stronghold. Chat, exhausting all options, and he reveals he's desperate to escape his life as a hairdresser! (Request a change in your own hair at this point, if you wish.) You have a new option:

NEW OBJECTIVE [OPTIONAL]
"Sabotage Vault 101 and Evacuate the Vault" begins.


This terminal is the key to Butch's life on the outside; set the Tunnel Snake free!

The Water Chip Terminal downstairs is susceptible to espionage, so follow the signs down to the Reactor Room and sub-level, and enter the Filter Room. You can talk with Stanley, who's tinkering with the Water Chip, because it's in a delicate state and shouldn't be used. This is a clue to your plan; move past the First Aid Box, through the room with the Frag Grenades on the table, and locate the Vault 101 Maintenance Terminal.

Frag Grenades **First Aid Box**

This is a hard terminal to hack into with **Science** skill. If you accomplish this, select "Begin Water Chip Service," then "Begin Manual Service," and finally (after the warning) "Run Systems Purge." This overloads the Water Chip and shuts down the reactor.

Stanley also has the password to the system on him, which you can Pickpocket from him using **Sneak**.

Or, you can simply kill him and take the password.

For a gory bonus, overload the Water Chip while Stanley is working on the system. Messy as his demise is, it's faster than his doomed destiny should he flee into the Wasteland.

NEW OBJECTIVE
"Evacuate the Vault" begins.

The klaxons wail as the Vault powers down and evacuation begins. This is your cue to leave, fast! The Overseer accosts you on your way out of the reactor (if you haven't killed him). You can tell him he no longer has the option to stay in the Vault, or:

You can use **Speech** to try an exceedingly difficult lie, telling him Rebels were responsible.

If you encounter Overseer Mack, no matter which choice you make the Overseer attacks and must be neutralized.

If Overseer Almodovar is still alive, you can attempt to challenge his reasoning. Succeed in your **Speech** and he blames himself for pushing his people too hard, and resigns himself to his fate, without fighting you.

Now flee the scene. You bump into Amata at the exit, and her apprehension is palpable. You can tell her you caused the evacuation, and watch as she flees in disgust away from you. Or you can try a difficult lie, telling her the Overseer was responsible.

This still causes Amata to flee, but she doesn't blame you, and hopes you'll see her again. If Amata flees, you cannot find her. However, you may later find an Enclave checkpoint that Amata has reached; she approaches soldiers she thinks are helpful. After letting the Enclave know where Vault 101 is, they gun her down. Perhaps not the ending you were hoping for….

EVERYBODY'S GOTTA DIE SOMETIME…

"Help" the inhabitants of Vault 101 by ensuring they don't die a slow death in the Wastes, or turn deranged in their underground tomb. Draw your favorite weapon and kill them all, even Old Man Taylor and Butch. However, you fail your quest, and the negative Karma you receive is so strong, it's a wonder you don't burst into flames.

QUEST REWARDS

You receive the following rewards:

Modified Utility Jumpsuit:
If you sided with either the Overseer or Amata, only if you used no violence.

300 XP

TRUTH AND CONSEQUENCES

Depending on your actions, the following consequences occur:

You killed the Overseer:

Amata becomes the new Overseer and bans you from the Vault. She's shocked at the monster you've become in the Wastes.

Before leaving, ransack the Vault, finding supplies and unique items such as your Father's Books (check the laboratory).

Father's Books

You worked with the Overseer:

Vault 101 is sealed again, permanently; you cannot return.

As a reward for your loyalty to the Overseer, you are awarded with:

Stealth Boy **Radiation Suit**

Chems

You ended the lockdown:

Amata becomes the new Overseer but keeps the base closed and sealed, banishing you forever. This allows Butch to flee from his life of hairdressing and shame, however.

If you've led a neutral Karmic existence, locate Butch at the Muddy Rudder in Rivet City and convince him to become your Follower (see location 9.15 in the Tour of the Wasteland chapter for details). The Tunnel Snakes are reborn! He acts as a Bodyguard from this point on, and you can dress him, order him around, or leave him near the Deathclaw Sanctuary in just his pants; it's your call.

You also receive low-radiation Food and Water whenever you return, thanks to the Water Chip functioning.

Food and Water

You forced Vault 101's inhabitants to flee:

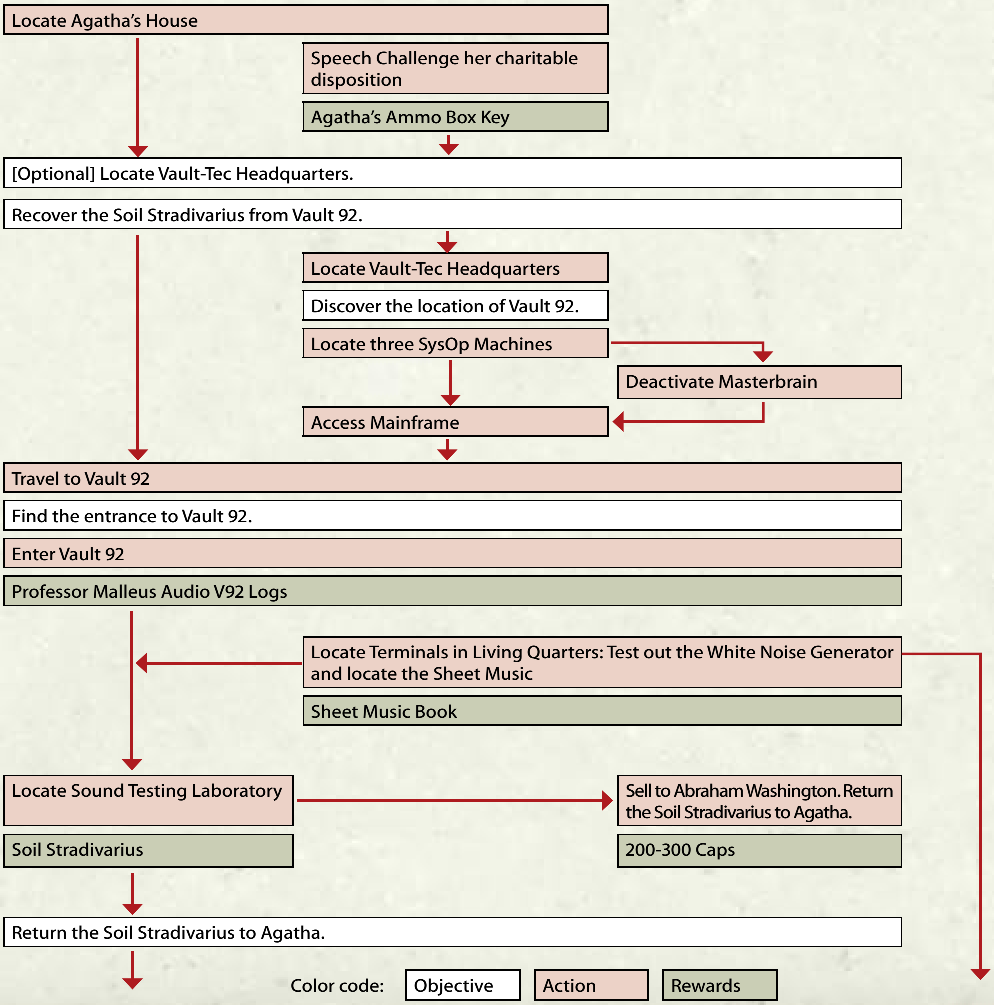
Some do flee, and you may encounter them again in other locales, such as Megaton. Those few remaining in Vault 101 don't want to see you again. Ransack the place, grabbing your Father's Books and anything else you wish.

Father's Books

Agatha's Song

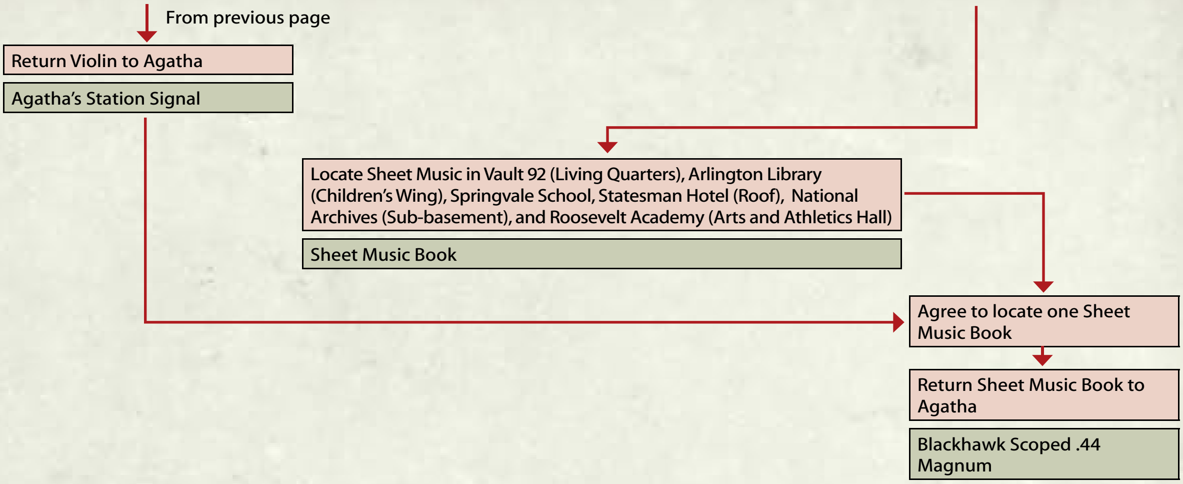
QUEST FLOWCHART

	MAIN PATH 1	OPTIONAL PATH 1	OPTIONAL PATH 2	OPTIONAL PATH 3
Main Characters	Agatha	Masterbrain	Abraham Washington, Ahzrukhal	Agatha
Locations	Agatha's House, Vault 92	Vault-Tec Corporation	Rivet City, Underworld	Vault 92, Arlington Library, Springvale School, Statesman Hotel, National Archives
Adv. Items/Abilities	Intelligence, Lockpick, Repair, Science, Sneak, Speech		Speech	—
Possible enemies	Mirelurk Genus	Science	—	—
Karma Influence	Positive	Neutral		Negative


Locate Agatha's House
Speech Challenge her charitable disposition
Agatha's Ammo Box Key
[Optional] Locate Vault-Tec Headquarters.
Recover the Soil Stradivarius from Vault 92.
Locate Vault-Tec Headquarters
Discover the location of Vault 92.
Locate three SysOp Machines
Deactivate Masterbrain
Access Mainframe
Travel to Vault 92
Find the entrance to Vault 92.
Enter Vault 92
Professor Malleus Audio V92 Logs
Locate Terminals in Living Quarters: Test out the White Noise Generator and locate the Sheet Music
Sheet Music Book
Locate Sound Testing Laboratory
Soil Stradivarius
Sell to Abraham Washington. Return the Soil Stradivarius to Agatha.
200-300 Caps
Return the Soil Stradivarius to Agatha.
Color code:
Objective
Action
Rewards

Continued on next page

TRAINING — FACTIONS & BESTIARY — CENSUS — GEAR — MAIN QUEST — MISC. QUESTS — TOUR — OPERATION: ANCHORAGE — THE PITT — BROKEN STEEL — POINT LOOKOUT — MOTHERSHIP ZETA — APPENDICES


From previous page
Return Violin to Agatha
Agatha's Station Signal
Locate Sheet Music in Vault 92 (Living Quarters), Arlington Library (Children's Wing), Springvale School, Statesman Hotel (Roof), National Archives (Sub-basement), and Roosevelt Academy (Arts and Athletics Hall)
Sheet Music Book
Agree to locate one Sheet Music Book
Return Sheet Music Book to Agatha
Blackhawk Scoped .44 Magnum

FINDING THE FIDDLER

Northeast of the Meresti Trainyard, near the old monorail line, is a small rocky valley visited by traders. (Find one at the western end of a rope bridge.) Cross the bridge, passing a white picket fence. You've found Agatha's House, a corrugated shack, and and a massive radio mast. It looks like it could transmit across the entire Wasteland! Enter the shack, where Agatha lives.

Converse with Agatha, steering toward flattering dialog choices, to begin this quest. Agatha tells you she's a widow, and her husband decided to cut off contact with the outside world, except for the Trader caravans. She entertains the caravans by playing her battered violin, usually through the radio mast her husband erected. It can broadcast across the entire Capital Wasteland.

Your **Intelligence** tells you that an old, homemade violin is never quite in tune.

Ask how you can help, and she says that she knows of a location where a professionally made instrument could still reside.

At this point, you have two **Speech** options (one ruder than the other), a **Charisma** option, and a **Ladykiller** option stating that this search is going to take more than a charitable disposition. If you succeed in any challenge, she gives you the key to a small amount of ammunition that her husband left behind.

Agatha's Ammo Box Key

Agatha recalls her great-great-grandmother Hilda, who was alive back in 2077 before the bombs first fell. She was a classically trained violinist who was invited into Vault 92 during the war, because the Vault would be dedicated to preserving musical talent. She was never heard from again. You're not sure the violin is still intact 200 years later, never mind functional, but Agatha insists it was kept in a special pressurized case. The violin has a name, too: The Soil Stradivarius. Made in 1714, it is priceless. Or it was when art and culture mattered. Agree to the quest, snag the items from the Ammo Box under the Ham Radio, speak to Agatha about the Vault-Tec Headquarters (which is then pinpointed on your map), and set out to find Vault 92.

NEW OBJECTIVE [OPTIONAL]
"Locate Vault-Tec Headquarters" begins.

NEW OBJECTIVE
"Recover the Soil Stradivarius from Vault 92" begins.

Agatha's Ammo
This holds ammo for most weapon types. Take what you need, returning for more at your convenience.

ASSAULT ON VAULT-TEC HEADQUARTERS

Tip

This assault is purely optional. If you know the whereabouts of Vault 92 (which you will if you follow the tactics in this guide!), you can travel (or Fast Travel) there from Agatha's. The following is completely optional. You can also complete this before you meet Agatha.

GUEST RELATIONS ACTIVITIES

Climb out of either of the Vernon Square Stations (Fast Travel here, or to the location nearest here). Deal with the Super Mutant, move east toward the Vault-Tec building, and enter the double doors to the left of the Nuka-Cola machine. Enter the main foyer, and bring your Super Mutant and robot-hunting equipment. Ignore the northern side of the foyer.

NEW OBJECTIVE [OPTIONAL]
"Discover the location of Vault 92" begins.

Go to the foyer's southern end, using the front desk as cover. Tackle a Super Mutant and climb the stairs. At the top, lob a Pulse Grenade to neutralize the Mister Gutsy (or other robotic menace). Search the upper area, cross the balcony heading east, and open the Door to Vault-Tec Corporate Offices.

CORPORATE OFFICE ACTIVITIES

This level is a maze of wrecked offices, with a robot around almost every corner. Except for the odd few Caps and Ammo rounds, this area has a limited number of rewards.

At the top of the stairs, look left (northeast), and enter the ruined office. Head into the hole in the north wall to an office with a collapsed ceiling. Snag the First Aid Box on the floor, and find the safe on the left.

First Aid Box

You must battle Robobrains, Sentry Bots, or Mister Gustys, but you should leave this floor by the following route: From the top of the stairs, turn right (south), then immediately left (east), and pass the restrooms and small alcove on the right. Turn right (south), make another left (east), run to the end of the short corridor, turn left (north), and the stairs up to the next level are in the first opening on your right (east).

The next level up has the same run-down walls (and Robobrains, Protectrons, and Sentry Bots), but the main chamber in front of you lacks even a floor, and the corridor to the left (south) is blocked. Instead, turn right (north), and run to the corner of the corridor, and turn left (west). Find some Shotgun Rounds in a filing cabinet in the rubble. Continue west until you reach a doorway on your left and right. Turn right, and enter a chamber with shelves on the north wall. Grab the Nuka-Cola Quantum; it's vital for **Miscellaneous Quest: The Nuka-Cola Challenge**.

Nuka-Cola Quantum

Back in the main corridor, move to the next rubble-filled corner, turning left (south). At the next doorway to your right (west), step in, and move to the area where the floor has given way. You're above the room where you found the safe earlier. Shimmy around the edge of the floor to the door, and enter a tiny storage room that holds Cell ammunition, a Laser Pistol, a Stealth Boy on the metal shelves, and a First Aid Box.

Continue south in the main corridor, popping into the women's restrooms to the west, near a Nuka-Cola Machine alcove, and check a toilet for a Magnum and Ammo. Return to the main corridor; the stairs up to the next level are just ahead of you. Climb them, then open the Door to Vault-Tec Administration.

Energy Cell Ammo

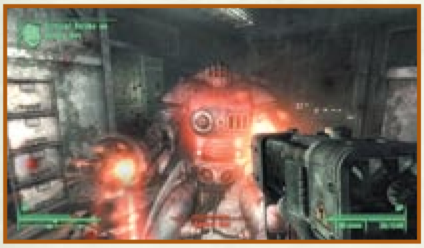
Stealth Boy

Laser Pistol

First Aid Box

Scoped .44 Magnum and Ammo

ADMINISTRATION ACTIVITIES



Find three SysOp machines, deactivate a Masterbrain, access the Mainframe, and don't get shot!

Step around the corner looking left (west), and train your weapon on the ceiling, taking out a Mark V Turret. Then investigate the office to the north. (Or, run past the turret into this office.) Investigate two working terminals. Activate System Operation Station (SysOp) 3 first (you don't need to hack into this terminal). Three menus are available:

Important Bulletins:

These include a Security Notice, informing you that the VTMB01 Masterbrain requires authorization from three SysOp Terminals.

There are messages about Vault 112 (it has been completed) and Vault 92 (it has been fitted with WNB Type Noise Generators).

Station 3 Mainframe Access: Approve this.

Station 3 Masterbrain Shutdown: Approve this.

You can now hack the Turret Control Terminal if you wish, and deactivate all remaining turrets. This is advisable, if your **Science** skill is high enough.

Exit the office via the north gate, which leads to the mainframe chamber on the floor above you. Retrace your steps, make a right, then journey south and turn left (east) to ascend another flight of stairs.

EXECUTIVE AND MAINFRAME ACTIVITIES

Ignore or blast the Mark V Turret at the top of the stairs. Face west, and open the metal door in front of you. This leads to an L-shaped balcony with System Operation Station 1. You can re-read the Important Bulletins, but make sure you:

Approve Station 1 Mainframe Access.

Approve Station 1 Masterbrain Shutdown.

Leave this room, and proceed down the corridor. At the wooden door to your right (east), optionally enter this office, and activate the Vault-Tec Employee Terminal so you can pretend to buy Vault-Tec merchandise from the online store!

Go to the corner and face northwest. Blast the turret through the open door, and watch for the Masterbrain, an enhanced Robobrain in the corridor to your west. Explode the turret if you didn't deactivate it, then deliver a killing blow (with a Pulse Grenade or Mine) to the robot in here. Then turn and access the System Operation Station 2 in the southeast corner. Your final shutdown plan is now available:

Approve Station 2 Mainframe Access.

Approve Station 2 Masterbrain Shutdown.

First Aid Box

Step back into the corridor and search the hunk of junk you deactivated. Choose "Destroy Security Uplink," and the remaining robots and turrets in this building deactivate. Ignore or blast the turret on the ceiling ahead of you. Turn left (south), ignoring the stairs that descend (use them to escape this place after you visit the Mainframe). Open the next door on your right (west), and enter the executive office. Blast the Sentry Bot, then ransack this room and the offices behind it to find a *Grognak the Barbarian* Comic Book.

Grognak the Barbarian
+1 Melee Weapons (when read).

Move back to the main corridor, ignoring the metal doors to the left (no vital items there). Blast the last of the turrets, open the barred gate, and move to the hatch door. It opens only after you have accessed all three SysOp Terminals. Step across the balcony to the Mainframe itself, and "Download Vault Locations and Access Codes." Not only does this reveal the location of Vault 92 (and allows you to access the sealed door), but this also applies to all the other Vaults (87, 101, 108, and 112) operational in the Wasteland, too! Check the Tour of the Wasteland chapter for information on what horrors lurk inside these tombs....

Take the stairs down to the foyer of Vault-Tec Guest Relations, then drop down, head outside, and Fast Travel to the location nearest to Vault 92, and trek the rest of the way there.

Tales of a Junktown Jerky Vendor
+1 Barter (when read).

MINES, MUSIC, AND MIRELURKS

Trek up to the wilds of the northeast territories, lock and load, then let yourself in Vault 92.

Vault 92 is in the Northeast Wasteland territories, close to the Deathclaw-infested town of Old Olney. It is imperative to bring a large selection of weaponry, as well as Stimpaks, Chems, and a good set of your preferred armor.

Stealth Boys are also recommended if you attempt to **Sneak** through this entire base, which can get you far, but not all the way to your goal. Expect to face creatures at some point during this excursion.

Tip

Follow the route detailed below, but employ Stealth Boys and Sneaking where necessary, to reach your goal with minimal combat, or to save ammunition.

Vault 92's entrance is in the gap between this clump of rocks, west of Old Olney. There are ruined buildings on the ground above and nearby. Open the gate and step inside. As you reach the main door, you see that it's already open—not a good sign. Enter via the maintenance room, checking the nearby table for some Fission Batteries, a Laser Pistol, Blood Pack, Energy Cell, and two First Aid Boxes. Grab these, and a mysterious Holotape on the upper gantry among the rusting terminals: Professor Malleus Audio Log V92-01. Now the exploration can take place.

Fission Batteries

Laser Pistol

Blood Pack

Energy Cell

First Aid Box (2)

Professor Malleus Audio Log V92-01

Note

You now have two options: a complete exploration of Vault 92, or a direct route to the Soil Stradivarius. For the direct route, head to sound testing, following the signs to "Classroom."

UTILITY AREA WEST: COMPLETE EXPLORATION

Head south through the door into a small utility generator room. Disarm the Frag Mine at your feet, tag the Bloatflies that infest this area, then check the doors in the junction; the ones to the east and west are both locked. If you want to explore, or take a longer route to the violin, opt for the unlocked door to the atrium. The quickest route to the Soil Stradivarius is via the laboratory and classrooms, to the east.

To see how the reactor is doing, **Lockpick** the door on the right (west) wall.

Step through into a passageway (watch for another exploding Mine!), open the door at the opposite end of the connecting corridor, and enter two rusting chambers, devoid of items, but with a couple of Bloatflies to pop. Continue west down a staircase leading to the Vault's living quarters. For a look at the reactor room, head north.

UTILITY AREA EAST: COMPLETE EXPLORATION

Examine the eastern part of the utility area by unlocking the door with the "Classroom" and "Lab" signs above it. Disarm the Frag Mine on the threshold, then move through another narrow corridor to a second hatch door. Open that, and enter another generator room with two doors. The one straight ahead (east) leads directly down to the classroom and lab area, and is the quickest way to your target. The door to your left (north) leads down to the reactor.

REACTOR ROOM: COMPLETE EXPLORATION

Tip

Investigate here only if you want to slay Mirelurks!

The downstairs reactor corridors are ankle deep in water, so expect a radioactive bath if you venture down here, which isn't necessary to the quest. Access the corridors from the west or the east; the exploration is similar. Wade through the water, then halt and kill each Mirelurk you encounter. Keep this up until you reach the opposite doorway back up to the east or west utility area (depending on which entrance you used).

Tip

Having problems slaying Mirelurks and Hunters? Try Sneaking, using a Stealth Boy, or striking them in the face with long-range weapons like the Sniper or Hunting Rifles. Keep your distance; only use guns with a narrow spread of fire.

ATRIUM: COMPLETE EXPLORATION

Tip

Investigate here only if you want to collect items, or you can't pick the lock on the door with the "Classroom" and "Lab" signs.

From the utility generator room, head south, through the only unlocked door (with the Atrium sign). Step into the connecting room.

Use **Repair** skill to disarm a Rigged Shotgun, or duck under it so it fires over your head.

Head through the door diagonally opposite, pass the skeleton and metal box, and watch for the Frag Mine at the base of the stairs.

Continue around to the south and **Lockpick** the next sliding door.

Once through, you appear on the ground floor of the Vault's atrium. There are many passageways off this area. Let's take a clockwise tour of each passageway:

The "Lab" and "Classroom" passage: This has a skeleton at the threshold. Head north and enter the Door to Sound Testing. This is precisely where you need to go to complete this quest!

Southeast Corner Doorway: This simply leads to an empty room, picked clean by Raiders a long time ago.

Southern Passage: This curves around to stairs leading up to the atrium gantry. An exploration of this area, which leads to the Overseer's office, is detailed next.

Clinic: The western doorway leads to the Vault clinic, now devoid of anything except some Bloatflies and empty lockers.

Northwest Corner Passage: This leads to the living quarters, which are detailed after the atrium exploration.

UPPER ATRIUM: COMPLETE EXPLORATION

Tip

Investigate here if you want to get items and listen to the Overseer's notes on this Vault's experimental procedures.

Head to the upper gantry, where there are only two places of interest. Head to the locked door in the northeast corner.

Pry it open with your **Lockpick** skill. On the floor to the left, there are Energy Cells, Ammo Boxes, a 10mm Submachine Gun, Darts, and a book called *Tales of a Junktown Jerky Vendor*. Open the unlocked safe for some Ammo, a (random) pistol, and some Healing items.

Use **Science** to access the terminal on the counter to read some Intra-Vault Mail. You can also open the safe, which was easy to do without accessing the terminal! Exit this room, and head to the southeast room with a door at the back marked "Overseer's Office."

Energy Cells

Ammunition Box

Darts

10mm Submachine gun

Tales of a Junktown Jerky Vendor
+1 Barter (when read)

Safe Items

Open the door, then use **Lockpick** to easily disengage the lock on another door.

Step into the hub room where the Overseer appears to have made his final stand. Inspect the various side doors and passages:

Southeast door: This leads to an empty bedroom. Take the whiskey from the footlocker if you wish.

Southwest door: Enter another bedroom. This one holds some clues regarding the fate of the Vault dwellers in this place. Take the Holotape inscribed Professor Malleus Audio Log V92-02. Listen to it (although you might want to collect them all and listen in order).

Professor Malleus Audio Log V92-02

North door: This bedroom contains Metal Armor in a footlocker, and a few other items. As with any of these rooms, you can sleep on the beds to replenish your Health Points.

Now for the Overseer's office. Head west, following the short curved corridor into Overseer Rubin's office. Grab the Stealth Boy from the circular desk, then take the Holotape from the side desk. Check the shelves for a Skill Book, a Laser Rifle, and some Ammo Boxes on the floor against the wall. Finally inspect the terminal. There are four Personal Entries to read; check them out to learn an important password and details about the disturbing history of Vault 92.

When you've read all the information, return to the lower atrium, and locate the Door to the Living Quarters at the end of the northwest corner passage. Save your progress before you enter!

Professor Malleus Audio Log V92-03

Ammunition Box

Overseer Rubin Personal Entry 00897332

Laser Rifle

Duck and Cover!
+1 Explosives (when read)

LIVING QUARTERS: COMPLETE EXPLORATION

Tip

Investigate here if you wish to test out the white noise generator on the Mirelurks, and collect items in the process!

Head around the corner, and brace for a Mirelurk attack! If you've been following the "Complete Exploration" path, you should turn immediately right (west), and locate the Women's Dorm Security Terminal.

You can use **Science** to hack in as the Mirelurks advance.

A much better plan is to use the password you read from Overseer Rubin Personal Entry 00897332. This automatically logs you on without any hacking being necessary. All options are offline except one; execute the Noise Flush now!

Whooph! The eight Mirelurks wandering this area are instantly charged with white noise, and their heads explode in unison! This is a far better way of defeating these clawed menaces, and it also allows you to explore this level unhindered. Begin with the female dorm:

Note

This Mirelurk head explosion is not Vault-wide; it is only confined to this floor of the living quarters.

Female Dorm (north): There are four rooms, the first of which contains a First Aid Box. The closed door leads to a storage room with a safe that's already been ransacked. There are some Frag Mines, Bobby Pins, and Darts to grab.

First Aid Box

Safe Items

Recreation room (opposite female and male dorms): There's little except a pack of Darts and other junk items here.

Male Dorm (west): A wall terminal is also available here, and can generate white noise just like the one by the female dorm. All the rooms are empty except the restroom (which contains a Sheet Music Book; grab it!) and a storage room to the south. Duck to avoid the Rigged Shotgun, then grab the Laser Pistol and unlock the Ammo Box for Energy Cells and a Stealth Boy.

Crack the safe with your **Lockpick** skill to gather a load of Bottle Caps.

Sheet Music Book

Laser Pistol

Energy Cell Ammo

Stealth Boy

Caps

Head south to the stairs heading down to the lower living quarters area, shooting Mirelurks if you haven't popped their craniums. Pass a window on your right and peer in; you can see a Nuka-Cola Quantum on the other side. Head through two more doors, and begin a sweep of this area, once all threats have abated:

Terminal and Storage Room (west of entrance): Turn west, just as you enter this place, and head into the small storage room. The terminals may be broken, but there's a delicious and luminous Nuka-Cola Quantum to take! Don't chug this down; it's an important item to keep for **Miscellaneous Quest: The Nuka-Cola Challenge**. The real area of interest is the Security Terminal. If you've already accessed the upper terminals, you can quickly execute a Noise Flush, and defeat all Mirelurks in this area too! Unlock all the doors on this level via another option before you leave.

Nuka-Cola Quantum

Terminal and Storage Room (east of entrance): Move back into the main corridor, and head east. Open the door and grab Pulse Grenades, Pulse Mines, and Combat from this small chamber.

Pulse Grenades

Pulse Mines

Combat Armor

Combat Helmet

Lower Hub Room: The chamber you first entered is L-shaped, and has some minor items hidden in an Ammo Box and Locker. But the real find is on the desk to the southwest; grab Professor Malleus Audio Log V92-04. You almost have a complete set!

Professor Malleus Audio Log V92-04

Locked Weapons Storage: Over on the eastern wall is a terminal and a locked door.

Use either **Lockpick** or **Science** to open this door; the time taken is worth it, because this chamber is a treasure trove of items. Grab what you need.

Nikola Tesla and You
+1 Energy Weapons (when read).

Electron Charge Pack (Locked Ammo Box)

Energy Cells

Fission Batteries

Stealth Boy

Microfusion Cells

Stimpak and Chems

Blood Pack

Darts

Power Armor and Helmet

Medical Bay: The final room is the medical bay, where you can snag items from the First Aid Box, and turn to the Laboratory Terminal to read four missives by Professor John Malleus to his lab assistants and Overseer Richard Rubin.

Now move to any of the three entrances that lead to the sound testing area of this Vault.

SOUND TESTING: COMPLETE EXPLORATION

The preferred route to enter this area is from the atrium, because it's close to the stairs down to the sound laboratory, your final destination. Thus, the exploration of this level begins here. Head right, around the corner. The stairs down to the lab are on your right (south). Continue around to the junction with the "Classroom" sign pointing east. Head down here, and enter the first door on your left (north).

Maintenance Storage: This two-room chamber contains a Mirelurk and has some minor items and tools. Head to the end of the corridor, and turn south. The door back to the utility area should be behind you. Move to the junction with doorways on either side. Check the left (east) area out first.

Office and Server Room: This two-room chamber features a Mirelurk and some minor junk with a server room behind it. The server area has an unlocked terminal next to a Pre-War Book. It has Zoe Hammerstein's diary entries, which make interesting (if rather sombre) reading.

Projector and Music Room: Opposite (west) is a projector room. There's Leather Armor in the closet, and the penultimate Holotape on the desk. The door leads to a music room devoid of useful items. Exit to the main corridor and follow it south, around the corner, to the west, passing a jammed door you can't enter. Follow the corridor all the way around, heading north past the windows of the music room. This floor has been explored; now head down to the laboratory.

Leather Armor

Professor Malleus Audio Log V92-05

SOUND LABORATORY: COMPLETE EXPLORATION

Tip

Investigate here if you wish grab that violin and finish this quest!

This is it! Trek down and around to the crossroads, facing west. Start with an exploration to the right (north).

Kitchen and Recreation Room: This small chamber with a prowling Mirelurk offers some sustenance in the refrigerator, some Darts, a Nuka-Cola or two, and Three Dog's latest disc spinning if you activate the Jukebox (which also alarms Mirelurks, so make sure they're headless before you try this!).

Locked Storage: Move west from the crossroads, and use **Lockpick** to jimmy open the door to this well-stocked storage room. Locate the following, grabbing anything you want. Then head out to the crossroads, go south, then turn left (east).

Darts

Chems

Stealth Boy

Energy Cells

Microfusion Cells

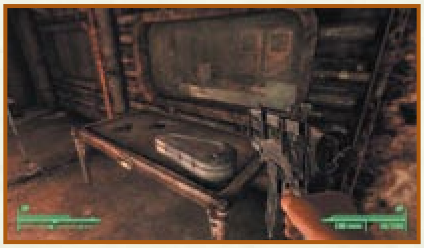
Stimpaks

Bottle Caps (Locked Safe)

Recording Studio: Enter the studio. There's the violin! Alas, it's behind glass in a chamber you can't access from here. Instead, search this room for your last Holotape. Then access the Security Terminal, and choose the option marked "Open Recording Studio." There are three other missives to read, too.

Professor Malleus Audio Log V92-06

Session Studio: Move west, then south to the final door in this Vault, unlocked only via the computer in the previous chamber. Grab the Laser Pistol from the floor, then open the wall safe for more items, including Caps, Energy Cells, and another Laser Pistol. The real prize is on the table behind the music stands: the Soil Stradivarius is intact! Take the violin, and retrace your steps, all the way back to the surface.



This astonishingly well-crafted instrument is over 600 years old. How much would Abraham Washington pay for it?

Laser Pistol (2)

Caps

Energy Cells

Soil Stradivarius

Tip

Seal your triumph by listening to all six of the Holotapes marked "Professor Malleus Audio Log," detailing Vault 92's descent into aural madness!

THE SOUND OF MUSIC

NEW OBJECTIVE

"Return to Agatha" begins.

NEW OBJECTIVE

"Find a buyer for the Soil Stradivarius" begins.

Your tumultuous trek for the Soil Stradivarius is over! Head back to Agatha's House with the violin in your Inventory, and speak with her again. She asks whether you've brought the instrument to her:

You can give her the Soil Stradivarius. She is suitably delighted and in your debt. She can't think of anything she could do to repay you, but she does have a small gift to impart. She gives you the Radio Frequency you can use to tune in and listen to Agatha play, no matter where in the Wasteland you are (simply access Data > Radio on your Pip-Boy, and choose it)! It's a truly beautiful gift, and far more classy than a shovelful of Caps!

You can lie, and tell her you haven't got it yet. The only reason to do this is to sell the violin to a couple of Traders you know...

Agatha's Station Signal

300 XP

SELLING ON THE STRADIVARIUS

Note

Sell the violin to either of these gentlemen, and the quest ends without the positive Karma or Agatha's Station accessible. You don't receive negative Karma, however.

Journey to Rivet City, perhaps beginning or continuing **Miscellaneous Quest: Stealing Independence**, and locate Abraham Washington, curator of the Capitol Preservation Society. Let him take a look at the violin. He offers you 200 Caps.

Bargain with him using **Speech**, and he ups his offer to 300 Caps.

If you have a change of heart after the quest is over, you can return to Abraham Washington and attempt to buy back the violin. His offer is 300 Caps. Take it or leave it.

Head to the 9th Circle bar, perhaps beginning **Miscellaneous Quest: You Gotta Shoot 'Em in the Head**, and seek out the bar owner, a Ghoul named Ahzrukhal. Offer him the Stradivarius. He'll take it off your hands for 200 Caps.

Bargain with him using **Speech**, and he ups his offer to 300 Caps.

If you're feeling pangs of guilt after the quest is over, you can return to Ahzrukhal, and attempt one of the following plans to take the violin back:

Try to pickpocket (**Sneak**) the violin from him.

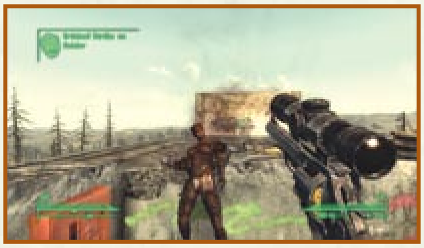
Or, you can kill him, and loot the violin from his corpse. This will, naturally, cause a riot in Underworld.

Or, you can hire Charon, send him to kill Ahzrukhal, and you can pick the violin off his corpse without dirtying your hands.

With either vendor, bring the violin back to Agatha to receive the Karma and Radio Station bonus. You cannot repeat the process after one selling and buying back has taken place.

POST QUEST ANTICS: GOING FOR A SONG

After the quest is over, speak to Agatha again. In your dialog choices you should tell her to write her music down, and keep it preserved for the future. Naturally, Agatha needs a Sheet Music Book in order to properly record the notes. Agree to this. If you found the one in Vault 92, you can give it to Agatha now, and ignore the other locations. Otherwise, there are six places to try:



The kindness of strangers knows no bounds. Unless you're after a hand cannon; then let the bartering begin!

1. Vault 92 [3.01]

Living Quarters: In a stall in the men's restroom.

2. Arlington Library [9.18]

Children's Wing: In one of the office cubicles, below a sheet music stand.

3. Springvale School [5.14]

Inside a classroom in the southeast corner of the interior, inside the footwell of an overturned desk.

4. Statesman Hotel [12.08]

Roof: The remains of a string-quartet's placing, on the ground next to a chair.

5. National Archives [17.11]

Sub-Basement: In the large storage area lined with shelves, north wall. It is standing on the end of the bottom-most shelf.

6. Roosevelt Academy [1.16]

Roosevelt Arts and Athletics Hall: On the far right of the stage, among the discarded music stands.

Sheet Music Book

When you've found one of these Sheet Music Books, return to Agatha with it. The following options are now available:

Simply give her the Sheet Music Book without asking for a reward. You're awarded additional Karma.

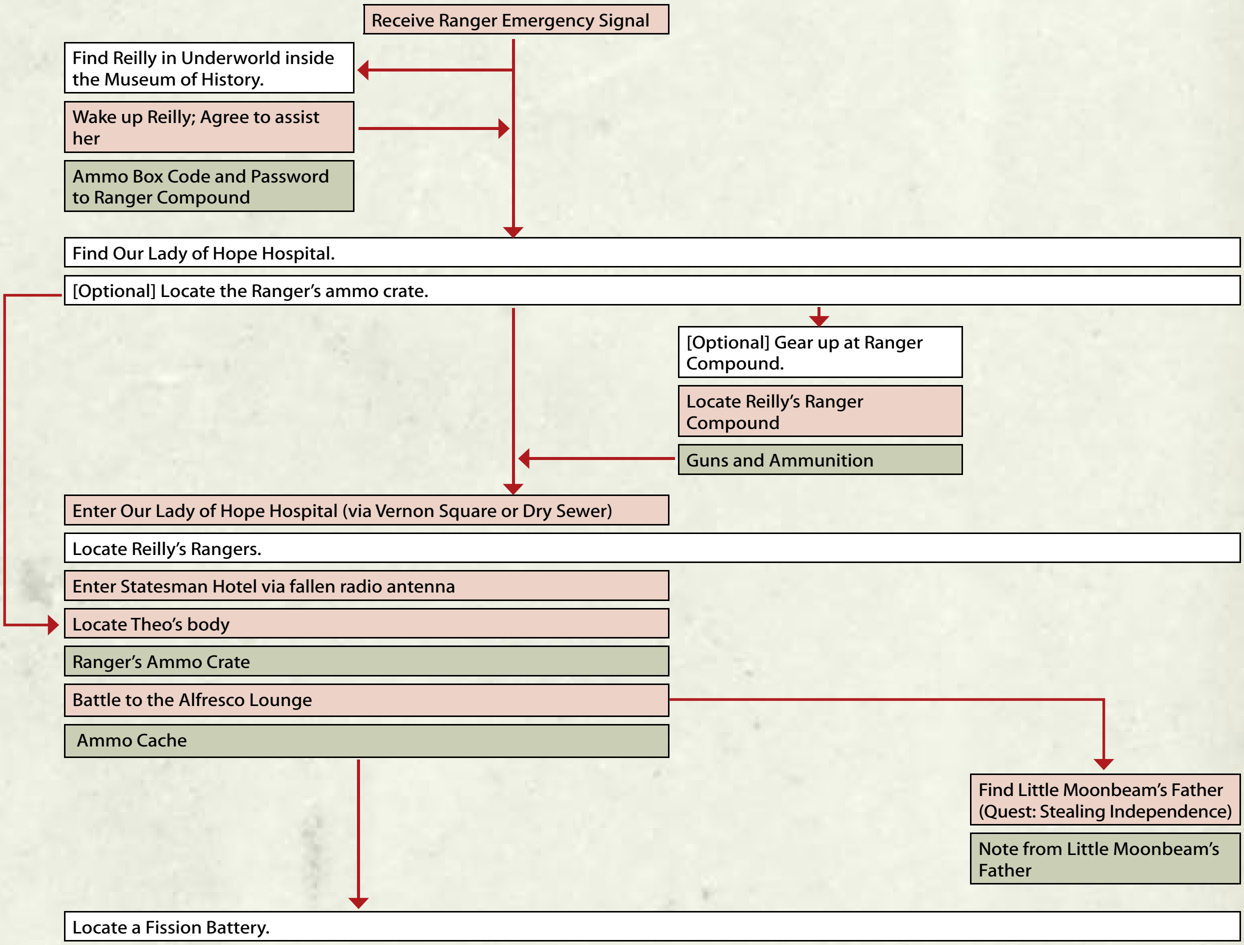
Or, you can bargain with her for a reward. She remembers a special weapon she has, and gives you the Blackhawk .44 Scoped Magnum. No Karma is awarded.

Blackhawk: Unique Scoped .44 Magnum
Higher damage, critical damage, and health.

Reilly's Rangers

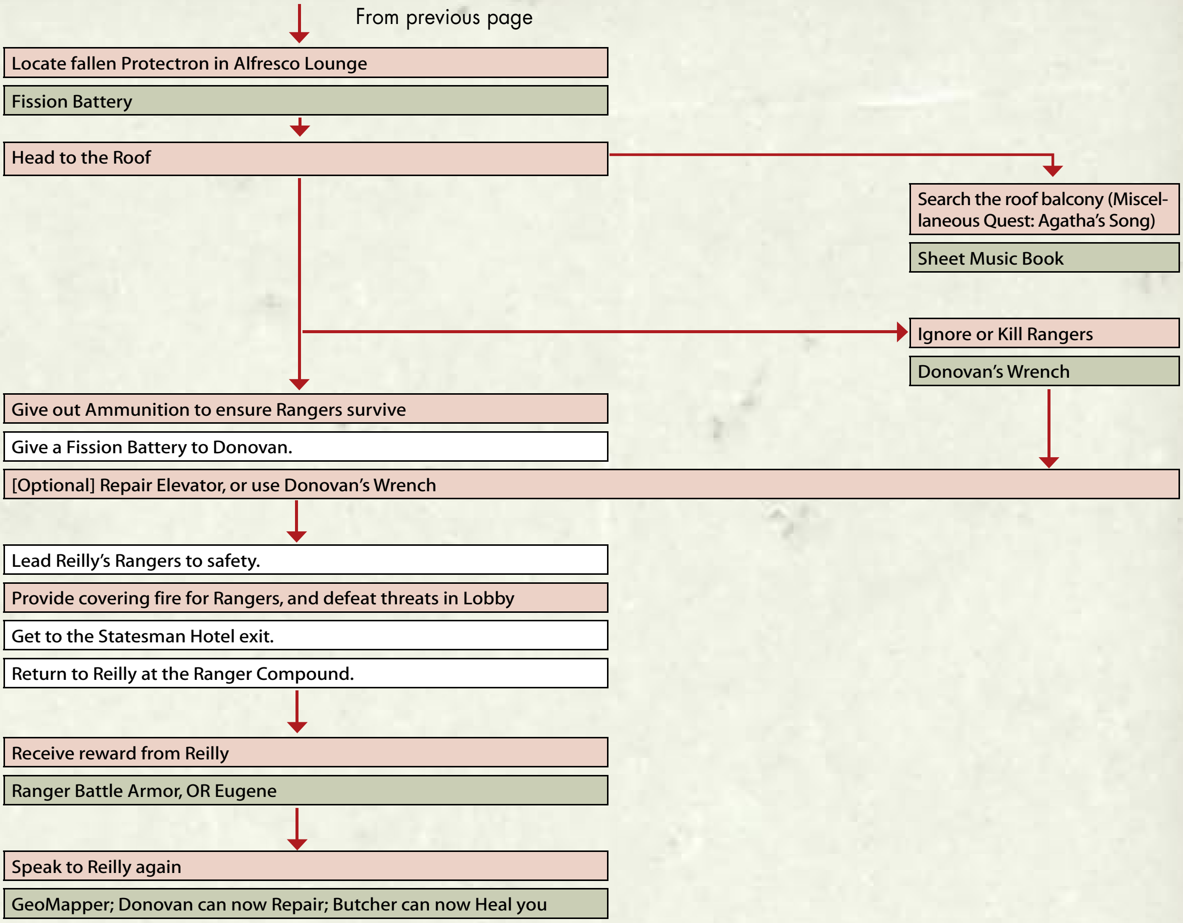
QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	OPTIONAL PATH 1	OPTIONAL PATH 1
Main Characters	Doctor Barrows, Reilly, Theo, Brick, Donovan, Butcher		—	Brick, Donovan, Butcher
Locations	Underworld, (Dry Sewer), Our Lady of Hope Hospital, Statesman Hotel, Ranger Compound	(Dry Sewer), Our Lady of Hope Hospital, Statesman Hotel, Ranger Compound	Ranger Compound	Statesman Hotel Roof
Adv. Items/Abilities	Explosives, Lockpick, Medicine, Science, Sneak, Speech, Gun Nut		—	Repair
Possible enemies	Talon Company Merc, Centaur, Super Mutant Genus			Super Mutant Genus
Karma Influence	Neutral			Negative


Receive Ranger Emergency Signal
Find Reilly in Underworld inside the Museum of History.
Wake up Reilly; Agree to assist her
Ammo Box Code and Password to Ranger Compound
Find Our Lady of Hope Hospital.
[Optional] Locate the Ranger's ammo crate.
[Optional] Gear up at Ranger Compound.
Locate Reilly's Ranger Compound
Guns and Ammunition
Enter Our Lady of Hope Hospital (via Vernon Square or Dry Sewer)
Locate Reilly's Rangers.
Enter Statesman Hotel via fallen radio antenna
Locate Theo's body
Ranger's Ammo Crate
Battle to the Alfresco Lounge
Ammo Cache
Find Little Moonbeam's Father (Quest: Stealing Independence)
Note from Little Moonbeam's Father
Locate a Fission Battery.

Continued on next page

Color code: Objective Action Rewards



From previous page

Locate fallen Protectron in Alfresco Lounge
Fission Battery
Head to the Roof
Search the roof balcony (Miscellaneous Quest: Agatha's Song)
Sheet Music Book
Ignore or Kill Rangers
Donovan's Wrench
Give out Ammunition to ensure Rangers survive
Give a Fission Battery to Donovan.
[Optional] Repair Elevator, or use Donovan's Wrench
Lead Reilly's Rangers to safety.
Provide covering fire for Rangers, and defeat threats in Lobby
Get to the Statesman Hotel exit.
Return to Reilly at the Ranger Compound.
Receive reward from Reilly
Ranger Battle Armor, OR Eugene
Speak to Reilly again
GeoMapper; Donovan can now Repair; Butcher can now Heal you

BEDSIDE WITH DOCTOR BARROWS

First visit Underworld, negotiate with Willow the sentry, and open the door to the Museum of History. You're looking for Doctor Barrows's Chop Shop, which is at the southern end of the ground concourse. Head inside to inspect the woman lying on the bed in the corner. She can't be awakened. Doctor Barrows explains that her combat armor bears the insignia of a band of mercenaries based in the D.C. Ruins; she's their leader. You now have only two options:

If you have a suitably high **Speech** skill, you can firmly request that Barrows wake her up. If you succeed, he warns you how dangerous this is, but obliges. If you fail, he refuses completely.

With a competent **Medicine** skill, you can actually revive Reilly yourself. Wait until the conversation with Barrows ends, then do the deed. Reilly slows lifts herself to her feet.

Tip

These two methods are the only way to revive Reilly, so make sure you allocate points during previous level-ups to begin this quest. Or, you can go directly to the Statesman Hotel and find her at the Ranger Compound; she'll arrive before you do.

Induced waking from a coma can be deadly. But Reilly's made of tough stuff.

Converse with Reilly. She quickly realizes she's left her men out in the field. Carry on the conversation with the following options:

Your **Medicine** skill tells you she's in no condition to be up and about, and you can say so. This doesn't affect the conversation compared to normal chatter.

If you have the **Gun Nut** perk, you've heard of Reilly's Rangers; they pack some serious firepower!

Reilly's unit was mapping Vernon Square when Super Mutants jumped them. They fought to Our Lady of Hope Hospital to seek cover, moved to the Statesman Hotel, and ascended to the roof, losing a teammate,Theo, somewhere inside the hotel.

At this point, if your **Explosives** skill is proficient, you can ask if traps or mines were laid. She says yes, meaning you'll need to watch your step during the subsequent investigation.

Agree to rescue the Rangers (or refuse, incur Reilly's immediate wrath, and come back later when you're ready). She gives you the code to the Ammo Box Theo dropped, so you can snag the contents. She explains that the best way to reach the team is to head north to Metro Central, before looking for tunnels to Dupont Circle Station. From there, enter the Dry Sewers, and trek to Our Lady of Hope Hospital. Or, weave through the tunnels and surface at Vernon Square. Reilly notes that the hospital has storage rooms to raid for supplies, too.

Now ask: "Can you think of anything that will help me get there?" She responds, telling you they have a compound nearby. You're given the access code to enter the gate—Reilly0247—and a marker on your Pip-Boy. Close the conversation by learning where Theo's body is (a second floor stairwell inside the Statesman Hotel). You can now head to the Ranger's Compound ("Stocking Up for the Slaughter"), or move to the hotel and hospital.

Note: Ammo Box Code

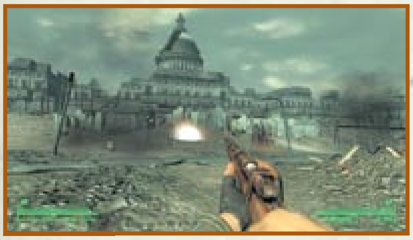
Note: Password to Ranger Compound

NEW OBJECTIVE
"Find Our Lady of Hope Hospital" begins.

NEW OBJECTIVE [OPTIONAL]
"Locate the Ranger's ammo crate" begins.

NEW OBJECTIVE [OPTIONAL]
"Gear up at Ranger Compound" begins.

STOCKING UP FOR THE SLAUGHTER

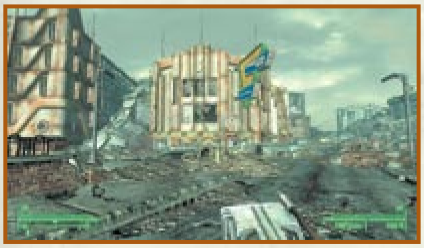


The direct, but deadly route is to head directly through the Capitol's Super Mutant stronghold.

Tip

Although this is optional, finding the Ranger Compound before the hotel assault allows you to stock up on ammunition and Fast Travel back once the quest is over.

Before heading to Our Lady of Hope Hospital, stock up at the Ranger Compound. Exit the Museum of History, pass Willow, and head east along the Mall toward the Capitol Building. Expect heavy resistance from bands of Super Mutants, Talon Company Mercenaries, and Raiders. From the West Entrance, head to the Seward Square exit, engage Super Mutants, and flee south and then east, passing Seward Square North Metro Station. You can also take the longer—but safer—underground route to this station, if you wish.



Reilly's Ranger Compound is tricky to locate; it's close to the Seward Square South Metro Station.

Head southeast until you reach the ruins of Cornucopia Fresh Groceries. Turn at the sidestreet and go north until you spot some sandbags and a Reilly's Rangers insignia daubed on the wall. Weave through the narrow concrete passage eastward. The Ranger Compound is just to the left (north) of the statue in the circle. Head up to the security door, input Reilly's code, and you're in.

The place is empty (the Rangers are under Super Mutant fire in the Statesman Hotel), so check out the radio room. Use the Ranger's terminal and read the evaluations on Reilly, Brick, Butcher, Donovan, and Theo.

Inspect the storage room next to find an Ammo Box. Move to the sleeping and eating quarters, where you'll find the real ammunition: food, beer, Stimpaks, a First Aid Box, two Ammo Boxes, a Frag Grenade, Chems, Combat Knives, and a Scoped .44 Magnum and Ammo. Leave and clamber onto the ruined concrete building above the compound for five more Ammo Boxes and two First Aid Boxes. Now use the underground tunnels to reach either of the starting locations to reach the hospital.

Baseball Bat

Ammunition Box (8)

First Aid Box (2)

Frag Grenade

Combat Knife (2)

Scoped .44 Magnum and Ammo

HEADING TO THE HOSPITAL

Choose one of the two paths to reach Our Lady of Hope Hospital.

PATH A: FROM VERNON SQUARE STATION

The first way to enter the hospital from this area is to use the Metro Tunnels throughout the city, emerging at Vernon Square Station. If you fire off your weapon, expect a few Super Mutants to investigate. Otherwise, head past the wrecked vehicles, out of the gate, and turn south. With the Statesman Hotel on your left, head down the rubble-filled path. The double doors to Our Lady of Hope Hospital are ahead, but before you enter, continue south to raid two First Aid Boxes from the truck and table in the outside entrance.

The second way to enter the hospital from this area: the ruined building to the west. Beware Super Mutants and Frag Mines. Peel off from the main path to the side of the hospital to locate the single, ground-floor door, leading to a filing room, adjacent to the lobby.

First Aid Box (2)

The Statesman Hotel has an ground-level open door, but don't enter the foyer yet; you can't access the top of the building since the elevator isn't working.

Note

Switch your Pip-Boy's Radio to the Ranger Emergency Broadcast frequency, and listen to Reilly's remaining crew as they inform you where they are (on the roof). To get there, you need to cross from the hospital to the hotel, via the crumpled antenna girder that has fallen across the road above the hospital entrance.

Ranger Emergency Broadcast

PATH B: STUMBLING INTO THE RANGER'S EMERGENCY BROADCAST

In the Vernon Square area, or in the northeast part of the Pennsylvania Avenue Zone, flick on your Pip-Boy's Radio and listen to the Ranger Emergency Broadcast without having to visit Reilly first. Immediately enter the hospital, or leave the area, speak to Reilly, and return; your dialog choices are different with Butcher if you haven't spoken to Reilly first.

PATH C: FROM THE DRY SEWER

Although it's longer, this route allows you to enter from the hospital itself. It's also a good way to reach the hospital in the future, if you need health. Begin by using the linked Metro Tunnels, and surface at Dupont Station. Climb the escalator, and head east across the concrete bridge. Step right, around the building, and head east down an alley. Turn north, being wary of Raiders and Frag Mines, and locate the half-demolished brick house. To the right of it, hidden behind a barricade, steps lead down to a door marked "Hospital Maintenance." Enter here.

You're now in the Dry Sewer. Follow the tunnel to a pump chamber. Shoot two Talon Mercenaries on your way down, and go for the main tunnels. Head south to the junction to find Talon Mercs fighting a losing battle against the Super Mutants. Back off and deliver killing blows to any remaining Super Mutants, then open the door in the south wall, by the junction. This leads to a dead-end generator room, but there's a First Aid Box to take on the wall.

First Aid Box

Head east, past the cluster of irradiated barrels (don't fire here), and up the large tunnel where more Super Mutants and Talon Mercs are battling. Slay anyone who attacks you, including the Mister Gutsy (dispatch with a Pulse Grenade). Ignore the dead-end area, unless you want junk to make a customized weapon, and go north into the side door. Follow the corridor up to the door, and open it.

Three's company, but four's a crowd; especially among these pipes. Stay and slay, or flee to the hospital door.

From the generator room, you must choose to either turn west and sprint to the door to the hospital basement, or you can stay and weave among the pipes while tackling three Super Mutants. If you try the latter, stay away from the generators you can detonate; but fire at them to blast enemies. Whether you fight or not, enter the hospital door to emerge at the foot of the basement steps.

HOSPITAL GROUND FLOOR: MUTIE MASSACRE!

NEW OBJECTIVE

"Locate Reilly's Rangers" begins.

HOSPITAL OVERVIEW

You begin in one of three locations, depending on the paths you took to get here. Heading in from the double doors and/or the single door to the filing room (Path A) is covered first. Entering from the basement (Path B) is covered second.

Only the mission-critical chambers are shown in the following route information. If you require medical attention, locations of the safes, or the Mister Handy, consult the Tour of the Wasteland Chapter map for all item locations on this floor. There are Skill Books here, too.

First Aid Box (14)

D.C. Journal of Internal Medicine

There are around eight Super Mutants and two Centaurs; four Super Mutants and a Centaur in the waiting lobby, and another four and a Centaur scattered around the perimeter corridor with the patient rooms on either side.

There are also three Nurses' Terminals (shown on the map) throughout the hospital. Use your Science skill to hack into them to unlock Chem supplies, read complaints, and learn about a patient named Harold Worthington III, and his bizarre predilection for pillows....

PLAN A: LEGGING IT THROUGH THE LOBBY

With the double doors behind you, rummage through the entrance lobby's filing cabinets for ammo. Exit via the western corner's door. Deal with the Centaur, then weave into the waiting room. Sneak by or slay four Super Mutants. Use the Combat Shotgun in corridors, but in the waiting room, try more long-range weapons, such as Grenades or a Missile. When the dust clears, check the Gore Bags (including the hanging ones) for loot. The southeast corner desk has three Ammo Boxes, two Frag Grenades, and a Scribe Pre-War book.

Ammunition Box (3)

Frag Grenade (2)

Scribe Pre-War Book

Note

If you entered the hospital via the western door, step through the computer room and into the waiting room, and apply the same tactics.

PATH B: CORRIDOR DASH

If you entered from the Dry Sewer, prepare for Mutie combat at the top of the stairs. After dropping the Super Mutants, investigate rooms for First Aid Boxes. For a quick escape, sprint north into the lobby where the paths merge. Turn west, dash up the stairs, and open the door to the second Level.

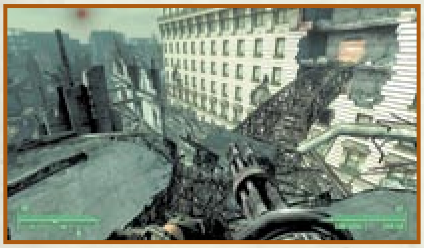
HOSPITAL SECOND FLOOR: TAKE IT TO THE BRIDGE

Enter the second floor, and immediately turn left. Head east down the corridor; the doorways on your right are blocked. At the safe, Sneak past or slaughter a Super Mutant or two. Enter the cafeteria to your left, where you have a couple of Super Mutants and a leaky gas line to worry about. Stay to the west, light the gas, and tackle the enemies from here. Then move forward, heading east toward the kitchen.

Enter the door at the cafeteria's east end, moving into the kitchen and storage area. Use the central island as cover, note that you can always back out.

Remember that you can employ **Sneak** to stealthily circumvent any combat, or to ambush Super Mutants from behind.

Head through the doorway opposite, into a small corridor where the last of the Super Mutants in the hospital await. When they've been slain, or coaxed out into the kitchen and blown apart with Mines or Grenades, move to the "Exit" door, which leads to a staircase. Open the door at the top and step out onto Vernon Square.



A precarious bridge is the only way to reach Reilly's Rangers. Try not to put a foot wrong!

You appear high above the ground, next to the fallen radio antenna section that links the hospital to the Statesman Hotel. Beware Super Mutants sniping at you from the north; raid the nearby wooden crate for a Psycho, Ammo Box, and First Aid Kit, and then drop down onto the metal bridge. Rush across and drop to the only unlockable entrance to the Hotel Mid Level.

First Aid Box

Ammunition Box

Caution

Once you cross the fallen antenna, enter the Statesman Hotel and drop down into the first room. Once you're inside, you are effectively trapped in this hotel. There is no way out until the roof elevator is repaired!

HOTEL MID LEVEL: ONWARD AND UPWARD

Tip

The Statesman Hotel is a labyrinthine series of confusing rooms, so keep an eye on your compass, and if you're getting lost, try the "Theseus" plan: Drop an expendable item from your inventory on a bed, or in an easy-to-spot location, so you know if you're accidentally backtracking.

Drop through the ceiling into a hotel room; sleep in the bed if needed. Exit to check a fire hose and First Aid Box. Follow the corridor north then east to the next hotel door. Back away from the Grenade Trap as you reach this door! Step into the bedroom closet, and through to a rampaging Super Mutant and Centaur. Dispatch them, step through the hole into a second bedroom, and head to the main corridor.

First Aid Box†

† Next to every fire hose in this hotel

Check the First Aid Box by the fire hose. To the right is an alcove with an Eat'o'tronic 3000 vending machine. Head up the stairs to the west, but pause to inspect corpses on the landing. One is Theo, who's seen better days, but his Ammo Crate is intact. Open it using Reilly's code and claim the contents.

Ranger's Ammo Crate

Merc Charmer Outfit

Stride up to the next floor, but don't go up the stairs to the dead-end and release the Grenade Trap. Instead, head through the door, and open the first door on your right (visit vending machines farther along the corridor if you're feeling peckish). Ready your Super Mutant takedown weapon, and head south toward the window, engaging a Super Mutant.

Turn left and head through three hotel rooms, using the Super Mutant–sized holes, until you find the north wall's hotel door and a Super Mutant to shoot. Move across the main corridor into the room opposite, and turn right at the hole in the wall. Deal with another Super Mutant, then climb the stairs to the upper level.

MEETING LITTLE MOONBEAM'S DESICCATED DAD

Save your progress before venturing northward down the main corridor until you reach your first set of hotel doors. Killing the Centaur.

Use **Lockpick** to wrestle the storage door open to find some useful items: two Ammo Boxes, a First Aid Kit, and some Abraxo Cleaner.

Down the corridor, claim the items from the First Aid Kit box near the fire hose. Backtrack to the door opposite the one you just unlocked.

Head west into a bedroom. Search the room; a skeletal corpse rests on a bed in the corner. Beside it is a Holotape with A Note from Little Moonbeam's Father. Listen to it on your Pip-Boy, then check under the bed for an Assault Rifle and nearby ammo, too. Head northeast, back into the corridor. Move to the pillar at the far end, get health from the First Aid Kit on the wall, and choose the left door as you head west.

Tip

A Note from Little Moonbeam's Father is meant for Sydney, a ruins delver you meet during **Miscellaneous Quest: Stealing Independence**. Return to Sydney with this Note for a prize, which is detailed in the other quest.

Continue west around the pillars, hiding behind the columns to deal with Super Mutants.

You can **Repair** the elevator and ascend to the Alfresco Lounge entrance. This is a good tactic for avoiding roving Super Mutants.

In the main corridor, find another First Aid Kit on the wall and deal with a Super Mutant at the far end, by the staircase.

To your left is a half-demolished bedroom; climb the debris to the stairs, or sleep in the bed (to heal bones and gain an XP bonus when the fighting continues). Take a Skill Book from the storage room. Go through the door at the top of the stairs and massacre a Mutie. Head east to the end of the main corridor (not the staircase yet).

You can use **Lockpick** on the door on the western wall around the corner. Inside are two First Aid Kits and an Ammo Box.

Ready yourself for combat as you leave the room, and climb the stairs to the Door to the Hotel Statesman Restaurant. Listen for grenades detaching, and retreat until they've exploded.

First Aid Box (7)

Frag Grenade (15)

Ammunition Box (3)

A Note from Little Moonbeam's Father

Chinese Army: Spec. Ops. Training Manual

RESERVATIONS AT THE ALFRESCO LOUNGE

Two paths lead to the Alfresco Lounge: the long way or the short way (requiring a door unlock).

PATH A: THE LONG WAY

Now this is a real critical strike! Turning a Super Mutant into a small pile of ash means less corpse looting, though.

Find the alcove's First Aid Kit and vending machines, then continue around the corner, heading south past two columns to a junction, fighting a foe as you go. At the T-junction, turn right, then left, continuing south along a corridor with a Centaur. This hall leads to the Alfresco Lounge entrance.

Move into the room with the collapsed floor, and strike a Super Mutant down before descending. Then head east and north to an adjacent chamber with a broken floor, and climb back up. Beware of the enemy patrolling up here. Check the lockers for a few Caps, then step into the kitchen. Don't fire your weapon, because there's a gas leak. Check the wall for the First Aid Kit, and enter the main bar area through either of the two wooden doors.

PATH B: THE SHORT WAY

Instead of turning right at the T-junction, turn left where a corridor heads to a locked door. Choose one of the following methods of entry:

Use **Science** to hack into the wall terminal and unlock the door.

Or, use **Lockpick** to wrestle with the door itself.

Step through into the bar area. Retreat here when the Super Mutants charge your location.

INSIDE THE ALFRESCO LOUNGE

Several Super Mutants wait here, including those on the balcony. Use pillars, doors, and corners as cover while you drop the Super Mutants, then search. Find a Nuka-Cola Quantum, Skill Book, and ammunition behind the bar area; then find the most important item in a room under the stairs in the corner: Protectron's Fission Battery. Search the destroyed Maintenance Protectron, and remove the Fission Battery. Head up the stairs and around the balcony to the northeast corner for the exit to the roof.

First Aid Box (3)

Ammunition (2)

Frag Grenade (2)

Nuka-Cola Quantum

Protectron's Fission Battery

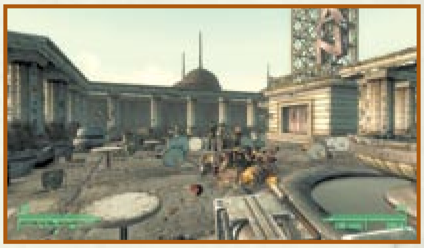
Sawed-Off Shotgun and Ammo

Grognak the Barbarian

RENDEZVOUS WITH THE RANGERS

NEW OBJECTIVE

"Give Fission Battery to Donovan" begins



Meet Butcher, Brick, and Donovan, the last hold-outs in the Mutant-filled Statesman Hotel.

On the roof, turn right. Sidestep and run south. The Rangers are still defending their position, so rush up the steps, and holster your weapon as Butcher beckons you over. Explain the situation, and get him to patch you up. You can talk to Brick as well; her best friend is Eugene, an impressive-looking Minigun that she wields with authority. Look at the old music stands for a Sheet Music Book, useful for **Miscellaneous Quest: Agatha's Song**.

Sheet Music Book

NEW OBJECTIVE

"Locate a Fission Battery" begins.

NEW OBJECTIVE

"Lead Reilly's Rangers to safety" begins.

Butcher and Donovan the Mechanic need the express elevator to have power so they can escape. You're tasked with finding a Fission Battery for this. You should have one from the Protectron in the Alfresco Lounge. If you didn't get it, backtrack and find it under the stairs. If you have a Fission Battery (either from the Protectron or already in your inventory), optionally give the Rangers some of your ammunition, then give the battery to Donovan, wait a moment while he brings the elevator online, and then head down to the Hotel Lobby.

Tip

Be sure to distribute ammo to the Rangers before you give them the Fission Battery. As soon as the elevator is fixed, they bolt down to the Lobby. If you don't give them ammo, their guns are empty, almost guaranteeing their deaths (as they switch to pistols).

If you want to fix the elevator panel yourself, simply use your impressive **Repair** skill and slot in the Battery.

You can always gun down the Rangers, too. On Donovan's body you'll find his wrench, allowing you to fix the elevator if your Repair Skill isn't high enough.

Tip

Fully heal. Reload all your weapons. Use the Pip-Boy's Hot Key so you can flip to multiple weapons (including versions of the same weapon if it's preferred, like the Combat Shotgun) without reloading, before you step into the elevator.

Let the carnage begin! Part 6 of your quest ends when all the Rangers enter the elevator, because they don't need to survive (although it's best if at least one makes it out of the lobby). Exit the elevator and charge in as the lead "bullet sponge," drawing fire so the Rangers can survive for as long as possible. Blast the nearest Super Mutant with constant Combat Shotgun fire. Don't use grenades or other area-of-effect weapons that can harm Rangers. Draw fire away from the Rangers and onto yourself. Gun down a foe until it dies, then move to the next. Start in V.A.T.S., and once you're out of Actions, aim manually. Keep this up until only humans remain.

NEW OBJECTIVE
"Return to Reilly at the Ranger Compound" begins.

When all of the Rangers are dead, the previous objectives clear, and this objective appears. Reilly's Rangers leave the hotel, but don't follow them (you can Fast Travel back to the compound). Check under the stairs to the southeast for vending food and drink, and two First Aid Kits in an alcove. Find items and a Skill Book in the bedroom upstairs, then ransack the front desk.

Use your **Science** skill to hack into the concierge terminal, where you can open the safe and read guests' complaints.

Use **Lockpick** on the safe under the Terminal.

Ammunition Box (2)

Assault Rifle

Tales of a Junktown Jerky Vendor

When you're done rummaging, speak to Butcher if he's waiting for you (useful if you began the quest at the Statesman). He mentions a reward and helps you locate the Ranger Compound. Head out of the front doors, and Fast Travel (if you've already been there), or trek to the Ranger Compound.

RETURN TO SENDER, ADDRESS UNKNOWN

The final part of this quest involves you returning to Reilly, although she's no longer a patient of Doctor Barrows and is feeling much better. She's holed up in the Ranger Compound. Use the directions shown in "Stocking Up for the Slaughter," or Fast Travel there if you've already found the place. When you reach the front door, you can chat with any surviving Rangers (Brick is particularly excited about her "ventilation" techniques). Head inside, and search the compound for Reilly.

Reilly thanks you for your help, but questions her competency as a leader, and tells you who was lost in the fight in the Hotel Lobby. Worry only if all three Rangers died (Reilly doesn't give out a reward). If you saved at least one member, Reilly offers either the Ranger Battle Armor or Brick's Minigun Eugene.

QUEST REWARDS

You receive one of the following rewards if one or more Rangers survived:

Ranger Battle Armor
+5 AP, +1 Luck, +10 Small Guns,higher AR than Combat Armor.

Eugene (Minigun)
More damage.

XP +300 XP

POST-QUEST ANTICS

The following Freeform Quests are now available:

FREEFORM QUEST: GEOMAPPING WITH REILLY

Speak with Reilly once the quest is over. She offers a GeoMapper so you can help her map the Wasteland. This is a great way of making Caps. For every Primary Location you reach, the GeoMapper offloads the data from your Pip-Boy. She has two additional GeoMappers if you lose or sell the first. You receive 20 Caps per location. Off-load all the locations you've visited for a Captabulous ending to this quest!

FREEFORM QUEST: DONOVAN, MASTER REPAIRER.

If Donovan survived, you can Repair with him.

FREEFORM QUEST: THE BUTCHER WILL SEE YOU NOW.

If Butcher survived, you can seek Healing from him.

Chapter 7

TOUR OF THE CAPITAL WASTELAND

Welcome to the Capital Wasteland

With the help of Moira Brown and Reilly's Rangers, the entire Capital Wasteland has been meticulously mapped and every location revealed. Open the poster to pore over each location in detail, then read the following explanation on how to use this chapter.

MAP OVERVIEW AND LEGEND

The Capital Wasteland Overview Map (poster) is split up into nine separate "zones"; each showcases a section of the map. Collectivity, they are known as the "Capital Wasteland."

There are 12 extra zones (Zones 10–21) in the D.C. Interior. These are self-contained interior sections, not accessible directly from the Capital Wasteland.

Next, there's a list of every underground connecting location in the D.C. Interior. These tunnels link Zone 9 to any of Zones 10 through 21. Use the maps within to figure out how each location connects to the others.

Lastly, there are Add-on Quest locations, denoted with the following prefix:

- "BS": Broken Steel
- "MZ": Mothership Zeta
- "OA": Operation Anchorage
- "PL": Point Lookout
- "TP": The Pitt

Note that most Add-on locations only appear or change (in the case of previously-existing locales that change during Broken Steel) when you start that particular series of quests.

Each location in the Capital Wasteland (Zones 1–9) has a specific latitude (east–west) and longitude (north-south), which appears on the poster map. Use this to quickly find yourself. Vault 101 for example, is at latitude -04 and longitude -04; cross-reference this on the poster map to see that this is on the northern edge of Zone 8.

Each location within a zone is split up into primary locations (which appear as Fast Travel points on your Pip-Boy's World Map once you locate them) and secondary locations (some of which appear on your Pip-Boy's Local Map).

1 Primary locations are usually larger, and some require interior exploration and are tagged in number form. For example, Vault 101 is tagged as Primary Location 8.01. This means it is in Zone 8 and is the first primary location within this zone.

A Secondary locations are smaller, and a few require interior exploration and are tagged in letter form. For example, the car dealership south of Megaton is tagged as Secondary Location 8.Q.

There are other icons to check out, too:

🟧 These areas are covered in radiation.

🟦 These areas are within the perimeter of a large primary location.

◆ These areas have Enclave Soldiers in the vicinity. Enclave Camps only appear during Main Quest: Picking up the Trail and stay at these locations from this point on.

1 This signifies that this primary location has an underground link, accessing a separate location via a subterranean tunnel.

1 This primary location appears during your original series of quests, but has additional encounters and investigations when a certain Add-on Quest becomes active (usually Broken Steel).

BS1 This primary location only appears when an Add-on series of quests becomes active.

A This icon signifies that this secondary location has an underground link, accessing a separate location via a subterranean tunnel.

A This secondary location appears during your original series of quests, but has additional encounters and investigations when a certain Add-on Quest becomes active (usually Broken Steel).

BS.A This secondary location only appears only when an Add-on series of quests becomes active (for example, an additional minor encounter once Broken Steel begins).

★ This icon signifies the possibility of a Mini-Encounter.

1 Location Maps only: This marker shows the general area to search for one or more important items, or a major junction or route.

● Location Maps only: This signifies a door that is either locked,or leads to a different location, sometimes linked using a red line.

MEASURING YOUR VITAL STATISTICS

Every location in this chapter is detailed with a "VITAL" (Vault-Tec Inspired Topographical Aid List), so you know what to do no matter where you are. Every location features its name, latitude/longitude, a fly-by screenshot of its exterior, and notes. There are also several pertinent pieces of information so you can quickly ascertain what's going on at a particular place in the Wasteland. Here's what all the VITAL statistics mean:

VITAL STATISTICS

STAT	DESCRIPTION
RELATED QUESTS	
Main Quest	This location is visited during a specific Main Quest or Add-on Main Quest.
Miscellaneous Quest	This location is visited during a specific Miscellaneous Quest or Add-on Miscellaneous Quest.
Freeform Quest	There's a Freeform Quest at this location.
THREAT LEVEL	
Threat Level 1–5	The overall danger in this specific area.
Level 1	Extremely light—an easy-to-dispatch foe or animal.
Level 2	Light—such as a couple of Raiders or a few small creatures.
Level 3	Moderate—a small Super Mutant camp or a single large creature.
Level 4	Problematic—expect heavy resistance and multiple entities.
Level 5	Extreme— exceptionally strong or devious foes
FACTIONS	
Alien	An extra-terrestrial menace from Mothership Zeta.
Bandit	A mercenary keen on Caps, appearing during Broken Steel.
Brotherhood of Steel	The true patriots commandeer this area.
Brotherhood Outcast	Technology foragers are in these parts.
Chinese Army (Simulated)	The Red Menace inside the Operation: Anchorage simulation.

FACTIONS (continued)	
Chinese Commando	The remnants of an ancient invasion.
Enclave	The Enclave's presence is felt here.
Enclave Sigma	The Enclave's special forces are expected here during Broken Steel.
Ghoul	Friendly or feral, expect a lumpy-skin presence.
Ghoul Guard	Friends of Griffon the Ghoul, appearing during Broken Steel.
Littlehorn and Associates	A hidden society, banishing do-gooders.
Pitt Raider	A Raider variant prowling The Pitt.
Pitt Slave	
Raider	Crude and vicious Raiders are here.
Regulator	A hidden society, expunging evildoers.
Reilly's Rangers	A small band of friendly mercenaries.
Slave	Those seeking freedom for all reside here.
Slaver	Those trafficking in humans are here.
Smuggler	Hostile scavengers riddling Point Lookout.
Super Mutant	Expect Gore Bags and hulking brutes.
Swampfolk	Point Lookout's terrifying local yokels.
Talon Mercenary	The sign of the claw; mercenaries rule here.
The Family	A bloodsucking nocturnal tribe.
Tribal	Deranged cultists settled in Point Lookout.
Trog	Disgusting sub-humans from The Pitt.
U.S. Army (Simulated)	America's finest, inside the Operation: Anchorage simulation.
Vault Dweller	A Vault-Tec-related location.
Wastelander	Eking out an existence in this location.
Wildmen	Rogue and insane roughnecks from The Pitt.

SERVICES	
Healer	You can heal or purchase health items here.
Repairer	Any items can be repaired here.
Trader	You can trade items at this location.

DANGERS	
Baby Carriage	A crying baby, then an explosion.
Baseball Pitcher	Trip a sensor or wire and receive fired baseballs.
Bear Trap	Look down, look out, or face a crippling injury.
Behemoth	The biggest Super Mutant ever. Big problems!
Chain Trap	Heavy objects on a chain, activated by trip wire.
Gas Leak	Stow guns; escaping gas is in this location.
Grenade Bouquet	Cluster of Frag Grenades above, trip wire below.
High Radiation	Long exposure to low or high radiation.
Low Radiation	Small exposure to low radiation.
Mines	Beware of Frag or Pulse Mines.
Shotgun Trap	A Rigged Shotgun.
Terminal Trap	Disarm the rear of this computer for a Frag Grenade.

COLLECTIBLES	
Bobblehead	One of 20 Vault-Tec Bobbleheads is at this location.
Fat Man Launcher	At least 1 of 9 Fat Men are here.
Fat Man Mini-Nuke	At least 1 of 92 Mini-Nukes are here.
Holotape: Replicated Man	A Holotape related either to the Keller Family or to this Miscellaneous Quest is here.

COLLECTIBLES (continued)	
Nuka-Cola Quantum	At least 1 of 110 Nuka-Cola Quantums are at this location.
Scribe Pre-War Book	At least 1 of 103 Scribe Pre-War books are at this location.
Skill Book	At least 1 of the 324 Skill Books can be found here.

MISCELLANEOUS	
Area is Locked	This area requires a special key or high Lockpick/Science to enter.
Follower	One of eight Followers can be bought, coaxed, or kidnapped here.
Guns and Ammunition	A large amount of Guns and Ammo is here.
Health and Chems	Find Health and Chems in this area.
Highly Visible Landmark	Use this to get your bearings.
Home Sweet Home	You are rewarded your own residence here.
Interior Exploration	There is more to this location than just the surface.
Lots O' Caps	Expect a quest or safe to bring you a large windfall.
Main Trading Route	Wandering traders are found here.
Perk!	You are awarded a perk at this location.
Radio Signal	Your Pip-Boy picks up a narrow-band radio signal (not including the wideband G.N.R. or Enclave).
Rare or Powerful Item	One of 152 unique weapons or armor is found here.
Sleep Mattress	You can sleep here.
Underground Connection	This links to an underground area, which links to one or more other locations.
Weapon Schematic	One of 23 Schematics, for seven different custom weapons.
Work Bench	A Work Bench is here.

General Encounters

Tip

Items and Explosions: If explosions, heavy weapons, and other ordnance are used near them, they may move. For this reason, be sure to search the area around each item.

AVAILABLE COLLECTIBLES

(ALL ZONES: MINI-ENCOUNTERS ONLY)

- Fat Men: 01/09
- Mini-Nukes: 04/92
- Unique Items: 03/152
- Nuka-Cola Quantum: 01/110
- Schematics: 04/23

0.00 CAPITAL WASTELAND TRADERS

If you're looking for someone to buy and sell items from, there are Scavengers, Traders in stores at specific locations, and Wandering Trader Caravans (which are comprised of four different merchants and their entourage, as well as a Pack Brahmin and one or two Caravan Guards). If you're away from a major trade center, find one of these merchants, and either trade with them or repair any items you have. If you are on friendly terms with Ernest "Uncle" Roe over at Canterbury Commons [6.02], you can invest in these traders; it's a great way to make money. Consult **Freeform Quest: Merchant Empire** for details (page 362).

WANDERING TRADERS

- Threat Level: 1
- Faction: Wastelander
- Services: Repairer, Trader
- Collectible: Mini-Nuke, Schematic (3)
- Health And Chems
- Guns And Ammo
- Lots O' Caps
- Main Trading Route
- Rare Or Powerful Item

MERCHANT TRADERS

There are four merchant traders plying their wares across the Wastes: Crazy Wolfgang, Crow, Doc Hoff, and Lucky Harith. The traders take a long, counterclockwise circular path, visiting each of the following locations before returning to the starting location:

- Canterbury Commons [6.02]
- Temple of the Union [3.10]
- Agatha's House [5.06]
- Paradise Falls [2.08]
- Arefu [5.07]
- Evergreen Mills [7.04]
- Megaton [8.03]
- Rivet City [9.15]

So, if you meet Crow in Rivet City, you know he won't be stopping at Megaton for a while.

In addition, each trader has a rare or unique item you might wish to purchase (or steal from their still-warm corpse):

- Crazy Wolfgang: Schematic: Rock-It Launcher (01/23)
- Crow (once you invest with him): Eyebot Helmet (01/152)
- Doc Hoff: Schematic: Nuka Grenade (02/23)
- Lucky Harith: Mini-Nuke (01/92)
- Lucky Harith: Schematic: Shishkebab (03/23)

Around the Wasteland in 80 Mini-Encounters

Aside from your Main and Miscellaneous Quests, there are dozens of smaller tasks, chance meetings, and other activities you can accomplish, depending on your decisions. They are divided into two types:

TYPE I: UNIQUE ENCOUNTERS

0.01: SEARCHING FOR CHERYL

- Threat Level: 3
- Faction: Super Mutant, Wastelander

When wandering L'Enfant South (Zone 21), you stumble across a Burial Mound [21.I]. Read the note, which mentions the Ranger Compound [18.06] and a search for a woman named Cheryl. The grave is of a guy named Henry.

» Search Party Log #1: If you found the compound and already have the note, access the Outer Terminal (this is very hard, unless unlocked by Reilly). You can now read the note from Canterbury Search Party, which says the search moved to the Western Ruins.

» Search Party Log #2: These "Western Ruins" are just north of the Potomac Bridge [9.K] and south of the Festive Raider Camp [9.L], where you find a second grave. This is only here if you completed steps 1 and 2. Unearth another note here. This is the grave of Emmet.

» Search Party Log #3: The clues in the third note take you here, to a grave directly northwest of the Sewer Waystation [9.03]. A fourth note (only available if you've completed steps 1 through 3) hints that Super Mutants are holding Cheryl near a "park."

» Search Party Log #4: This leads to a small Super Mutant camp [8.A] just west of the Jury Street Metro Station [5.13], where you must defeat a group of Muties and a massive Behemoth (he appears when you enter the container with a corpse in it). Here, you'll find the corpse of Manny Koch, the leader of the search. He has only minor items on his body (which only appears if you complete steps 1 through 4). Remember to search the Behemoth for a wealth of items, including a Mini-Nuke.

- Mini-Nuke (02/92)

0.02: BIG LOOT IN BIG TOWN

- Miscellaneous Quest: Big Trouble In Big Town
- Threat Level: 1
- Faction: Wastelander

If you let the inhabitants of Big Town die, you may meet a Scavenger heading to gather up the remains.

0.03: BIG CAPS IN BIG TOWN

- Miscellaneous Quest: Big Trouble In Big Town
- Threat Level: 1
- Faction: Wastelander

If you helped the inhabitants of Big Town repel attacks, a traveling salesman is heading that way to ply his wares.

0.04: GEE MISTER, YOU LOOK SUPER!

- Miscellaneous Quest: The Superhuman Gambit
- Threat Level: 1
- Faction: Wastelander

This only available if you're wearing either the AntAgonizer or Mechanist's costume. During your trudge through a desert, a little kid approaches you and asks for your autograph. Oblige the little tyke or devastate him by refusing!

0.05: THE OASIS MERCHANT

- Miscellaneous Quest: Oasis
- Threat Level: 1

A merchant has just come from Oasis, where the residents had him drink the Sap of Purification, which had dizzying side effects. He is dying and his mind is gone. Speak to him, and he relates a strange and wonderful story in which the Wasteland is reborn, and the Great One has gifted us all. On his body is a note showing the location of Oasis [2.01].

- Trading Caravan Log

0.06: MR. BURKE'S ASSASSINS

- Miscellaneous Quest: The Power Of The Atom
- Threat Level: 3

If you disarmed Megaton's bomb, a group of assassins hired by Mr. Burke ambush you.

0.07: VENGEANCE FOR MEGATON

- Miscellaneous Quest: The Power Of The Atom
- Threat Level: 2
- Faction: Wastelander

If you blew up Megaton, a group of displaced settlers from the smoldering ruins stages a revenge attack.

0.08: BRAGGING RIGHTS

- Miscellaneous Quest: Stealing Independence
- Threat Level: 2

If you retrieved the Declaration of Independence and claimed the entire reward, you are attacked by Sydney, another relic hunter who's a little put out at your glory-hogging.

- Sydney's 10mm "Ultra" SMG (81/152)

0.09: AMATA'S FATE

- Miscellaneous Quest: Trouble On The Homefront
- Threat Level: 2
- Faction: Enclave, Vault Dweller

If you forced Amata to leave the Vault, you may stumble upon an Enclave patrol confronting her. An Enclave officer asks her where her Vault is. After she tells them, they murder her. If you somehow manage to stop this, Amata flees from you, shouting that it's all your fault.

0.10: DYING OF THIRST

- Threat Level: 1
- Faction: Wastelander

You come across a man dying of thirst. You can leave him to die or offer him some of your water. Give him the water, and he thanks you and begins to traverse the Wasteland. You may meet him later, and he'll offer to aid you. The name of the Wastelander differs depending on where you are:

LOCATION	POSSIBLE WASTELANDER INTERACTION
Random (usually outside a settlement)	Ben Canning
9.15 Rivet City [LAT 18/LONG -17]	Carlos
8.03 Megaton [LAT -01/LONG -06]	Micky
7.14 Tenpenny Tower [LAT -16/LONG -17]	Willy

0.11: DEATHCLAW CHASE

- Threat Level: 3
- Faction: Wastelander

A group of Wastelanders is being pursued by a Deathclaw. Help them, and Rock Creek Caverns appears on your world map, leading you to the Mirelurk King's Treasure Chamber.

0.12: WATER, WATER, NOWHERE

- Threat Level: 1
- Faction: Wastelander

A group of four settlers are in a standoff over a small water supply that they've both found,

Mediate the two parties and get them to share.

Or kill them all and take the water for yourself.

0.13: WOUNDED DEATHCLAW

- Threat Level: 2
- Faction: Wastelander
- Collectible: Schematic

A badly wounded Deathclaw is standing over the body of an adventurer. Slay the beast and search the adventurer; you won't be disappointed.

- Schematic: Deathclaw Gauntlet (4/23)

0.14: RADSCORPION GUARDING FIRE HYDRANT

- Threat Level: 2
- Faction: Wastelander

A group of Wasteland wanderers are trying to get water from an old fire hydrant. Sadly for them, an abnormally huge Radscorpion is guarding it. Help the wanderers get to the water or take it for yourself.

0.15: RIFLE MAN

- Threat Level: 3
- Rare Or Powerful Item
- Faction: Wastelander

A lunatic named Lazlo Radford crosses your path and attacks you with a weapon that fires some deadly and strange projectiles. Slay the madman and take his weapon.

- Railway Rifle

0.16: DOWNED CHINESE PILOT

- Threat Level: 1
- Faction: Chinese

Commando

A crackling radio signal appears, and when you triangulate it, you reach the skeleton of a Chinese pilot and some great Pre-War loot.

- Chinese Radio Beacon

0.17: UNIDENTIFIED FLYING DEBRIS

- Threat Level: 2
- Rare Or Powerful Item

Whoa! What the hell was that? A large explosion is heard overhead, and pieces of a strange technology rain down on you. Search the area thoroughly for a unique Alien Blaster that sets its targets on fire! There's Ammo here as well.

- Alien Blaster: "Firelance" (03/152)

0.18: LOCKED AND UNLOADED

- Threat Level: 1
- Faction: Wastelander

A mugger named Mel, who robs travelers, holds you up. It's a shame that he's an idiot, and his gun isn't loaded.

0.19: A BROKEN ROBOT

- Threat Level: 1
- Faction: Wastelander

You meet a technician fiddling with a robot who is stuck in a conversation pattern.

Your **Repair** skill is required to fix this malfunctioning machine.

0.20: MORE THAN JUST SCRAP

- Threat Level: 1
- Faction: Wastelander

You come across the remains of a dead Wastelander named John. He's holding a map to "John's Treasure Box," which contains three Skill Books. They're inside an Ammo Box), located in the Scrapyard [6.03].

- Map to John's Treasure Box

0.21: RAIDER INITIATION ‡

- Threat Level: 2
- Faction: Raider

Watch from a distance, or begin to massacre a group of Raiders "initiating" a new member by beating him with melee implements.

Note

Any Mini-Encounter marked with this symbol (‡) involves Raiders, and the Unique Combat Knife is dropped randomly during one of them.

- "Stabhappy" Combat Knife (02/152) ‡

0.22: MINEFIELD DISMANTLING

- Threat Level: 3
- Faction: Wastelander

Observe a couple of hapless Wastelanders attempting to dismantle a minefield for parts, only to step in the wrong place, at the wrong time. Mop up afterward.

- Frag Mine

0.23: ESCAPE FROM GRAYDITCH

- Miscellaneous Quest: Those!
- Threat Level: 1
- Faction: Wastelander

You run into a man fleeing from Grayditch; he has been driven crazy during the attack and makes little sense, but he does get across that he's running away from Grayditch. Once you finish speaking with him, you receive a Pip-Boy update on your World Map, showing the location of Grayditch.

0.24: OUT OF THE VAULT

- Miscellaneous Quest: Trouble On The Homefront
- Threat Level: 1
- Faction: Vault Dweller

Once the quest is over and you choose to open the Vault to the outside world, you may encounter one of your old friends during a Wasteland excursion. Your first encounter is with Susie Mack, assuming you haven't killed her. Of course, you can kill her now and steal her food and water, or you can act a little more civilized. She's happy to see you and offers some food and Purified Water.

0.25: THE LONE RANGER

- Miscellaneous Quest: Reilly's Rangers
- Faction: Reilly's Rangers
- Threat Level: 2
- Collectible: Fat Man Mini-Nuke

After Reilly's Rangers is completed, you run into Donovan, one of the Rangers you met during the quest within the Irradiated Metro [9.12]. For this to occur, Donovan and Reilly must be alive, and you must have the Geomapper Module in your inventory. Once you help the Ranger, they reward you.

- Mini-Nuke (03/92)

0.26: SELLING THE MOST DELICIOUS FLESH OF ALL

- Threat Level: 2
- Faction: Wastelander

You encounter a band of "hunters," and they are more than happy to sell you some tasty Strange Meat. This is actually human flesh.

- Strange Meat

0.27: HUNTING THE MOST DELICIOUS FLESH OF ALL

- Threat Level: 3
- Faction: Wastelander

A band of "hunters" are tracking their prey—a hapless settler! After the kill, they begin eating the corpse. Wait two hours, and they become ravenous and turn their attention toward you....

0.28: GOING CAMPING

- Threat Level: 2
- Faction: Wastelander

A shot rings out, and a nearby Wastelander falls. There's a Sniper named Sam Warrick hiding nearby, lying in wait for you.

0.29: THE HUMAN BOMB

- Threat Level: 3
- Faction: Raider, Wastelander

A few Raiders send out an obviously perturbed settler out to greet you, who they then blow up and then proceed to attack you.

0.30: MAD BRAHMIN RAMPAGE

- Threat Level: 2

Due to consuming the wrong type of irradiated grass tufts, a herd of Mad Brahmin stampede your way. Slay them before they hit you.

TYPE II: REPEATING ENCOUNTERS

0.31: SURVIVAL GUIDE REVIEW—FAILURE

- Miscellaneous Quest: The Wasteland Survival Guide
- Threat Level: 1
- Faction: Wastelander

Consult the quest for advice on making a "very poor" survival guide. You come across a weak and poorly equipped survivor fighting a Mole Rat. If the Wastelander lives, he bad-mouths your work. Speak with him, and he gives you the guide, telling you it's good for a laugh.

- Wasteland Survival Guide (Very Poor)

0.32: SURVIVAL GUIDE REVIEW: SURVIVALIST

- Miscellaneous Quest: The Wasteland Survival Guide
- Threat Level: 1
- Faction: Wastelander

Consult the quest for advice on making a "moderate" survival guide. You come across a survivor fighting a Mole Rat. The Wastelander should live. Let him know you helped write the book, and you receive thanks but nothing else.

0.33: SURVIVAL GUIDE REVIEW: SURVIVAL EXPERT

- Miscellaneous Quest: The Wasteland Survival Guide
- Threat Level: 1
- Faction: Wastelander

Consult the quest for advice on making an "excellent" survival guide. You come across a well-equipped Wastelander battling a badly wounded Mirelurk. You get a friendly greeting once he finishes off the beast. Mention you wrote the guide, and you can wheedle 10 or 25 Caps from the awestruck adventurer.

- 25 Caps

0.34: QUANTUM SALES PITCH

- Miscellaneous Quest: The Nuka-Cola Challenge
- Threat Level: 1
- Faction: Wastelander
- Services: Trader

A wandering Trader is trudging around, and one of his items is of particular interest—a Nuka-Cola Quantum—but the price is shocking! Pay 100 Caps (or 50 Caps with a Speech challenge). Ask about Nuka-Cola, and you're directed to Girdershade and Sierra Petrovita.

- Nuka-Cola Quantum (01/110)

0.35: ANGRY GHOULS

- Miscellaneous Quest: Tenpenny Tower
- Threat Level: 2
- Faction: Ghoul

A group of ghouls have made camp on their way to Tenpenny Tower. The reason they are traveling is based on your actions; they are either going to live in the tower or take revenge for the murder of Roy Phillips and his crew. You can speak to these Ghouls and attack them if they turn violent.

- Ghoul Note

0.36: OASIS RAIDERS

- Miscellaneous Quest: Oasis
- Threat Level: 2
- Faction: Wastelander

A group of Wastelanders are on their way to attack Oasis. Speak to them and they tell you where Oasis is. Pick a fight with them, or leave them to their mission.

0.37: KILL THE SLAVER

- Miscellaneous Quest: Strictly Business
- Threat Level: 2
- Faction: Slave, Slaver

If you choose to side with the Slavers and round up a group of slaves using the Mesmetron, a posse of mercenaries (possibly hired by the families of those you enslaved) tracks you down and begins attacking.

- Contract: Kill the Slaver!

0.38: A LITTLE COMPETITION

- Miscellaneous Quest: Strictly Business
- Threat Level: 2
- Faction: Slaver

If you rounded up enough slaves using the Mesmetron, a group of Slavers, annoyed by your prowess and for making them look bad in front of Eulogy Jones, decides to take out "the employee of the month"—you!

0.39: TRAPPED OUTSIDE

- Miscellaneous Quest: Trouble On The Homefront
- Threat Level: 1
- Faction: Vault Dweller

If you forced the residents to evacuate, there's a chance you might run into the corpse of one of your old Vault friends during a Wasteland excursion. Search the corpse (which is usually Freddy, Pepper, or Officer Gomez) for a Vault Jumpsuit in poor condition and other assorted junk.

0.40: ANTS VS. RADSCORPION

- Threat Level: 2

A group of Giant Ants attempts to overwhelm a Radscorpion.

0.41: ATTACK OF THE ANT GIANT!

- Threat Level: 2

A group of Giant Ants gathers around a spilled toxic waste barrel. As you near, one of the ants steps into the waste, grows to three times its normal size, and attacks!

0.42: RADSCORPIONS VS. WASTELANDER

- Threat Level: 2
- Faction: Wastelander

A couple of Radscorpions are savaging a Wastelander to death. As you approach, they train their pincers on you.

0.43: RADROACH SCAVENGERS

- Threat Level: 2
- Faction: Wastelander

Between 20:00 and 05:00 at night, you come across the dead body of a Scavenger. It has now attracted a group of Radroaches. They attack if you move too close, but combating them may be worth it; there's some food on the Scavenger's body.

0.44: WASTELAND MERCHANT

- Threat Level: 1
- Faction: Wastelander
- Services: Repairer, Trader

You stumble across a Wasteland merchant in his camp. He Barters and Repairs with you.

0.45: WASTELAND SAWBONES

- Threat Level: 1
- Faction: Wastelander
- Services: Healer

You encounter a Wasteland doctor with some medical training, and he agrees to patch you up, cure your Rad sickness, and sell Stimpaks and Chems to you—for a price.

0.46: DOWN, BOY!

- Threat Level: 2

A small pack of Vicious Dogs is guarding a recent kill and protect it by attacking you.

0.47: HUNTING PARTY

- Threat Level: 2
- Faction: Wastelander

Expect to run into a variety of hunters scouting different types of prey.

0.48: HUNTERS HUNTING

- Threat Level: 2
- Faction: Wastelander

A hunter is tracking down his wild animal prey, usually a Mole Rat or other irradiated mutation.

0.49: ROBOT SCAVENGING

- Threat Level: 1
- Faction: Enclave, Wastelander

A Wastelander is scavenging parts from a wrecked robot.

0.50: EYEBOT SPECTATORS

- Threat Level: 1
- Faction: Enclave, Wastelander

A small group of Wastelanders are listening to the propaganda spewed from a nearby Eyebot.

0.51: DEAD GUY, FAT MAN

- Threat Level: 1
- Faction: Wastelander
- Collectible: Fat Man Launcher

You stumble upon a dead Wastelander; on his body is a Fat Man.

- Fat Man (01/09)
- Mini-Nuke (04/92)

0.52: FRAG MINES FOUND

- Threat Level: 2
- Danger: Mines

You stumble across a small minefield; disarm or explode these Frag Mines.

- Frag Mine

0.53: SUPER MUTANT CAPTIVES

- Threat Level: 3
- Faction: Super Mutant, Wastelander

A small group of Super Mutants has set up camp with a couple of Wastelander captives. This usually occurs within the vicinity of Vault 87's exterior [4.06] or the Germantown Police Headquarters [5.01]. Kill them all, or kill the Super Mutants and free the captives.

Rescue any captives and take their gift for a small boost to your Karma. Refuse their gift for a larger boost.

0.54: GHOUL-FRIENDS

- Threat Level: 2
- Faction: Ghoul

Hold your fire as you meet a group of poorly armed Ghouls (non-Feral). They want to reach Underworld, but they can't break through the Super Mutant defenses. Be pleasant to them, and they reveal a World Map marker that shows where Underworld is.

0.55: WASTELAND CHEM DEALER

- Threat Level: 1
- Faction: Wastelander
- Services: Trader

You may run across a Chem dealer in his small camp. You're able to **Barter** a variety of Chems from him.

0.56: MAULED BY MOLE RATS

- Threat Level: 2
- Faction: Wastelander

A Wastelander is being pursued by some ravenous Mole Rats. Save him, and he's thankful.

0.57: ENCLAVE EYEBOT EARLY WARNING SYSTEM

- Main Quest: The Waters Of Life
- Threat Level: 3
- Faction: Enclave

There are many Eyebots patrolling the Wasteland and are easily destroyed. Occasionally (and only after the Enclave has made its presence felt), taking down an Eyebot causes a Vertibird to swoop down and investigate the Eyebot's "malfunction."

0.58: ENCLAVE PATROL

- Main Quest: The Waters Of Life
- Threat Level: 3
- Faction: Enclave

A squad of soldiers (which may include officers and a Modified Deathclaw) are patrolling the wastes, once the Enclave make their presence felt.

0.59: ENCLAVE VS. BROTHERHOOD OUTCASTS

- Main Quest: The Waters Of Life
- Threat Level: 3
- Faction: Brotherhood Outcast, Enclave

A fierce firefight has erupted between Brotherhood Outcast and Enclave patrols.

0.60: ENCLAVE VS. TALON COMPANY

- Main Quest: The Waters Of Life
- Threat Level: 3
- Faction: Enclave, Talon Mercenary

Once the Enclave lands in the Wasteland, expect them to engage in running and gunning battles with Talon Company patrols.

0.61: THE SUPER MUTANT PHILOSOPHER

- Main Quest: Finding The Garden Of Eden
- Threat Level: 1
- Faction: Super Mutant

Once you begin this Main Quest, you meet Uncle Leo, a nonviolent Super Mutant who wanders the Wasteland pondering the meaning of life. He's friendly but doesn't take lightly to being attacked. Perhaps he's related to Fawkes?

0.62: WRATH OF THE ANTAGONIZER

- Miscellaneous Quest: The Superhuman Gambit
- Threat Level: 1
- Faction: Wastelander

When you finish **Miscellaneous Quest: The Superhuman Gambit**, and the AntAgonizer is still alive and the Mechanist is dead (or has retired), watch (or intervene) as she attacks a group of Wastelanders.

0.63: ATTACK OF THE FIRE ANTS

- Miscellaneous Quest: Those!
- Threat Level: 2

This occurs only during this Miscellaneous Quest and before you stamp out all Fire Ants in the Grayditch [9.09] and Marigold Station [9.10] areas. Encounter these fire-breathing insects, harvesting them for their Nectar.

- Fire Ant Nectar

0.64: LOOKING FOR THE TEMPLE OF THE UNION

- Miscellaneous Quest: Head of State
- Threat Level: 1
- Faction: Slave

A small band of escaped slaves are looking for the safety of the Temple of the Union. Give them directions, or lie to them and begin combat.

0.65: BROTHERHOOD OUTCAST PATROL

- Threat Level: 2
- Faction: Brotherhood Outcast

A small squad of Brotherhood of Steel Outcasts are on patrol. There may be robots and soldiers. They are either neutral unless you have previously attacked Outcast patrols.

0.66: BROTHERHOOD OUTCAST PATROL VS. RAIDERS ‡

- Threat Level: 3
- Faction: Brotherhood Outcast, Raider

A squad of Brotherhood Outcasts have encountered a number of Raiders, and the two sides are battling. Watch, leave, or attack.

0.67: BROTHERHOOD OUTCAST PATROL VS. DEATHCLAWS

- Threat Level: 4
- Faction: Brotherhood Outcast

A small pack of Deathclaws is pursuing a fleeing Outcast scout. A nearby Outcast patrol joins the battle. Watch, leave, or attack.

0.68: SLAVERS ESCORT

- Threat Level: 2
- Faction: Slave, Slaver

A small band of Slavers are escorting captured slaves toward Paradise Falls. Watch, chat, or rescue the slaves.

0.69: ESCAPING SLAVES

- Threat Level: 2
- Faction: Slave, Slaver

A few slaves are attempting to flee from Slavers. Watch, or side with the Slavers or the slaves.

0.70: ESCAPED SLAVES

- Threat Level: 2
- Faction: Slave, Slaver

A few slaves have already escaped their shackles and are being actively pursued by Slavers. Side with the slaves or help the Slavers kill the runaways.

0.71: ONE FINE RIDE

- Threat Level: 1
- Faction: Wastelander

Looking for technology to scavenge, a Wastelander is heading for a burned-out vehicle that he guards.

0.72: RAIDERS VS. SCAVENGER‡

- Threat Level: 2
- Faction: Raider, Wastelander

Raiders are attacking a lone Wasteland Scavenger, who's fighting back valiantly. If he survives, you can Barter and Repair with him.

0.73: RAIDERS VS. WASTELANDERS

- Threat Level: 2
- Faction: Raider, Wastelander

Wastelander settlers are fending off a Raider incursion.

0.74: HERE, DOGGIE, DOGGIE

- Threat Level: 2

A pack of Vicious Dogs are on the prowl and attack you on sight.

0.75: HUNTERS VS. PREY

- Threat Level: 1
- Faction: Wastelander

You spot a Wasteland Hunter (or Hunters) attempting to hunt down a mutated animal.

0.76: TALON COMPANY PATROL

- Threat Level: 2
- Faction: Talon Mercenary

A small recon company of Talon Mercenaries is on patrol; they attack you on sight.

0.77: SUPER MUTANTS VS. WASTELANDERS

- Threat Level: 3
- Faction: Super Mutant, Wastelander

In the area around Vault 87's exterior [4.06] or the Germantown Police Headquarters [5.01], Muties are engaged in a pitched battle with Wastelanders.

0.78: WANDERING SCAVENGER

- Threat Level: 2
- Faction: Wastelander

A Scavenger is leading his pack Brahmin about; don't start messing with the Brahmin, or the Scavenger turns hostile.

0.79: RESELLING THE MOST DELICIOUS FLESH OF ALL

- Threat Level: 2
- Faction: Wastelander

If the "hunters" you met during Mini-Encounter 0.26 still survive or if you fled, you'll encounter them again. Someday.

0.80: TINKER JOE'S SERGEANT OF SLAUGHTER

- Threat Level: 1
- Faction: Wastelander
- Services: Trader
- Follower
- Tinker Joe

A traveling robot salesman named Tinker Joe agrees to sell you one of them: Sergeant RL-3. RL-3 is one of five prototype Mister Gutsy models designed to be the perfect soldier. You can only purchase RL-3 if you have neutral Karma, (but the sarge will not leave you if your Karma changes while he's in your service. Purchase RL-3 for 1,000 Caps (500 with a high Barter skill).

- Sergeant RL-3

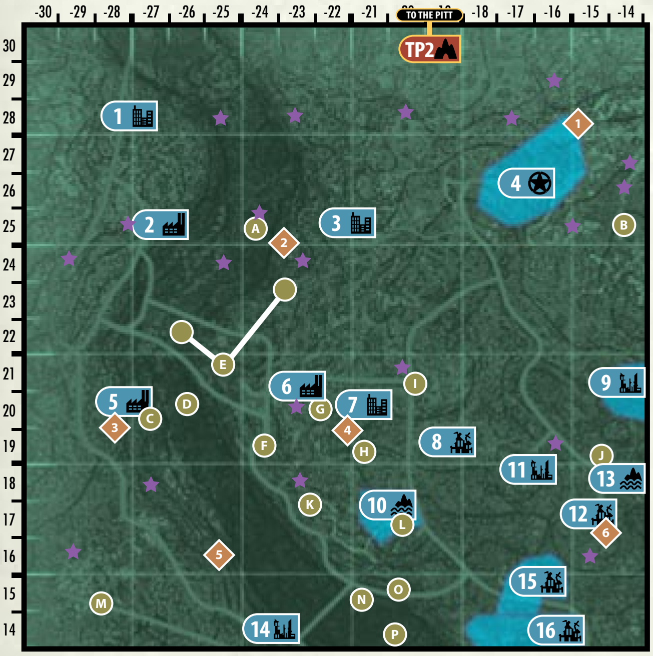
Zone 1: Northwest Territories

TOPOGRAPHICAL OVERVIEW

The Northwest Territories are wild and dangerous, as you're far from a place to heal, trade, and repair, and the inhabitants are vicious predators. The northernmost area is extremely mountainous, with Deathclaws and Robots roaming around. The remains of the Potomac flow from north to south here, and the irradiated water is home to Mirelurks. The human survivors are usually bands of terrorizing Raiders; they have a small stronghold on the river's western side. The Enclave have a sizable presence here, but their territory is well guarded and mostly underground. Only the bravest (or most foolhardy) explorer can claim to have visited every locale in this windy and desolate place.

AVAILABLE COLLECTIBLES

- Bobbleheads: 4/20
- Fat Men: 1/9
- Fat Man Mini-Nukes: 8/92
- Unique Items: 5/152
- Nuka-Cola Quantum: 4/110
- Schematics: 2/23
- Scribe Pre-War Books: 6/103
- Skill Book (Barter): 1/24
- Skill Book (Energy Weapons): 3/25
- Skill Book (Explosives): 3/25
- Skill Book (Lockpick): 5/25
- Skill Book (Medicine): 3/25
- Skill Book (Melee Weapons): 3/25
- Skill Book (Repair): 1/25
- Skill Book (Science): 2/25
- Skill Book (Small Guns): 3/25
- Skill Book (Sneak): 2/25
- Skill Book (Unarmed): 4/25
- Work Bench: 2



PRIMARY LOCATIONS

1.01: Raven Rock (LAT -28/LONG 28)
1.02: MDPL-05 Power Station (LAT -27/LONG 25)
1.03: SatCom Array NW-05a (LAT -22/LONG 25)
1.04: Fort Constantine (LAT -17/LONG 26)
1.05: SatCom Array NW-07c (LAT -28/LONG 20)
1.06: Broadcast Tower KB5 (LAT -23/LONG 20)
1.07: Deathclaw Sanctuary (LAT -22/LONG 20)
1.08: Dickerson Tabernacle Chapel (LAT -19/LONG 19)
1.09: Mason Dixon Salvage (LAT -14/LONG 21)
1.10: Mount Mabel Campground (LAT -21/LONG 17)
1.11: WKML Broadcast Station (LAT -17/LONG 18)
1.12: The Silver Lining Drive-In (LAT -15/LONG 17)
1.13: Drowned Devil's Crossing (LAT -14/LONG 18)
1.14: Abandoned Car Fort (LAT -24/LONG 14)
1.15: Faded Pomp Estates (LAT -17/LONG 15)
1.16: Roosevelt Academy (LAT -17/LONG 14)
***TP2: Train Tunnel (LAT -19/LONG 30)**

*This location is detailed in the Tour section of The Pitt.

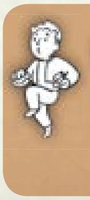
SECONDARY LOCATIONS

1.A: Raider Wharf (LAT -24/LONG 25)
1.B: Brotherhood Outcast Shaft (LAT -14/LONG 25)
1.C: Jackknifed Truck (on Freeway) (LAT -27/LONG 20)
1.D: Jackknifed Truck (on Freeway) (LAT -26/LONG 20)
1.E: Overlook Raider Shack (LAT -25/LONG 21)
1.F: Raider Wreckage Fortifications (LAT -24/LONG 19)
1.G: Drainage Channel (adjacent to Broadcast Tower KB5) (LAT -22/LONG 20)
1.H: Mutie Gorge (Rope Bridge) (LAT -21/LONG 19)
1.I: Junction Shack (LAT -20/LONG 21)
1.J: Jackknifed Truck (near Crossing) (LAT -15/LONG 19)
1.K: Blocked Tunnel Entrance (LAT -23/LONG 17)
1.L: Caravan Wreckage (LAT -20/LONG 17)
1.M: Monorail Train Wreckage (LAT -28/LONG 15)
1.N: Jackknifed Truck (on Freeway) (LAT -21/LONG 15)
1.O: Blocked Tunnel Entrance (LAT -20/LONG 15)
1.P: Truck and Car Wreckage (on Freeway) (LAT -20/LONG 14)

Primary Locations

1.01: RAVEN ROCK (LAT -28/LONG 28)

- Main Quest: The American Dream
- Threat Level: 4
- Faction: Enclave
- Collectible: Bobblehead
- Area Is Locked
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Hostiles: Deathclaw; Enclave: Officer, Scientist, Sentry Bot, Soldier (Tesla Armor); Radroach; Turret
- Inhabitants: President Eden, Colonel Autumn, Nathan



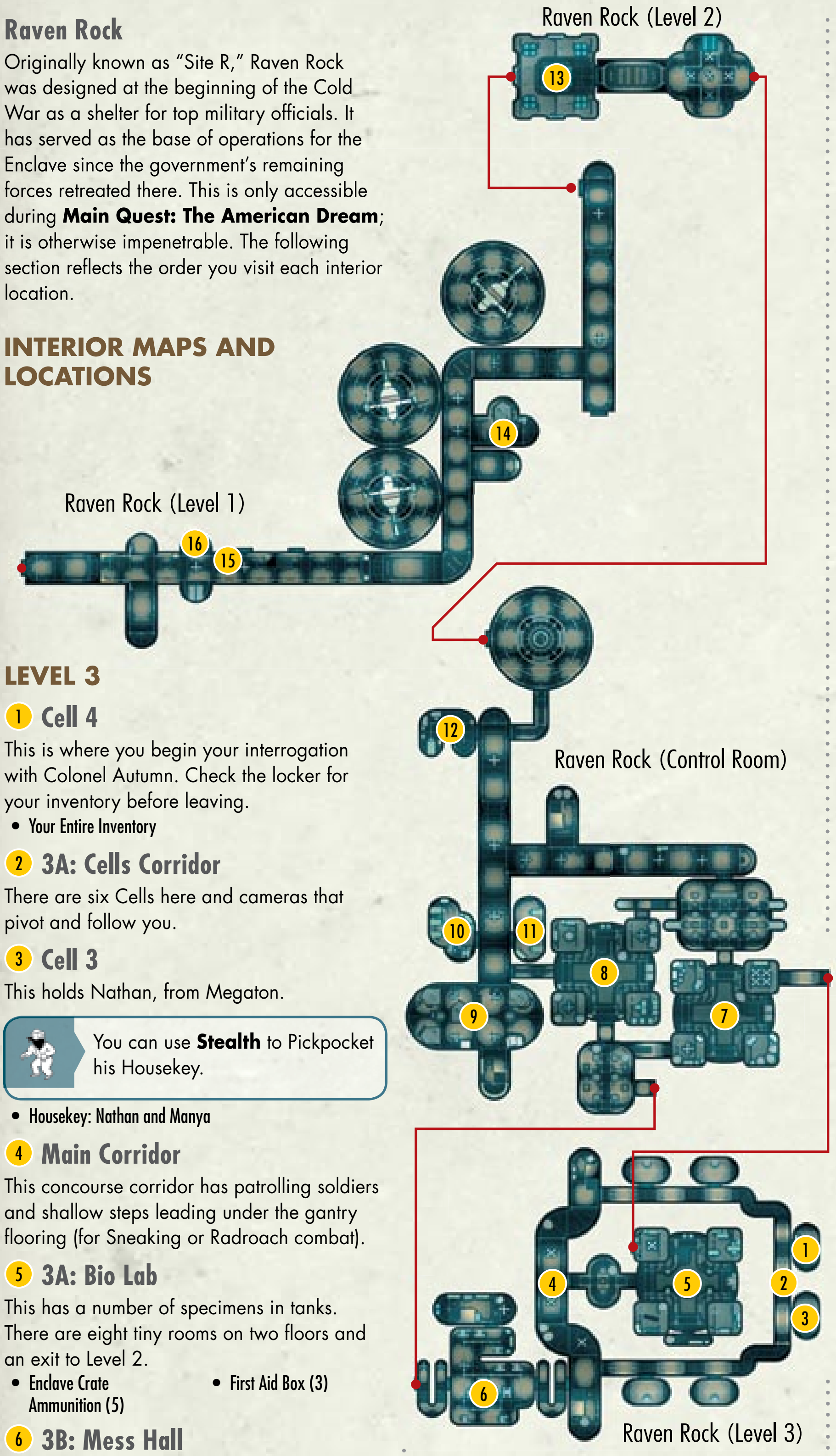
Caution

Spoiler Alert! Raven Rock is the Enclave's home base; go to the next location if you don't want to see inside this place!

Raven Rock

Originally known as "Site R," Raven Rock was designed at the beginning of the Cold War as a shelter for top military officials. It has served as the base of operations for the Enclave since the government's remaining forces retreated there. This is only accessible during **Main Quest: The American Dream**; it is otherwise impenetrable. The following section reflects the order you visit each interior location.

INTERIOR MAPS AND LOCATIONS



LEVEL 3

① Cell 4

This is where you begin your interrogation with Colonel Autumn. Check the locker for your inventory before leaving.

- Your Entire Inventory

② 3A: Cells Corridor

There are six Cells here and cameras that pivot and follow you.

③ Cell 3

This holds Nathan, from Megaton.

> You can use **Stealth** to Pickpocket his Housekey.

- Housekey: Nathan and Manya

④ Main Corridor

This concourse corridor has patrolling soldiers and shallow steps leading under the gantry flooring (for Sneaking or Radroach combat).

⑤ 3A: Bio Lab

This has a number of specimens in tanks. There are eight tiny rooms on two floors and an exit to Level 2.

- Enclave Crate Ammunition (5)
- First Aid Box (3)

⑥ 3B: Mess Hall

Accessed via stairs, there are soldiers, lockers, food, and an area under the floor full of dropped cutlery. There is also an exit to Level 2.

- First Aid Box (2)

LEVEL 2

⑦ 2A: Tech Lab

⑧ 2A: Cryo Lab

There are a number of crates and boxes to uncover.

- Enclave Crate Ammunition (4)
- First Aid Box

⑨ 2B: Storage

There are empty Deathclaw cages and a bank of lockers to check.

⑩ ⑪ 2B: Quarters

Check both for items. The eastern one has a terminal to deactivate the security barrier.

- Enclave Crate Ammunition (5)
- First Aid Box (2)

⑫ Colonel Autumn's Chamber

There is a wall terminal used to deactivate the security barrier to access the crates. Check the bed footlocker for the Destruct Sequence.

- Enclave Crate Ammunition (5)
- First Aid Box
- ZAX Destruct Sequence
- Bobblehead: Energy Weapons (1/20)

LEVEL 1 (CONTROL ROOM)

⑬ President Eden's Office

This chamber is guarded by soldiers and the president's elite Sentry Bots. The Control Room is a massive vertical chamber with President Eden's offices at the top. If you gain an audience with the president, you can leave via the door to the east, after taking a vial of Modified F.E.V. Virus.

- Modified F.E.V. Virus

LEVEL 1

⑭ Deathclaw Cage

This Deathclaw has been modified with a controller helmet. Release it using the terminal or unlocking the crate, and it attacks everything. Check the Vertibirds taking off from the nearby hangars.

- First Aid Box

⑮ Underfloor Stash

- First Aid Box (2)
- Enclave Crate Ammunition (5)

⑯ Security Barrier and Terminal

Hack the terminal to access the crates.

- Enclave Crate Ammunition (5)

1.02: MDPL-05 POWER STATION

(LAT -27/LONG 25)

- Threat Level: 1
- Collectibles: Schematic, Skill Book
- Area Is Locked
- Hostile: Vicious Dog

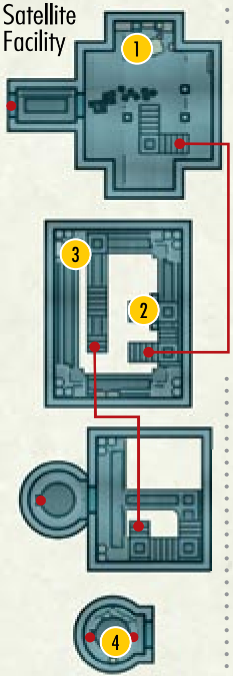
Enter here using either the gate or the hole in the fence. Locate the skeleton of a workman. His toolbox holds a key to open both gates.

- MDPL-05 Power Station Key
- Dean's Electronics (1/25)
- Schematic: Dart Gun (5/23)

1.03: SATCOM ARRAY NW-05A

(LAT -22/LONG 25)

- Threat Level: 3
- Faction: Talon Mercenary
- Danger: Mines
- Highly Visible Landmark
- Health And Chems
- Interior Exploration
- Collectible: Skill Book
- Sleep Mattress
- Work Bench
- Hostiles: Ghoulish Wastelander, Talon Company Merc



This giant radar dish is unique among the Arrays in the Wasteland, as there's only one structure. The Ghoul in charge has hired the Talon Company to guard it. As you head up to the west base of the Array, two foes on the balcony above attack you. Don't run to the door, as there are three Frag Mines in this area; instead, attack from a distance, then deactivate the mines before you enter the structure.

① Terminal

Inside, you're waylaid by an ex-scientist hard at work on a special project. When safe, check the Ghoul's desk for a Skill Book and terminal. Check her corpse for the launch codes!

There are six menu options on the terminal; read them to learn about the satellite payload and more.

- Chinese Army Spec. Ops. Training Manual (1/25)
- Launch Codes

② Turret Control System

Hack to power down the turrets.

③ Work Bench

On the exterior circular balcony, fight the Talon Merc who's usually armed with a Missile Launcher (you may have tagged him from the ground), and work your way clockwise to an upper metal door.

④ Dish Access room

There are footlockers and a Chem, as well as cots to sleep in. The Satellite Control Terminal is nonfunctional until you input the launch codes. Race outside via the adjacent hatch and watch the massive orbital strike peppering the landscape with explosions!

- First Aid Box

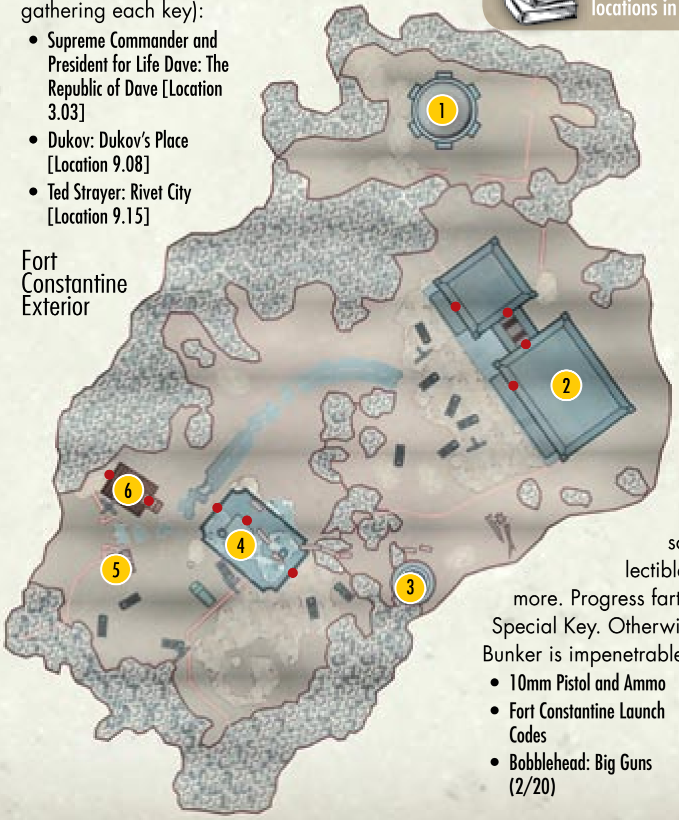
1.04: FORT CONSTANTINE

(LAT -17/LONG 26)

- Miscellaneous Quest: You Gotta Shoot 'Em In The Head
- Threat Level: 4
- Danger: Low Radiation
- Collectibles: Bobblehead, Fat Man, Mini-Nuke, Nuka-Cola Quantum, Scribe Pre-War Book (3), Skill Book (7)
- Area Is Locked
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Rare Or Powerful Item (2)
- Sleep Mattress
- Hostiles: Robot Genus, Turret
- Inhabitant: Tara (deceased)

Consult **Miscellaneous Quest: You Gotta Shoot 'Em in the Head**; the following characters have the necessary keys to access Fort Constantine (commence the Quest first, before gathering each key):

- Supreme Commander and President for Life Dave: The Republic of Dave [Location 3.03]
- Dukov: Dukov's Place [Location 9.08]
- Ted Strayer: Rivet City [Location 9.15]



MAPS AND LOCATIONS

① Water Tower

This is close to Enclave Camp E1.01 (if the Enclave are active) and offers good views of the nearby buildings.

② Bomb Storage

This is securely locked at ground level or is accessible if you have the Warhead Storage Key (located within the belly of this base). Note the exterior balcony linking both buildings.

③ Silo Hatch

More of a landmark than anything else, this is inaccessible; open all the mesh gates between here and the parking lot to easily escape.

④ Personnel Offices

Offers three entrances and a parking lot on three sides. One entrance is via the upper roof and some planks. There are Ammo Boxes in the roof's southwest corner.

- Ammunition Box (2)

⑤ Shack

Expect Robot resistance and perhaps combat with Brotherhood Outcasts here. There's common Ammo in the lockers and filing cabinets.

⑥ CO Quarters

A sturdy hut with two entrances, this is the best location to head for if you have all three Special Keys and want to investigate the interior.

Note

You can access the various Interior locations in any order you like.

CO QUARTERS

⑦ Entrance hall

- Scribe Pre-War Book (1/103)

⑧ Kitchen

- Nuka-Cola Quantum (2/110)

⑨ Bedroom

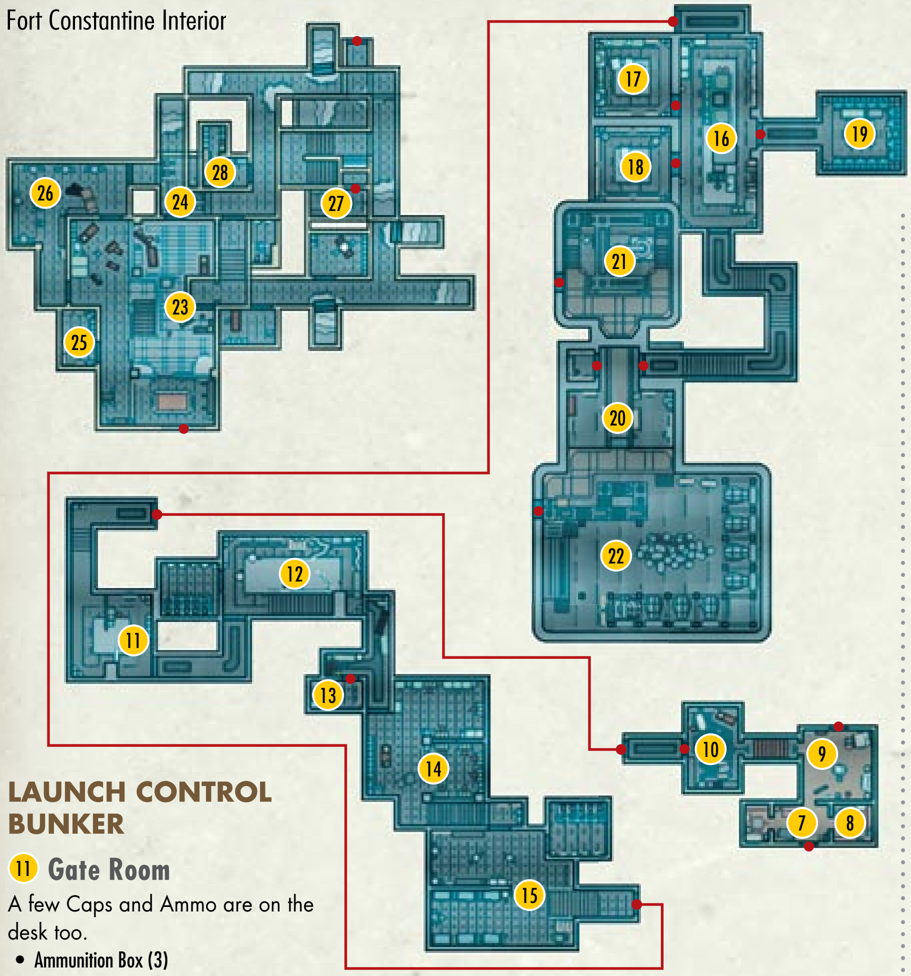
Check the telephone table and bed for collectibles, then head downstairs.

- Scribe Pre-War Book (2/103)
- Guns and Bullets (1/25)

⑩ Cellar

To the south is an open safe with the Bobblehead, scattered Caps, and collectibles. Check the corpse for more. Progress farther by using Ted Strayer's Special Key. Otherwise, the Launch Control Bunker is impenetrable.

- 10mm Pistol and Ammo
- Fort Constantine Launch Codes
- Bobblehead: Big Guns (2/20)
- Stealth Boy
- Chinese Army: Spec. Ops. Training Manual (2/25)


Fort Constantine Interior

LAUNCH CONTROL BUNKER

11 Gate Room

A few Caps and Ammo are on the desk too.

- Ammunition Box (3)
- Assault Rifle

12 Medical Room

There are a few items in the lockers, scattered Chems, and an angry robot.

13 Storeroom

Accessed via a wall terminal or a locked door. Inside are some common items.

- First Aid Box

14 Launch Control Room

Hack the terminal and launch an ICBM (Inter-Continental Ballistic Missile) if you took the launch codes from the CO safe. However, the system malfunctions. Check the desks for Skill Books.

- Duck and Cover! (1/25)
- Big Book of Science (1/25)

15 Recreation and Barracks

Check the footlockers by the bunk beds for items. Sleep here if you wish. Check the desk for a Pre-War Book. Open the door down the stairs using Dukov's Special Key.

- Scribe Pre-War Book (3/103)
- First Aid Box (2)

BOMB STORAGE

16 Machine Room

There are two doors on one side and one on the other. The west doors feature a wall terminal and a door, which leads to weapons storage rooms. To the east is a dead Raider; this is Tara, and she's carrying the Warhead Storage Key. The door to the east unlocks using Dave's Special Key and leads to the experimental chamber.

- Warhead Storage Key

17 Weapons Storage Room (North)

- Assault Rifle (6)
- 10mm Submachine Gun (4)
- Sniper Rifle
- Frag and Pulse Grenades
- Guns and Bullets (2/25)

18 Weapons Storage Room (South)

- Ammunition Box (15)

19 Experimental Chamber

Unlocked using Dave's Special Key.

- Fat Man (2/9)
- Mini-Nuke (5–6/92)
- D.C. Journal of Internal Medicine (1/25)
- T-51b Power Armor (4/152)
- T-51b Power Helmet (5/152)

20 Ruined Office Area

Expect a few scattered items, and check the table for the Mini-Nuke. The locked storage room contains assorted junk. Directly above is a balcony leading to an exterior vantage point and linking the north and south chambers.

- First Aid Box
- Mini-Nuke (7/92)

21 Generator Room

There are winding catwalk stairs to navigate in here.

22 Warhead Storage Warehouse

There's access to the parking lot exterior and exposure to radiation inside.

PERSONNEL OFFICES

> **Note**
>
> This is an independent structure and doesn't link to the other buildings.

23 Foyer and Recreation Area

Watch for the turret above the pool table on the south balcony. Enter from the roof if you want to deactivate it safely, or Sneak to avoid it.

24 Restrooms

There are a few Chems along with these weapons.

- Chinese Assault Rifles (2)

25 Storage Room

- First Aid Box

26 Small Mess Hall

- First Aid Box

27 Locked Storage Room

- First Aid Box
- Grognak the Barbarian (1/25)

28 Turret Control Room (Second Floor)

Hack this terminal to shut down the balcony turret. The nearby stairwell leads up to the roof.

1.05: SATCOM ARRAY NW-07C

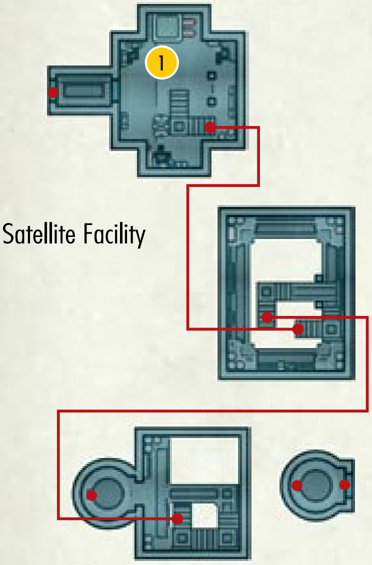
(LAT -28/LONG 20)

- Threat Level: 3
- Faction: Enclave, Wastelander
- Services: Repairer, Trader
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Hostiles: Enclave Officer, Scientist, Sentry Bot, Soldier

NORTHEAST SATELLITE TOWER

The threat level of this twin satellite facility array depends on whether the Enclave have emerged from Raven Rock; before this occurs, the northeast tower is completely barren. There are no enemies to face or bodies to loot.

However, once the Enclave descend, expect a reasonably sized hit squad of a robot, an officer, and a soldier, along with a sniper on the upper gantry.



1 Enclave Scientist Massacre

This occurs only if the Enclave are active in the area; otherwise, it is silent in here. Check the shelves for food and a water fountain, then follow the catwalk to the ladder.

- First Aid Box
- Enclave Crate Ammunition (5)

On the exterior circular balcony, fight the Enclave Soldier (you may have tagged him from the ground), and work your way clockwise to an upper metal door. This leads to a tiny interior chamber with another ladder leading up. Get ready for some missile launching! Sometimes, two Vertibirds pass overhead as you emerge onto the dish; optionally shoot them down. The dish remains safe, aside from the holes in its structure.

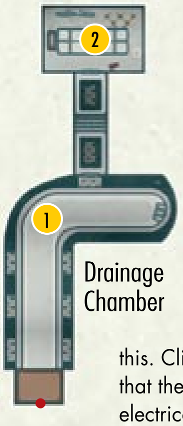
If you want a quick exit, step to the middle balcony where you encountered the Enclave Soldier and leap off the side, then sidestep quickly toward the tower's interior. You can "slide" down the outside of the tower as well; this is quicker but more dangerous!

SOUTHWEST SATELLITE TOWER

This area is unchanged whether there's an Enclave threat or not. The satellite tower is completely sealed, but the dish fell off the tower decades ago, and the rusting remains are now a ramshackle trading post, with a Scavenger inside. He or she can Trade with you, as well as Repair items, but flees or is killed when the Enclave arrive. You can also buy, sell, Pickpocket, and Steal any of it.

1.06: BROADCAST TOWER KB5

(LAT -23/LONG 20)



- Threat Level: 3
- Collectibles: Pre-War Book, Skill Book
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Radio Signal
- Sleep Mattress
- Hostile: Deathclaw

You're in Deathclaw country, and the Threat Level reflects this. Climb to the top of the hill that the mast sits on, and pull the electrical switch to pick up Morse code from Radio Signal Alfa Lima. Triangulate the signal to locate a Drainage Channel (Secondary Location 1.G) down the hill a little, to the east.

- Radio Signal Alfa Lima

1 A Small, L-Shaped Tunnel

The steps up to the door contain a long-dead corpse; check it out.

- 10mm Pistol
- Tumblers Today (1/25)

2 Storage Room

Unlock, and locate food, alcohol, and Purified Water, as well as a mattress to sleep on.

- Scribe Pre-War Book (4/103)

Tip

Triangulate a radio signal by listening to the sound quality. When the sound becomes clearer, you know you're nearing your target. If it sounds muffled, staticky, or cuts out completely, you're heading in the wrong direction.

1.07: DEATHCLAW SANCTUARY

(LAT -22/LONG 20)

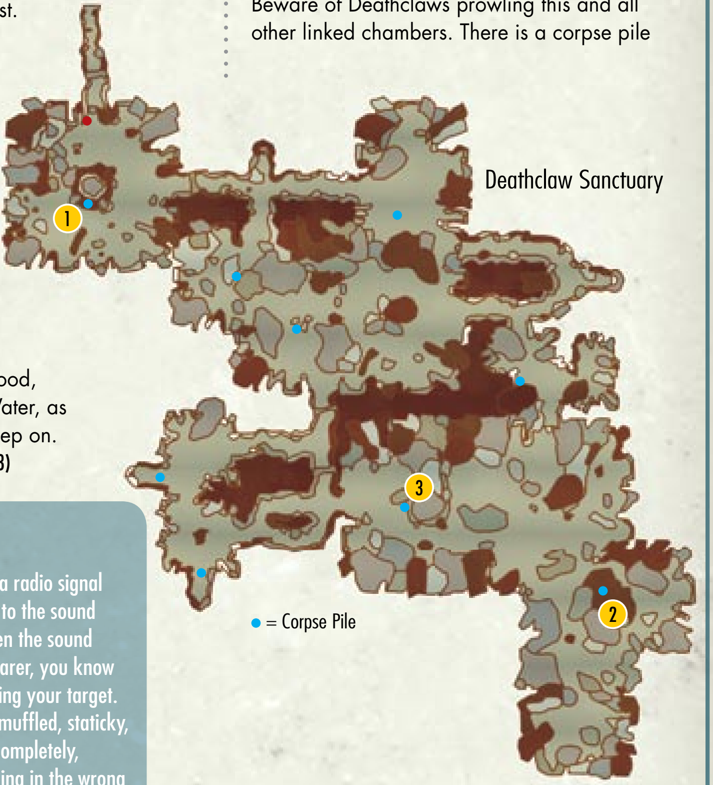
- Threat Level: 5
- Faction: Enclave
- Collectibles: Bobblehead, Fat Man Mini-Nuke, Nuka-Cola Quantum, Skill Book (2)
- Guns And Ammunition
- Interior Exploration
- Loads O' Caps
- Rare Or Powerful Item (2)
- Hostile: Deathclaw, Modified Deathclaw

Once you've dealt with Enclave Camp E1.04, let the modified and regular Deathclaws fight it out before exploring this opening in the rocky crags below the Broadcast Tower. If the Enclave aren't in this area yet, snipe from a distance, as the lack of maneuvering (and fleeing) room could be a problem. At the entrance, inspect the footlocker by the corpse pile for items and a Skill Book.

- Duck and Cover! (2/25)

1 Initial Chamber

Beware of Deathclaws prowling this and all other linked chambers. There is a corpse pile



here around a large central column, with the following available items:

- Bobblehead: Endurance (3/20)
- Mini-Nuke (8/92)
- Nuka-Cola Quantum (3/110)
- Nikola Tesla and You (1/25)

② Bloody Grotto

Maneuver through various linked chambers; there are nine corpse piles to search. Check the Wasteland Merchant corpses for a good deal of items (and lots of Caps). There is also a grotto with bloody water and a unique weapon.

- Gatling Laser—Vengeance (6/152)

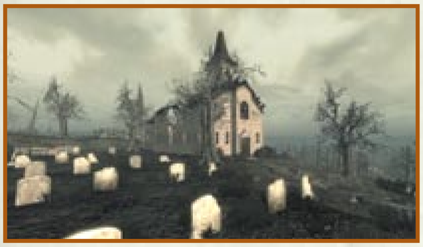
③ Enclave Corpse Pile

This location has a unique body to find; search him for the item, once the Enclave arrive at Camp E1.01.

- Ripper—Jack (7/152)

1.08: DICKERSON TABERNACLE CHAPEL

(LAT -19/LONG 19)



- Threat Level: 2
- Collectible: Skill Book
- Guns And Ammunition
- Highly Visible Landmark
- Rare Or Powerful Item
- Sleep Mattress
- Hostile: Drifter

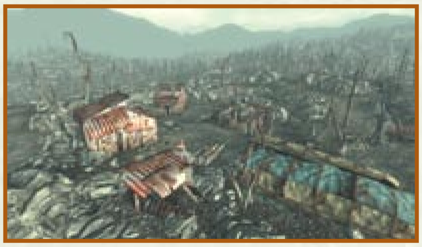
FREEFORM QUEST: HIGH PLAINS DRIFTER

Sitting on a blasted heath are the remains of a once-thriving Tabernacle Church, now a dilapidated shell that's home to a Drifter, standing on the old roof supports. Sneak in the back to ambush him; knock him off his perch to secure the items he's carrying. The Reservist's Rifle and Oasis Coordinates are of interest, especially the rifle for long-range Deathclaw takedowns. The Oasis Coordinates and the Druid's Hood indicate that the Drifter may once have been part of the Treeminders. Check the Oasis Coordinates (LAT -03/LONG 28), and search the area for the following items:

- Reservist's Rifle (8/152)
- Oasis Druid Hood
- Oasis Coordinates
- Combat Armor
- Guns and Bullets (3/25)
- Ammunition Box (5)

1.09: MASON DIXON SALVAGE

(LAT -14/LONG 21)



- Threat Level: 3
- Faction: Super Mutant
- Collectible: Skill Book (3)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Wastelander Captive
- Hostiles: Centaur, Super Mutant Genus

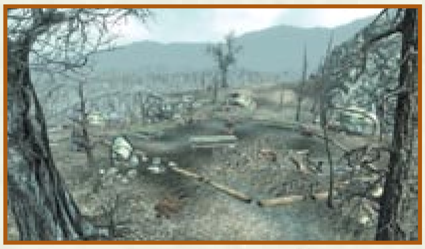
Once a rural scrapyard, this is now a place where Super Mutants return from Wasteland hunting with their live captives and begin ferrying them to Vault 87 for mutation. There are approximately five Super Mutants and two pet Centaurs here, and there are several entrances—to the north, west, and south. You can blast vehicles and set them alight, but this can ruin the chances of freeing captives and grabbing items. After you engage the Super Mutants and score a victory, begin scavenging the area; there are truck containers with Ammo Boxes and bedding. There are also two shacks with a footlocker and the following items:

- Ammunition Box (6)
- First Aid Box
- Tumblers Today (2/25)
- D.C. Journal of Internal Medicine (2/25)
- Nikola Tesla and You (2/25)

Rescue any captives and take their gift for a small boost to your Karma. Refuse their gift for a larger boost.

1.10: MOUNT MABEL CAMPGROUND

(LAT -21/LONG 17)



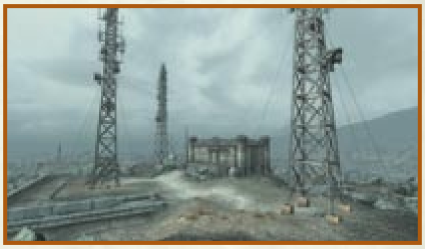
- Threat Level: 2
- Guns And Ammunition
- Health And Chems
- Sleep Mattress
- Hostile: Radscorpion Genus

It looks like Raiders were recently here; there's Squirrel-on-a-Stick on the barbecue and a Carton of Cigarettes on one table (worth 50 Caps). Grab that and any Whiskey, then check the caravans.

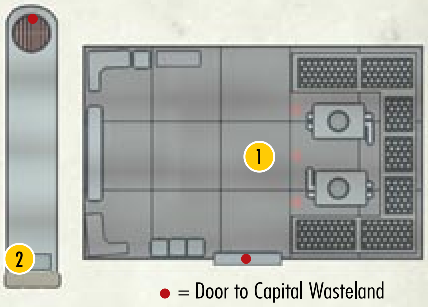
- Ammunition Box (2)
- First Aid Box (2)

1.11: WKML BROADCAST STATION

(LAT -17/LONG 18)



- Threat Level: 1
- Faction: Wastelander
- Services: Repairer, Trader
- Collectible: Bobblehead
- Highly Visible Landmark
- Interior Exploration



● = Door to Capital Wasteland

① Station Area

This Broadcast Station is deserted except for when a Scavenger Trader visits, ready to sell, buy, and Repair. There are no radio signals and nothing inside the tower complex.

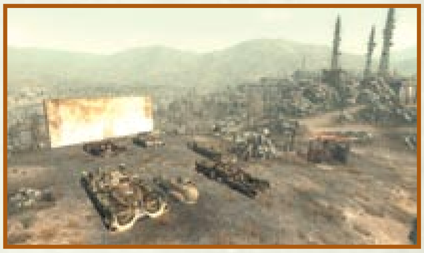
② Cistern

However, there is a hidden drainage grate south of and under the rocky outcrop. Beside a corpse is a .32 Pistol, Ammo, Purified Water, a Stimpak, a Stealth Boy, and, most importantly, the Bobblehead: Explosives.

- .32 Pistol and Ammo
- Stealth Boy
- Bobblehead: Explosives (4/20)

1.12: THE SILVER LINING DRIVE-IN

(LAT -15/LONG 17)



- Threat Level: 1
- Collectible: Skill Book
- Sleep Mattress

Close by the Broadcast Station and Drowned Devil's Crossing are the remains of an old drive-in theater. Aside from the scattered Bottle Caps and burned books, there's a *Grognak the Barbarian* at the entrance and a place to sleep.

- Grognak the Barbarian (2/25)

1.13: DROWNED DEVIL'S CROSSING (LAT -14/LONG 18)

- Threat Level: 2
- Faction: Raider
- Danger: Low Radiation
- Hostiles: Raider, Guard Dog

On one of the road trails is a small collapsed bridge over the remains of a stream. Beware of three or four Raiders to the south, on the streambed; Sneak and ambush them. Also watch out for nearby Raider Guard Dogs prowling the red Jackknifed Truck (Location 1.J).

1.14: ABANDONED CAR FORT (LAT -24/LONG 14)

- Threat Level: 1
- Collectible: Skill Book
- Guns And Ammunition
- Sleep Mattress

There's an Ammo Box behind one stack of cars and another five boxes in the area's middle. There are some other items in a small crate, plus *Tales of a Junktown Jerky Vendor* to peruse. Sleep on either mattress if you wish.

- Ammunition Box (6)
- Tales of a Junktown Jerky Vendor (1/24)

1.15: FADED POMP ESTATES (LAT -17/LONG 15)

- Threat Level: 1
- Collectible: Skill Book
- Sleep Mattress
- Hostiles: Enclave Eyebot, Robot Genus

There are a couple of mattresses to sleep on and a copy of *Pugilism Illustrated* at the foot of a fireplace. In another house is a small safe.

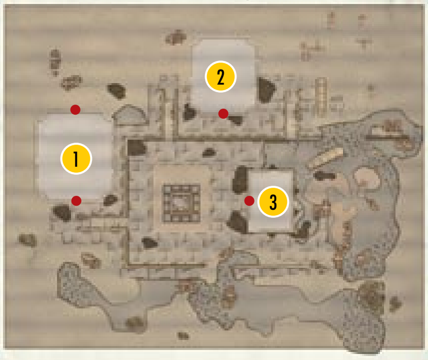
- Safe Items
- Pugilism Illustrated (1/25)

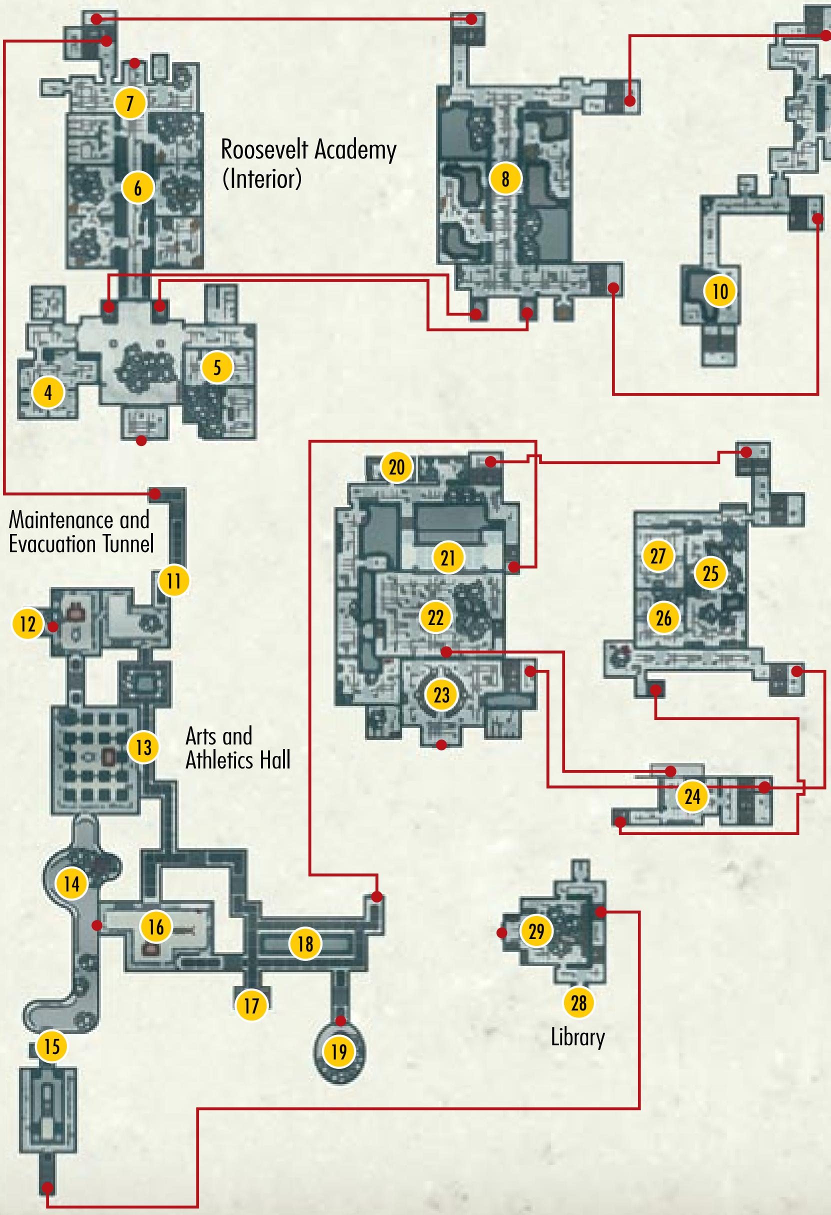
1.16: ROOSEVELT ACADEMY (LAT -17/LONG 14)

- Micellaneous Quest: Agatha's Song
- Threat Level: 5
- Faction: Super Mutant
- Danger: Gas Leak, Grenade Bouquet, Terminal Trap, High Radiation
- Collectibles: Nuka-Cola Quantum, Scrible Pre-War Book (2), Skill Book (4)
- Guns And Ammunition
- Highly Visible Landmark
- Interior Exploration
- Sleep Mattress
- Friendly: Captive Wastelander
- Hostiles: Centaur, Radroach, Super Mutant Genus

MAPS AND LOCATIONS

Roosevelt Academy (Exterior)





1 Roosevelt Academy Building

A baseball field is to the west. There are two entrances; enter this building first.

- Baseball Bat

2 Roosevelt Arts and Athletics Building

Try catching the Super Mutants in a nearby Coach Liner explosion.

2 Roosevelt Library

The easier way into this building is via an interior connecting tunnel system.

3 Academy Floor 1

Note

You can access the various Interior locations in any order you like. The following exploration assumes you entered the Academy building first.

4 Nurse's Office

Various items are scattered on desks. There is a terminal and a safe; break into either.

- D.C. Journal of Internal Medicine (3/25)
- First Aid Box (2)
- Blood Pack (2)
- Floor Safe Items

5 Administration Office

Watch for a Super Mutant in the headmaster's room, which also contains a terminal that allows Protectron activation; there are specific dialog options to try with this mechanoid. Check the restroom for a Skill Book.

- Pre-War Book (5/103)
- Pugilism Illustrated (2/25)

6 Main Classroom Corridor

Check the lockers for ammo. Watch for Cherry Bombs in the restrooms, Super Mutants firing down through ceiling holes, and the Grenade Bouquet in the northeast classroom doorway.

- Frag Grenade (3)

7 Northern Corridor

There is a tiny storage room with a dead settler inside (northeast). Northwest are stairs up and down.

ACADEMY FLOOR 2

8 Main Classroom Corridor

One classroom to the west has flammable gas leaking out. The middle classroom to the east has an Ammo Box.

- Ammunition Box

ACADEMY FLOORS 3 AND 4

9 Staff Room

Beware of the booby-trapped terminal! There is food in the fridge.

- Frag Grenade
- First Aid Box

10 Ammo Stash (Floor 4)

Climb to the wrecked room that has a hole down to the entrance foyer. Beware Super Mutants! Check the upper alcove for the stash.

- Ammunition Box (3)

MAINTENANCE AND EVACUATION TUNNEL

Note

This tunnel links the three buildings together; the ideal exploration route is to head to the Arts and Athletics Hall first, then to the Library.

11 Fridge Barricade

Beware the Grenade Bouquet by the fridge barricade.

- Frag Grenade (3)

12 Locked Storage Room

A captive Wastelander is tethered in here.

13 Flammable Corridor

14 Flammable Sewer

The weapon and Ammo is near the barrel with the lantern on it. The Hatch Door is locked.

- Ammunition Box (3)
- Assault Rifle

15 Alcove and Electrical Switch

This activates the trap-flap doors, accessing the connecting room with stairs to the Library.

- First Aid Box

16 Machine Room

This activates the trap-flap doors, accessing the connecting room with stairs to the Library.

- Pugilism Illustrated (3/25)

17 Alcove with Radioactive Barrels

- Ammunition Box (3)
- Sledgehammer
- .32 Pistol and Ammo

18 Flammable Corridors

Danger! Escaping gas!

19 The Oval Alcove

A captive Wastelander is trussed up in here. The door to the Arts and Athletics Hall is nearby.

ARTS AND ATHLETICS HALL GROUND FLOOR

Note

The following exploration assumes you entered from the Maintenance Tunnel.

20 Northern Rooms

- First Aid Box
- Pre-War Book (6/103)

21 Stage

This item is useful during **Miscellaneous Quest: Agatha's Song**.

- Sheet Music Book

22 Grand Hall

23 Southern Reception Foyer and Desks

ARTS AND ATHLETICS HALL SECOND FLOOR

24 Staff Room and Hall Balcony

ARTS AND ATHLETICS HALL THIRD FLOOR

25 Dilapidated Locker Rooms

There's a place to sleep here.

26 Office (Southwest)

This has a Wall Safe to break open.

- First Aid Box (2)
- Ammunition Box (2)
- Wall Safe Items
- Tumblers Today (3/25)
- D.C. Journal of Internal Medicine (3/25)

27 Office (Northwest)

This also has a Wall Safe to break open and Shotgun Shells on the table.

- First Aid Box
- Baseball Bat (3)
- Wall Safe Items

LIBRARY

28 Restroom

- Blood Pack
- Stealth Boy

29 Library Entrance

The double doors leading to the Capital Wasteland are locked. Watch for the tough Super Mutant; check his body for a key to easily exit here. Locate the desk and the Wall Safe for the following items:

- Sawed-Off Shotgun and Ammo
- First Aid Box
- Stealth Boy
- Wall Safe Items
- Nuka-Cola Quantum (4/110)
- Roosevelt Library Key

Secondary Locations

1.A: RAIDER WHARF (LAT -24/LONG 25)

- Danger: Low Radiation
- Collectibles: Fat Man Mini-Nuke, Skill Book
- Guns And Ammunition
- Health And Chems
- Sleep Mattress
- Hostiles: Mirelurk Genus, Raider
- Threat Level: 2
- Faction: Raider

You're in the shadow of Raven Rock and SatCom Array NW-05a, and there are Mirelurks to deal with en route to this location. The wharf itself has Chems, Drink, Mirelurk meat, an Ammo Box, some Stimpaks, and a Mini-Nuke. There's a place to sleep and a boat moored a few feet to the southwest that contains a Stealth Boy, some Whiskey, and a Skill Book.

- Food and Drink
- Health and Chems
- Ammunition Box
- Mini-Nuke (9/92)
- Nikola Tesla and You (3/25)

Caution

Don't swim or step inside these boats expecting to wiggle out of the front windshield area; the space is too small to maneuver through and you could get trapped!

1.B: BROTHERHOOD OUTCAST SHACK (LAT -14/LONG 25)

- Collectible: Nuka-Cola Quantum, Schematic
- Guns And Ammunition
- Work Bench
- Sleep Mattress
- Hostile: Brotherhood Outcast
- Threat Level: 2
- Faction: Brotherhood Outcast

In the shadow of the SatCom Array NN-03d (Location 2.02) lies a shack guarded by two Brotherhood Outcasts. There's a Work Bench here, a rather gooey place to sleep, some Ammo, tools, and junk you might need. Check the table for Shishkebab Schematics, and shoot the Quantum bottle off the roof.

- Work Bench
- Ammunition Box (2)
- Schematic: Shishkebab (6/23)
- Nuka-Cola Quantum (5/110)

1.C: JACKKNIFED CHINESE INTERNMENT TRUCK (ON FREEWAY; LAT -27/LONG 20)

- Threat Level: 1
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems

Check a nearby vehicle for Frag Grenades near a skeleton. Continue on to the jackknifed truck; outside are two Ammo Boxes. Inside are the skeletal remains of Chinese Americans; learn their names by reading the Holotape inside the truck. The container also has Purified Water, some Chems, two First Aid Boxes, and *Pugilism Illustrated*.

- Internment Note
- First Aid Box
- Ammunition Box (2)
- Pugilism Illustrated (4/25)

1.D: JACKKNIFED TRUCK (ON FREEWAY) (LAT -26/LONG 20)

- Threat Level: 2
- Collectibles: Fat Man Mini-Nuke, Skill Book
- Guns And Ammunition
- Health And Chems
- Sleep Mattress

Watch for an explosion, which may blast parts of a dead scientist out of the container. Search any body part for a Skill Book. Inside, there are Stimpaks, a Laser Rifle, a Mini-Nuke, and a mattress. Watch the fissures on the freeway.

- Big Book of Science (2/25)
- Laser Rifle
- Mini-Nuke (10/92)

1.E: OVERLOOK RAIDER SHACK (LAT -25/LONG 21)

- Collectibles: Fat Man Mini-Nuke (2), Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Hostiles: Mirelurk Genus, Raider, Raider Guard Dog
- Threat Level: 2
- Faction: Raider

There are four Raiders and a Guard Dog to deal with. Inside the house is a gruesome freezer, some Ammo Boxes near the fireplace, and an easily missed set of shelves with Chems, Beer, and a Skill Book. Check the bath for a Mini-Nuke before leaving; a skeleton makes a rude gesture with one! Then head west (or northwest from the shack), and find the skeleton crumpled next to three Ammo Boxes and a Skill Book.

- Ammunition Box(6)
- Tumblers Today (4/25)
- Mini-Nuke (11–12/92)
- Duck and Cover! (3/25)

1.F: RAIDER WRECKAGE FORTIFICATIONS (LAT -24/LONG 19)

- Threat Level: 3
- Faction: Raider
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems
- Hostile: Raider

The top defense holds various junk and Whiskey, a First Aid Box, an Ammo Box, a great melee weapon called the Super Sledge, and a Skill Book hidden in a crate of tin cans. Charge the second defense for a Grenade Ammo Box, more Whiskey, a Stealth Boy, and some Iguana Bits. The bottom defense has Beer, Chems, and an Ammo Box.

- First Aid Box
- Super Sledge
- Grognak the Barbarian (3/25)
- Ammunition Box (3)

Note

The defenses may be made of crushed cars, but they aren't the exploding kind; don't waste your ammunition.

1.G: DRAINAGE CHANNEL (ADJACENT TO BROADCAST TOWER KB5; LAT -22/LONG 20)

- Threat Level: 3

For tactics and the available items here, check out Location 1.06: Broadcast Tower KB5 (LAT -23/LONG 20).

1.H: DEATHCLAW GORGE (ROPE BRIDGES; LAT -21/LONG 19)

- Threat Level: 1

A set of two rope bridges are on the outskirts of the Deathclaw Sanctuary. You won't attract Deathclaws unless you're making loud noises. This is a route up to the Broadcast Tower, Drainage Channel, and a lone Enclave Camp [E1.04].

1.I: JUNCTION SHACK (LAT -20/LONG 21)

- Threat Level: 1
- Guns and Ammunition

1.J: JACKKNIFED TRUCK (NEAR CROSSING) (LAT -15/LONG 19)

- Threat Level 1
- Faction: Raider
- Collectible: Skill Book
- Health and Chems
- Hostile: Raider Guard Dog

Near the Drowned Devil's Crossing. Amid the Stimpaks, Chems, and junk is a safe with a Skill Book next to it.

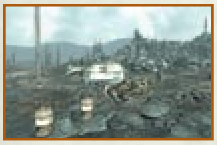
- Chems
- Safe Items
- Tumblers Today (5/25)

1.K: BLOCKED TUNNEL ENTRANCE (LAT -23/LONG 17)

- Threat level: 1
- Hostile: Robobrain

Beware the Raider fortifications just north of you.

1.L: CARAVAN WRECKAGE (LAT -20/LONG 17)



- Threat Level: 1

The eastern entrance to Mount Mabel Campground.

1.M: MONORAIL TRAIN WRECKAGE (LAT -28/LONG 15)

- Threat level: 2
- Highly visible landmark
- Hostile: Deathclaw, Robobrain

The remains of this Monorail track stretches all the way from the edge of the D.C. Ruins; follow this track if you wish.

1.N: JACKKNIFED TRUCK (ON FREEWAY) (LAT -21/LONG 15)

- Threat Level: 1
- Hostile: Mirelurk

On the cusp of Zone 4; beware of the gaps in the ground.

1.O: BLOCKED TUNNEL ENTRANCE (LAT -20/LONG 15)

- Threat Level: 1

This is completely blocked. Try climbing it and sniping the Mirelurks below.

1.P: TRUCK AND CAR WRECKAGE (ON FREEWAY) (LAT -20/LONG 14)

- Threat Level: 1

Nothing here except an explosion opportunity. Stand well back!

ENCLAVE CAMP LOCATIONS

CAMP E1.01 (LAT -15/LONG 28)

- Main Quest: Picking up the Trail
- Threat Level: 1
- Guns and Ammunition

There is a small contingent guarding the Water Tower gate at the edge of Fort Constantine.

- Enclave Crate Ammunition (2)

CAMP E1.02 (LAT -23/LONG 25)

- Main Quest: Picking up the Trail
- Threat Level: 2
- Danger: Low Radiation
- Guns and Ammunition

There is a small contingent near the irradiated pond, where a Wastelander and Feral Ghouls have been massacred.

- Enclave Crate Ammunition (3)
- Ammunition Box (2)

CAMP E1.03 (LAT -28/LONG 20)

- Main Quest: Picking up the Trail
- Threat Level: 2

A squad commandeers the nearby SatCom Array, with troops on the ground and in the exterior balcony.

CAMP E1.04 (LAT -22/LONG 20)

- Main Quest: Picking up the Trail
- Threat Level: 5
- Guns and Ammunition

There is a Deathclaw-capture squad, with a modified Deathclaw near the Sanctuary. Extreme danger!

- Enclave Crate Ammunition (3)

CAMP E1.05 (LAT -25/LONG 16)

- Main Quest: Picking up the Trail
- Threat Level: 2
- Guns and Ammunition

This is a tactical position on the freeway ruins.

- Enclave Crate Ammunition (3)

CAMP E1.06 (LAT -15/LONG 17)

- Main Quest: Picking up the Trail
- Threat Level: 2

An Enclave strike force dropped in by Vertibird, just east of the Silver Lining Drive-In.

Zone 2: Northern Mountains

TOPOGRAPHICAL OVERVIEW

Dominated by treacherous mountain terrain to the north and more manageable lands to the south, this zone is slightly less populated than others but holds some astonishing discoveries. Get your bearings by following the two main roads that run south into Zone 5 and join the east–west road. Cutting diagonally across is a crumbling freeway and monorail line (another excellent landmark to find your location). There's one large settlement—the Slaver camp of Paradise Falls—and a few hidden points of interest for when you're not trekking through the bleak and desolate landscape.

AVAILABLE COLLECTIBLES

- Bobbleheads: 1/20
- Mini-Nukes: 3/92
- Unique Items: 12/152
- Nuka-Cola Quantum: 8/110
- Schematics: 1/23
- Scribe Pre-War Books: 3/103
- Skill Book (Barter): 1/24
- Skill Book (Big Guns): 1/25
- Skill Book (Energy Weapons): 2/25
- Skill Book (Explosives): 1/25
- Skill Book (Medicine): 2/25
- Skill Book (Melee Weapons): 1/25
- Skill Book (Science): 1/25
- Skill Book (Sneak): 1/25
- Skill Book (Unarmed): 2/25
- Work Bench: 3
- Holotapes (Replicated Man): 3/19

PRIMARY LOCATIONS

2.01: Oasis (LAT -03/LONG 28)
2.02: SatCom Array NN-03d (LAT -13/LONG 25)
2.03: MDPL-21 Power Station (LAT -10/LONG 26)
2.04: Clifftop Shacks (LAT 00/LONG 26)
2.05: Montgomery County Reservoir (LAT -06/LONG 22)
2.06: Broadcast Tower LP8 (LAT -04/LONG 24)
2.07: Reclining Groves Resort Homes (LAT -02/LONG 20)
2.08: Paradise Falls (LAT -09/LONG 16)
2.09: MDPL-13 Power Station (LAT 02/LONG 17)
***MZ1: Recon Craft Theta (LAT 03/LONG 22)**
****TP1: Radio Tower (LAT -13/LONG -30)**

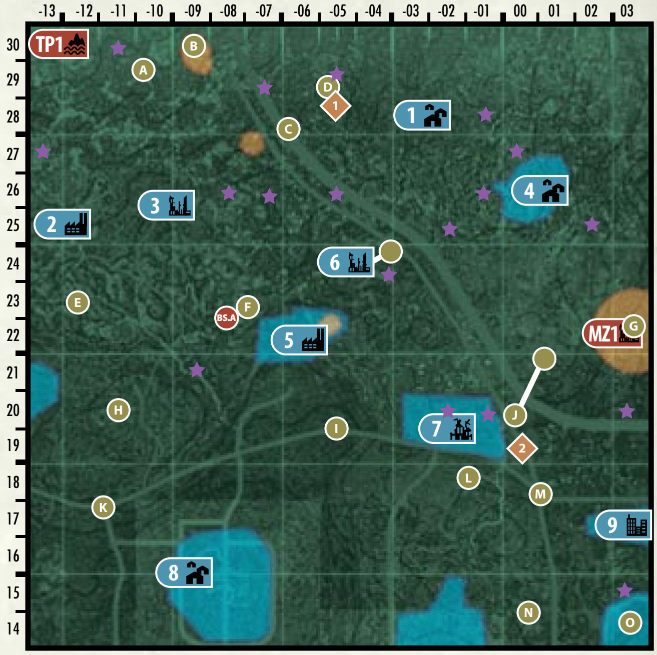
*This location is detailed in the Tour section of Mothership Zeta.
**This location is detailed in the Tour section of The Pitt.

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

SECONDARY LOCATIONS

2.A: Upper Trails (Rope Bridge) (LAT -10/LONG 29)
2.B: Toxic Pond (LAT -09/LONG 30)
2.C: Monorail Carriage Wreckage (LAT -06/LONG 28)
2.D: Oasis Entrance (Rope Bridge; LAT -05/LONG 29)
2.E: Abandoned Tent (LAT -12/LONG 23)
2.F: Irradiated Silo and Outbuildings (LAT -07/LONG 23)
2.G: Crashed Anomaly (LAT 03/LONG 22)
2.H: Ant Tunnel to Musty Cavern (LAT -11/LONG 20)
2.I: Military Checkpoint (LAT -05/LONG 20)
2.J: Irradiated Silo and Barn (LAT 00/LONG 20)
2.K: Traffic Line (LAT -11/LONG 17)
2.L: Wood Planks to Warren (LAT -02/LONG 18)
2.M: Overturned City Liner (LAT 00/LONG 18)
2.N: Monorail Train Wreckage (Raider Camp; LAT 00/LONG 14)
2.O: Minefield Water Tower (LAT 03/LONG 14)
***BS.A: Aqua Pura Raider Camp**

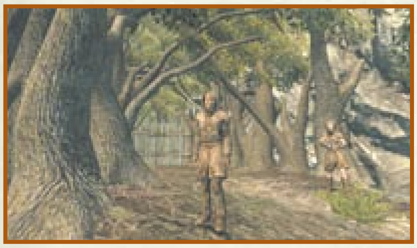
*This location is detailed in the Tour section of Broken Steel.



Primary Locations

2.01: OASIS

(LAT -03/LONG 28)



- Miscellaneous Quest: Oasis
- Freeform Quest (4)
- Threat Level: 3
- Danger: Low Radiation
- Faction: Wastelander
- Collectibles: Fat Man Mini-Nuke , Nuka-Cola Quantum, Pre-War Book, Skill Book (Medicine)
- Area Is Locked
- Guns And Ammunition
- Interior Exploration
- Perk!
- Rare Or Powerful Item
- Sleep Mattress
- Hostile: Mirelurk Genus
- Inhabitants: Tree Father Birch, Leaf Mother Laurel, Sapling Yew, Bloomseer Poplar, Branchtender Cypress, Branchtender Linden, Branchtender Maple, Harold

INTERIOR MAPS AND LOCATIONS

OASIS

Oasis is a fertile, verdant dot in the center of all the desolation. This odd hidden vale is home to a strange, tribal-like people who call themselves the Treeminders. You are welcomed into Oasis with open arms, and their leader, Tree Father Birch, invites you to meet their god. Oasis is tucked away inside a giant rocky outcrop in the mountains just northeast of the monorail and freeway skeletons, and the entrance is close to a rope bridge.

① Tree Father Birch's Pavilion

This holds a Basin of Purification. Explore as you please. To enter the gate to The Grove, you must first complete the Purification Ritual. The gate to the Oasis Caverns requires Branchtender Cypress's key to open or a proficient Lockpick skill.

You can interact with the Treeminders in the following ways:

All Treeminders: Give you more information on Oasis and their thoughts on Birch's and Laurel's plan.

Tree Father Birch: You can agree to undertake his Purification Ritual.

Tree Father Birch: You can agree to coat Harold's heart in Birch's sap.

Leaf Mother Laurel: You can agree to coat Harold's heart in Laurel's liniment.

Branchtender Cypress: You can acquire the Key to Oasis Caves from him (by asking or Pickpocketing).

Branchtender Cypress: If you utilize Birch's sap, you are awarded with a Missile Launcher and Ammunition.

Branchtender Maple: If you utilize Birch's sap, you are awarded with her garb.

Branchtender Linden: If you utilize Laurel's liniment, you are awarded with Brotherhood Outcast Power Armor.

Bloomseer Poplar: If you utilize Laurel's liniment, you are awarded with her Hood.

Harold: You can burn him.This causes all the Treeminders to turn hostile.

You can agree to destroy Harold's heart, splattering yourself in F.E.V.-tainted blood, infecting you with the Barkskin Perk.

- Linden's Outcast Power Armor (9/152)
- Maple's Garb (10/152)
- Poplar's Hood (11/152)
- Missile Launcher and Ammo
- Barkskin Perk

THE GROVE

② The Talking Tree

Only accessible after the Purification Ritual.

③ Locked Underwater Door

This leads to the Damp Cave. Watch your oxygen level!

OASIS CAVERNS

④ Grotto

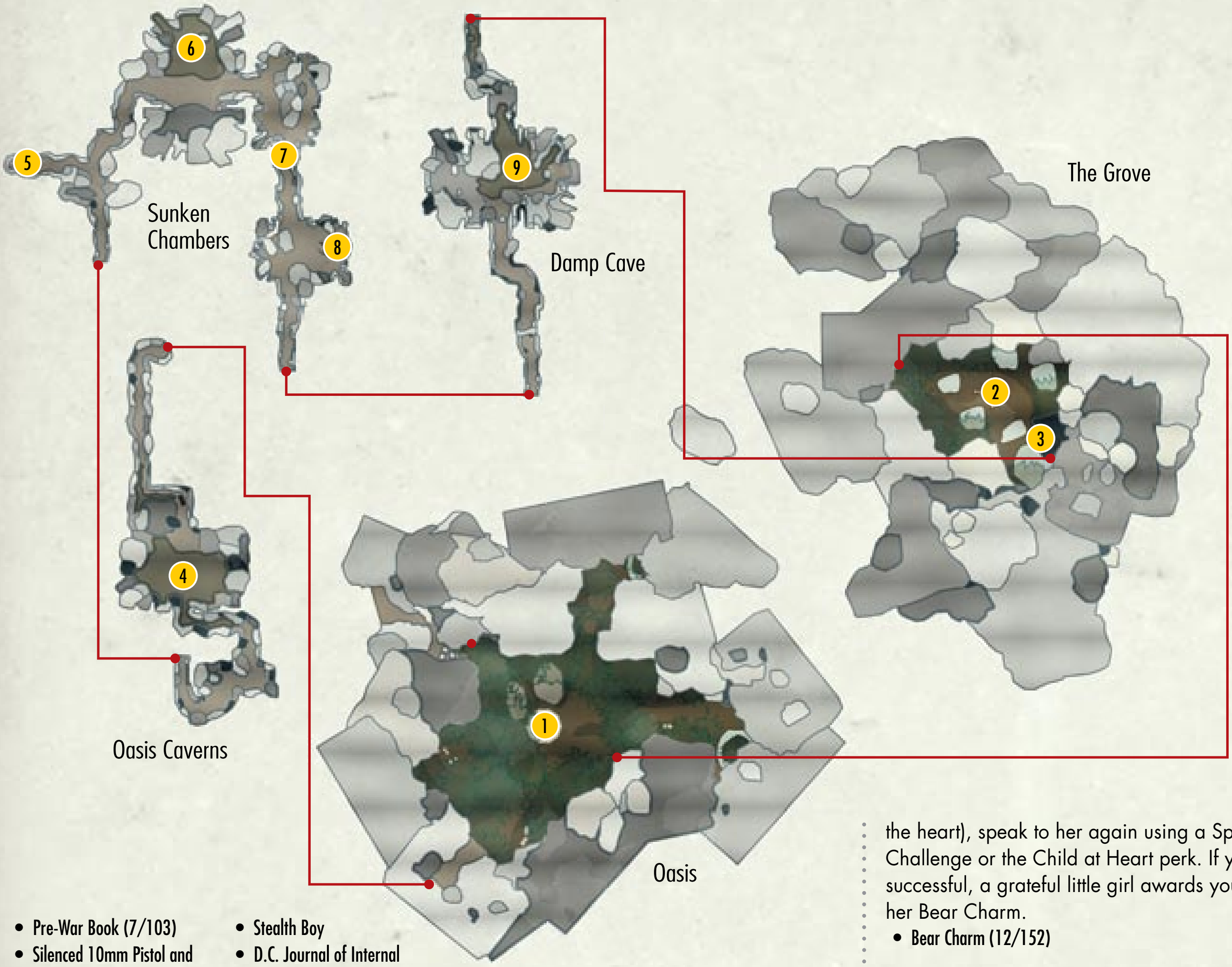
This compact but winding cavern connects to the main Sunken Chambers. There are Mirelurks to defeat. Swim through and under the grotto to reach the door to the Sunken Chambers. There are Mirelurk Egg Clutches to dip into if you require meat or undigested items.

- Mirelurk Meat

SUNKEN CHAMBERS

⑤ Western Side Tunnel

Clear Mirelurks from the main tunnel so they don't ambush you. There's a dead Scavenger and some loot; search the area thoroughly (the Skill Book is in the tiny crate with the Baseball Glove)! There are Caps and a mattress too.



- Pre-War Book (7/103)
- Silenced 10mm Pistol and Ammo
- Stealth Boy
- D.C. Journal of Internal Medicine (4/25)

⑥ Main Grotto

Dive into the grotto to uncover common items and the Mini-Nuke.

- Mini-Nuke (13/92)

⑦ Tree Roots

If you Lockpicked your way into here and massacred the Treeminders, you can't progress any further to Harold's Heart; tree roots block the access tunnel.

⑧ Harold's Heart

There are choices to make to conclude **Miscellaneous Quest: Oasis** here.

DAMP CAVE

⑨ Mirelurk Pool

You can't access the southern part of this tunnel if you came in from The Grove or after you drop down, heading north. Check the bank for a Stimpak and these items:

- 10mm Pistol and Ammo
- Nuka-Cola Quantum (6/110)

FREEFORM QUEST: EXCOMMUNICATION

If you're rude to Tree Father Birch during your conversations, you're warned to halt that kind of talk. Repeat it again, and you're charged with blasphemy and given 10 minutes to leave Oasis or the Treeminders will temporarily renounce their pacifism. You can also turn the Treeminders hostile by attacking any of their flock or by burning Harold. The Treeminders don't forget, either; they remain hostile until you've killed everyone.

FREEFORM QUEST: BLOOMSEER POPLAR'S VISIONS

When you complete **Miscellaneous Quest: Oasis**, you can speak to Bloomseer Poplar. Her eyes become clouded as she sees your future and imparts a vision! This is a clue to one of the 16 other Miscellaneous Quests. She comments only on quests you've yet to complete, and you can return to listen to another vision once every 24 hours.

FREEFORM QUEST: YEW GOT A NEW FRIEND

Before you set out to complete **Miscellaneous Quest: Oasis**, seek Sapling Yew's opinion. Once the quest is over and Harold is still alive (he's not been burned or suffered a shot to the heart), speak to her again using a Speech Challenge or the Child at Heart perk. If you're successful, a grateful little girl awards you with her Bear Charm.

- Bear Charm (12/152)

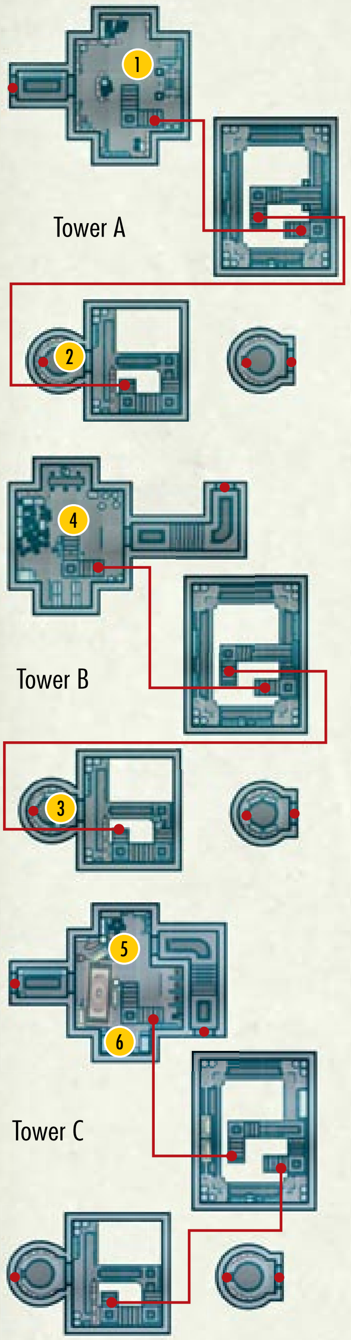
FREEFORM QUEST: HIGH PLAINS DRIFTER

If you visit Dickerson Tabernacle Chapel [1.08], you'll find a drifter with a unique Sniper Rifle. On his body is an Oasis Druid Hood and Oasis Coordinates, among other interesting items. This instantly pinpoints Oasis on your Pip-Boy's World Map.

2.02: SATCOM ARRAY NN-03D

(LAT -13/LONG 25)

- Threat Level: 3
- Faction: Raider
- Collectible: Fat Man Mini-Nuke (2), Skill Book
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Sleep Mattress
- Hostile: Raider



The largest of the SatCom Arrays in the Northern Wasteland sits to the west of Fort Constantine. It's visible for miles and is currently a Raider stronghold. The towers each have a ground-floor entrance and are labeled NN-03d-A, B, and C. Tower A is the lowest and Tower C is the highest. The entrance to Tower B is boarded up and cannot be breached. The door to the upper Tower C is locked.

Note

The following exploration follows the path through Towers A, B, and C. It can be attempted in the opposite direction.

NN-03D-A

① Raider Defenses

After tackling the Raiders, check the area for food and alcohol in the fridges, a few scattered Chems, and the following:

- Sawed-Off Shotgun and Ammo
- First Aid Box
- Ammunition Box (3)
- Frag Mines (2)

② Exit Ladder

Cross to Tower B using the precarious planks, then hop onto the dish and enter the roof hatch in the middle.

- Sniper Rifle

NN-03D-B

③ Hatchway ladder

There's a fabulous chessboard with pieces salvaged from miniature gnomes and alcohol bottles; it would look great in your house!

- First Aid Box

④ Buffout Laboratory

Raiders are attempting to concoct Chems on this ground-floor area; there are many scattered about.

NN-03D-C

⑤ Raider Recreation Room

There's an exterior door leading to the Capital Wasteland; it is easy to Hack but difficult to Lockpick. There's a large quantity of beer, food, and some exhumed coffins. Sleep on the bunk beds.

⑥ Restroom

There's a particularly pleasant greeting daubed on the wall here.

- Pugilism Illustrated (5/25)

Exit the structure and head up to dish: You're on one of the highest (and most precarious) areas in the Wasteland! Avoid the holes in the dish's superstructure, and investigate the Super Mutant effigy.

- Mini-Nuke (14–15/92)

2.03: MDPL-21 POWER STATION
(LAT -10/LONG 26)

- Threat Level: 1
- Collectible: Skill Book
- Interior Exploration
- Work Bench

In a valley next to a line of power towers is a fenced-off Power Station, accessed via an unlocked gate. Inside is a Work Bench with a Bottlecap Mine on it, a Skill Book, and a terminal with a safe.

- Work Bench
- Nikola Tesla and You (4/25)
- Floor Safe Items

2.04: CLIFFTOP SHACKS (LAT 00/LONG 26)

- Threat Level: 3
- Faction: Super Mutant
- Collectibles: Pre-War Book, Skill Book (2)
- Guns And Ammunition
- Interior Exploration
- Sleep Mattress
- Unique Item
- Wastelander Captive
- Hostile: Super Mutant Genus

Approach these two mountaintop shacks from the west (you'll be spotted if you come from the east), along the gorge just south of Oasis. Wind around until you can scramble up to the mountain summit, then locate the rope bridge. Snipe from the bridge's other side, and set up mines so the Super Mutants kill themselves trying to reach you.

When combat is over, inspect the Clifftop Shacks; free the Wastelander captive here if you wish. Search Gore Bags, which contain the body parts of other captives and a decent amount of Caps. In the larger abandoned shack, there is a Super Mutant to tackle, a captive to keep alive, and a shelf safe. Search both shacks for mattresses and the following items:

- Pugilism Illustrated (6/25)
- Shelf Safe Items
- Pre-War Book (8/103)
- Frag Grenades (2)
- Ammunition Box
- Grognak the Barbarian (4/25)
- Board of Education (13/152)

Rescue any captives and take their gift for a small boost to your Karma, or refuse for a larger boost.

2.05: MONTGOMERY COUNTY RESERVOIR
(LAT -06/LONG 22)

- Threat Level: 2
- Faction: Raider
- Danger: Low Radiation
- Hostile: Raider

Two hundred years ago, this supplied the northern D.C. area with drinking water. Little of that remains, although each of the large faucets supplies a few gulps of irradiated water for your sustenance. The area is now dotted with Raiders. There are no interior structures, just catwalks to run around and giant vats to hide behind. There's a jackknifed truck, but it contains only a light sprinkling of body parts and a Vodka bottle.

2.06: BROADCAST TOWER LP8 (LAT -04/LONG 24)

- Threat Level: 1
- Collectible: Skill Book
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Radio Signal

GENERAL NOTES

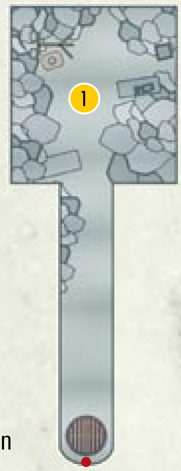
Broadcast Tower LP8 is southwest of the monorail and freeway skeletons and overlooks the reservoir with Paradise Falls in the distance. Activate the electrical switch, and triangulate the signal to a Sealed Cistern entrance below, to the northeast.

- Radio Signal Echo Foxtrot

① Cistern Hidey-Hole

This area contains the remains of a long-dead radio operator, eight Salisbury steak boxes, Fission Batteries on the table, and a safe.

- Big Book of Science (3/25)
- Cistern Safe Items



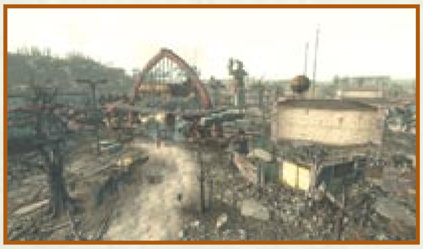
2.07: RECLINING GROVES RESORT HOMES (LAT -02/LONG 20)

- Threat Level: 1
- Collectible: Skill Book
- Health And Chems
- Sleep Mattress
- Hostiles: Enclave Eyebot, Radscorpion Genus

Rural homes slowly waste away in the breeze. In the northwest house is a First Aid Box on a table. Move east to the shack garage and attached ruin, and grab the Bottle Caps on a table here. The house in the northeast, near the Irradiated Silo and Barn [Location 2.J], has a mattress to sleep on and a copy of *Tales of a Junktown Jerky Vendor*. The ruin to the south has a half-buried mattress. Check mailboxes for common items. Before you leave, investigate the Warren [2.L] and Crashed Anomaly [2.G].

- First Aid Box
- Tales of a Junktown Jerky Vendor (2/24)

2.08: PARADISE FALLS (LAT -09/LONG 16)



- Main Quest: Rescue From Paradise
- Miscellaneous Quest: Strictly Business
- Freeform Quest (5)
- Threat Level: 5
- Faction: Slaver
- Services: Healer, Repairer, Trader
- Highly Visible Landmark
- Area Is Locked
- Interior Exploration
- Collectibles: Bobblehead, Holotape: Replicated Man (3), Nuka-Cola Quantum (5), Pre-War Book
- Follower
- Guns And Ammunition
- Lots O' Caps
- Main Trading Route
- Rare Or Powerful Item (6)
- Sleep Mattress
- Work Bench
- Friendly: Brahmin
- Inhabitants (Slavers): Carolina Red, Cutter, Eulogy Jones, Grouse, Forty, Jotun, Pronto, Ymir, Slavers (10)
- Inhabitants (Slaves): Bleak, Breadbox, Bronson, Carter, Clover, Crimson, Frank, Miss Jeanette, Penny, Rory Maclaren, Sammy, Squirrel

In order to interact with Slavers, your Karma must be at a low level. Come back after completing some particularly unspeakable acts to gain easy access into this settlement, or follow the instructions in **Main Quest: Rescue from Paradise.**

INTERIOR MAPS AND LOCATIONS

PARADISE FALLS ENTRANCE

From a distance, this barricaded shopping mall looks like a welcoming settlement, but upon closer inspection, you realize it's anything but. This settlement offers services like any other (including a clinic and weapons shop), but it caters to the most vile denizens in the Wasteland. In fact, in order to enjoy Paradise Falls's unique amenities, you must maintain a certain status among your peers.

If your Karma is too high, the Slavers are prevent you from entering the town. If you start any trouble, whether good or evil in nature, the Slavers shoot to kill, and you'll lose all your Paradise Falls privileges. Assuming you're unpleasant enough or you've bribed or gunned your way in, you can locate the giant wrecked-car barricade and a gate made from an arm of the Large Boy, and enter Paradise Falls itself. The only other location on your Local Map is a sewer pipe from the Toilets; the children use this as an exit when you rescue them during **Main Quest: Rescue from Paradise.** There's a single item of interest by Grouse, next to the sandbags: a Holotape related to the Replicated Man.

- Mesmetron (14/152)
- Holotape: The Replicated Man (1/24)

PARADISE FALLS

Enter the main settlement to find locations ① and ②, to the left and right of you. Every location is marked with a scrawled sign.

① "Lock and Load"

The settlement's weapons store is staffed by Pronto. He can Repair your weapons, or you can trade with him. There is also a Work Bench with a Bottlecap Mine here. Downstairs is a cellar where Pronto sometimes sleeps. The following items can be stolen:

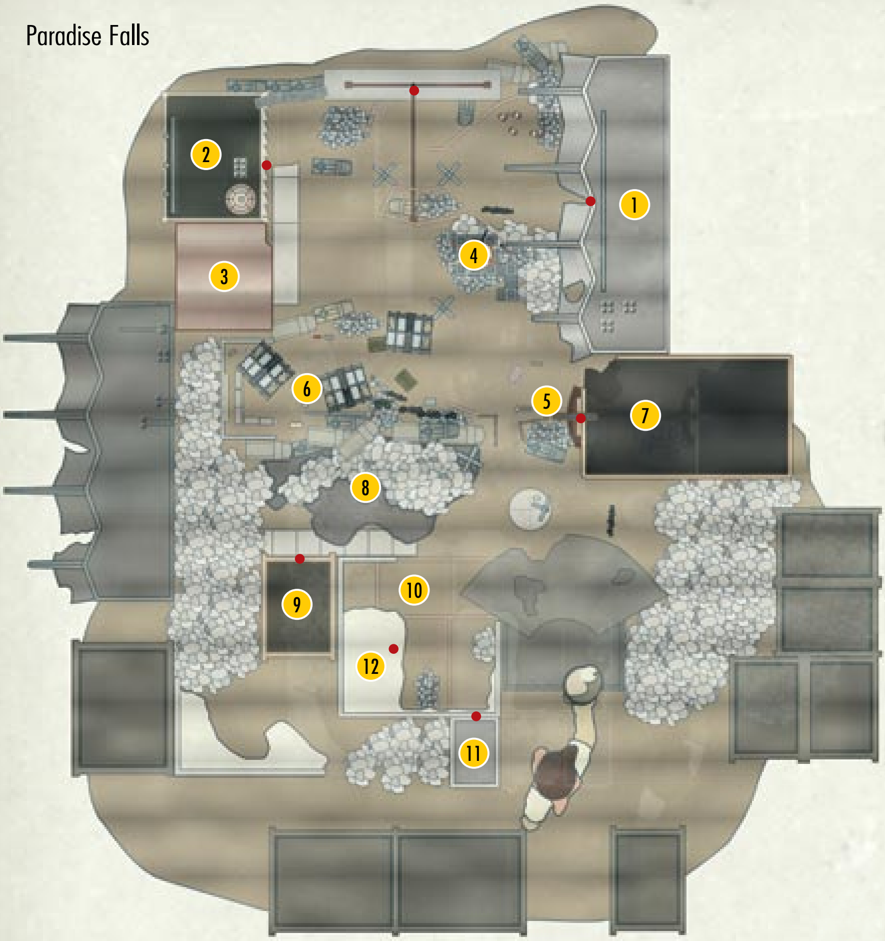
- Work Bench
- Frag Grenades (2)
- Melee Weapons (8)
- Small Guns (6)
- Ammunition Box (3)

② Slavers Barracks

Converted from an old liquor store, the Barracks are brimming with beer, spirits, and, strangely, detergent. Of particular interest is the fabled Vault 77 Jumpsuit. The rest of the Barracks consist of bunk beds and whisky bottles.

- Power Fist
- Vault 77 Jumpsuit (15/152)
- Note: Burn This Goddamn Jumpsuit*

Paradise Falls



Note

*The jumpsuit was probably owned by a legendary enemy of the Slavers, who single-handedly wiped out a group of them before disappearing.

③ Cutter's Clinic

Home to Cutter and her almost-sanitary medical bay. You can speak to her about The Replicated Man, ask for healing, radiation healing, Chems, Medical Supplies, or you can ignore her. Her prices are excellent—a benefit for being a badass. Her Chem and Medical Supplies are sealed. Her backroom is littered with scorched books and two mattresses.

- Holotape: The Replicated Man (2/24)

④ "Crap"

A pile of rubble above which is a small catwalk where a Minigunner patrols.

⑤ Roasting Brahmin

At the front of Eulogy's Pad is a small campfire and pool table; check the cue out.

- The Break (16/152)

Note

Have you tried swiping the Break at the pool balls on the table? Extra kudos for pocketing any ball!

⑥ Open-Air Pub

Constructed from the shell of a Robco Parts store. Frank nervously bartends, while Ymir and his monosyllabic son Jotun do their best psychopath impressions. There's a cable junction box here, if you're attempting the Main Quest.

⑦ Eulogy's Pad

Inside the old cinema, you may find Eulogy and his two slaves Clover and Crimson, either inside, on the outside balcony, or wandering Paradise Falls. There are numerous items to find in here, most of which are in the projection room (now Eulogy's extravagant bedroom). The wall terminal allows you to unlock the floor safe. Don't forget the Nuka-Cola Quantum haul behind the stairs and the exterior balcony, offering excellent views of this settlement.

- Eulogy Jones' Hat (17/152)
- Paradise Falls Box Key
- Holotape: The Replicated Man (3/24)
- Bobblehead: Speech (5/20)
- Floor Safe Items
- Nuka-Cola Quantum (7–11/110)

⑧ ⑨ ⑩ ⑪ ⑫ Slave Pens and Toilets

To the south is some rubble, the Box ⑧, and the Toilets ⑨. The Toilets are grimy and hold no items, but there is a child-sized escape route in here. The Box is actually a Pulowski Preservation Shelter, currently used as solitary confinement for Rory Maclaren. Open the Box using the Paradise Falls Box Key. Also use this key to open the Slave Pen ⑩ gates. The Child Slave House ⑪ is a place of disgusting squalor, with mattresses to sleep on. The same is true of the Adult Slave House ⑫, except there's a Pre-War Book to take from the corner table.

- Pre-War Book (9/103)

RELATED INTERACTIONS

Interact with the Slavers of Paradise Falls in the following ways:

Grouse: You can bribe him to enter Paradise Falls.

You can begin the **Miscellaneous Quest: Strictly Business** by talking with him.

Forty: During the Main Quest, you can convince him to ask Eulogy for a pay raise.

You can Pickpocket him for a Paradise Falls Box Key.

Pronto: You can Trade and ask him to Repair your equipment.

Cutter: You can ask her about facial epidermal augmentation, if you've started **Miscellaneous Quest: The Replicated Man.**

You can purchase medical supplies or Chems and get your radiation healed or your wounds tended to.

Eulogy Jones: You can offer to purchase Clover, one of his personal slaves.

You can offer to purchase the child slaves.

You can ask whether Eulogy has considered collecting some of the kids in Little Lamplight.

You can Pickpocket him for a Paradise Falls Box Key.

You can kill him and take his unique outfit.

Child Slaves: You can help them plot an escape.

Adult Slaves: You can free them, with varying degrees of success.

- Eulogy Jones' Suit (18/152)

FREEFORM QUEST: FREEDOM!

In addition to removing the children from the Slave Pens in your Main Quest, you can also try rescuing the adults. You will fight a violent and difficult struggle against all the Slavers, killing all of them (including the brainwashed Clover and Crimson, although Clover could be bought as a Follower first). Then open the Slave Pen gates, talk to each slave, and tell them the gate is open. All make a run for it, except Breadbox, who's as deaf as he is mad. He stays behind.

Or, you can open the pens, tell the slaves to flee, and watch as they're gunned down by the Slavers you didn't kill beforehand. That was a terribly evil decision. Congratulations?

FREEFORM QUEST: STRICTLY PROFITABLE

If you agree to Grouse's request for slave collecting and bring back all the slaves he requested, you can continue this plan indefinitely, forcing a Wastelander or other amenable person to flee from you in combat. Then, zap them with the Mesmetron and snap a Slave Collar around their necks. Accompany them or instruct them to head to Paradise Falls. You are awarded 250 Caps for each additional slave you bring back to Grouse.

- 250 Caps

FREEFORM QUEST: THE KID-KIDNAPPER

When you speak with Eulogy, ask if he's thought about kidnapping one of the children in Little Lamplight, as they're likely to be less trouble and fetch a better price. He agrees and says he'll pay you handsomely if you're successful. Head to Little Lamplight, after reading the Kidnap Order Eulogy gives you. A Slaver is waiting at the cave mouth. Locate Bumble and convince her (Speech Challenge or Child at Heart) to accompany you back to the Slaver without any combat taking place. When you return, the Slaver brings the kid directly to Eulogy; all you have to do is return to claim your prize:

- Kidnap Order
- Boogeyman's Hood (19/152)

FREEFORM QUEST: COVETING CLOVER

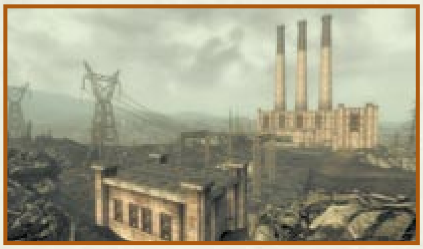
Assuming you enter Paradise Falls using persuasion, your evil reputation, or bribery, locate Eulogy Jones and speak to him. When your Karma is suitably low enough, you can inquire about purchasing a slave from him. He offers you Clover for 1,000 Caps. Although you may think twice about the purchase of a slave as a Follower, Clover has been heavily brainwashed, is wearing a Slave Collar, and thinks you're Eulogy's replacement, transferring her fanatical love of him toward you.

FREEFORM QUEST: ECONOMICS OF VIOLENCE

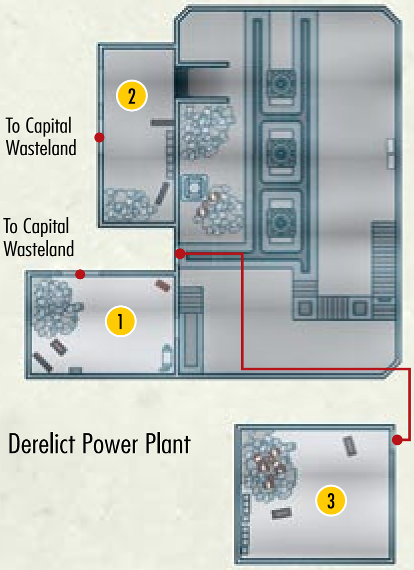
When you search Pronto's tradeable items in Lock and Load, the selection is poor. The Slavers only trade him the useless crap they no longer have a use for. If you ask how you can help, he gives you the Note from Pronto and asks you to collect 20 Chinese Assault Rifles and bring them back to him. If you return 24 hours later, Pronto's inventory is a whole lot more impressive! The variety of items to sell improves greatly.

- Note from Pronto

2.09: MDPL-13 POWER STATION
(LAT 02/LONG 17)



- Threat Level: 3
- Faction: Ghoul
- Danger: Low Radiation
- Collectibles: Nuka-Cola Quantum, Schematic
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Rare Or Powerful Item
- Work Bench
- Hostiles: Ghoul Genus, Mark V Turret



SUBSTATION NOTES

Almost due north of the Minefield Water Tower [2.O] are two buildings with a group of power transformers between them. If you're being pursued (usually by a Deathclaw), use the rocky outcrop behind the substation to reach the roof. Otherwise, head into the Substation; amid the junk, is a Work Bench with a Bottlecap Mine and the listed items nearby. There's a terminal and floor safe too.

- Work Bench
- First Aid Box
- Nuka-Cola Quantum (12/110)
- Schematic: Railway Rifle (7/23)
- Floor Safe Items

DERELICT POWER PLANT NOTES

The main building here (with the map) is a large and broken-down power plant; the three chimneys make this one of the Northern Wasteland's most prominent landmarks. You can enter the facility via the garage or through the metal doors to the south. The doors are recommended, as there are turrets to deactivate, and the terminal is just through the doors.

1 Office

There are two vending machines, low-level radiation, and a Turret Control Terminal that deactivates the turret in the main catwalk area.

2 Ramped Garage

There's a footlocker containing common items.

- First Aid Box

3 Upper-Level Office

Battle the Ghouls along the catwalk to reach this location. Open the safe via Lockpick or Hacking. Check the unique weapon on the desk.

- Floor Safe Items
- Fisto! (20/152)

Tip

Get a Glowing One on your side by wearing Roy Phillips's Ghoul Mask (Miscellaneous Quest: Tenpenny Tower).

Secondary Locations

2.A: UPPER TRAILS (ROPE BRIDGE) (LAT -10/LONG 29)

- Threat Level: 1
- Faction: Wastelander

Follow the line of electrical towers (aka pylons) up from the MDPL-21 Power Station [2.03] to a treacherous hiking area. A Wastelander has fallen from the bridge recently. Inspect his corpse for a suicide note. It's all rather depressing, really.

- Note: Dead End

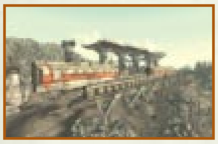
2.B: TOXIC POND (LAT -09/LONG 30)

- Threat Level: 1
- Danger: High Radiation
- Collectible: Skill Book
- Sleep Mattress

Pack the Rad-X and set off for this remote irradiated pool; there's a small alcove behind the rusting container. There are three bodies here: a Wastelander, a Raider, and a scientist. Grab the food and RadAways, and sleep on the mattress if you wish. Don't leave without opening the half-submerged safe.

- Radiation Suit
- Submerged Safe Items
- D.C. Journal of Internal Medicine (5/25)

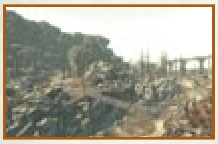
2.C: MONORAIL CARRIAGE WRECKAGE (LAT -06/ LONG 28)



- Threat Level: 1
- Highly Visible Landmark

This monorail route snakes all the way from the Corvega Factory [6.05] to the southwest, past Agatha's House [5.06], and north to Broadcast Tower LP8 [2.06]. Similarly, the crumbling freeway winds north past the Wheaton Armory [6.04], forks at the Temple of the Union [3.10], and continues northwest past the Greener Pastures Disposal Site [3.06]. Using these ruined transport links is an excellent way to explore.

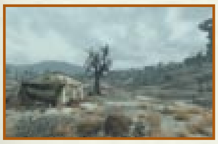
2.D: OASIS ENTRANCE (ROPE BRIDGE)(LAT -05/LONG 29)



- Threat Level: 2
- Faction: Enclave
- Danger: Low Radiation

Amid the fallen concrete and twisted steel of the freeway [2.C] is a rope bridge with some steaming and slightly radioactive pools bubbling underneath. Oasis [2.01] is to the east, hidden in the giant rocky outcrop. Once you complete **Main Quest: The Waters of Life**, expect an Enclave presence [E2.01].

2.E: ABANDONED TENT (LAT -12/LONG 23)

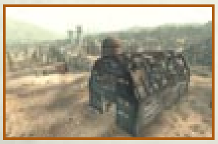


- Threat Level: 1
- Danger: Low Radiation
- Collectibles: Nuka-Cola Quantum, Skill Book
- Guns And Ammunition
- Interior Exploration
- Sleep Mattress

At the foot of the mountains on the irradiated plains lies a recently abandoned tent. Inside is a place to sleep during local explorations as well as various useful items.

- Ammunition Box (2)
- Nuka-Cola Quantum (13/110)
- Nikola Tesla and You (5/25)

2.F: IRRADIATED SILO AND OUTBUILDINGS (LAT -07/LONG 23)

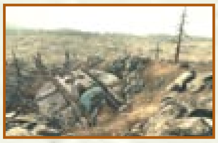


- Threat Level: 1
- Guns And Ammunition
- Hostile: Radscorpion Genus

Slightly northwest of the Montgomery County Reservoir is a small cluster of burned-out farm buildings. Check the barn and outbuilding for Ammo Boxes. If you need to orient yourself, look south to just make out the Big Burger Boy sign and Paradise Falls.

- Ammunition Box (6)

2.G: CRASHED ANOMALY (LAT 03/LONG 22)



- Threat Level: 1
- Danger: Low Radiation
- Rare Or Powerful Item
- Radio Signal
- Alien Pilot (Deceased)

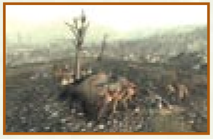
Almost directly north of the MDPL-13 Power Station (as you follow the line of power towers), you pick up an odd radio signal: You hear mainly static and then some eerie, garbled speech you can't decipher. Locate the remains of a house; something has crashed straight through it, digging a furrow into the hillside. Round the front of the craft to uncover a strange body, thrown from the cockpit.

- Recon Craft Theta Beacon Signal
- Alien Blaster
- Alien Blaster Power Cells (10)

Tip

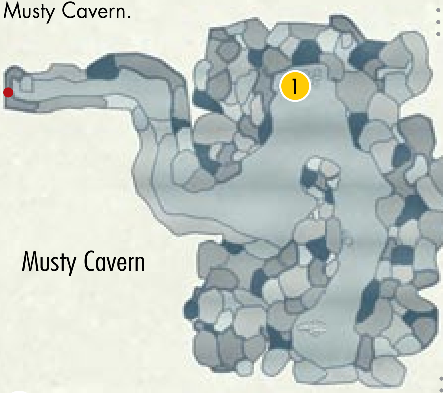
There's a gigantic crater just east of Fort Bannister [4.11] that may have additional Alien Cells to claim.

2.H: ANT TUNNEL TO MUSTY CAVERN (LAT -11/LONG 20)



- Threat Level: 2
- Interior Exploration
- Giant Ant Genus

On a small plateau just southeast of Mason Dixon Salvage [1.09] is a collection of scuttling Giant Ants guarding a sticky hole. Squeeze through into a dark and confined Musty Cavern.



① Cavern Interior

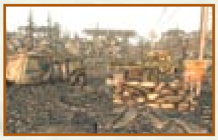
There are Ant Piles to sift through, along with a dead Raider and a Wastelander holding some common items.

- Giant Ant Nectar
- Ant Meat

Tip

Giant Ant Nectar and Meat have some beneficial properties; check page 40 for further information.

2.I: MILITARY CHECKPOINT (LAT -05/LONG 20)

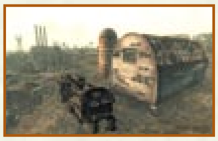


- Threat Level: 1
- Danger: Low Radiation
- Guns And Ammunition
- Health And Chems
- Sleep Mattress
- Hostile: Robot Genus

The Montgomery County Reservoir water tower gleams in the distance. Once the robot is defeated, you can inspect the tent for a sleeping mattress, and the general area for items:

- Ammunition Box (4)
- Assault Rifle (3)
- 10mm Pistol
- First Aid Box

2.J: IRRADIATED SILO AND BARN (LAT 00/LONG 20)

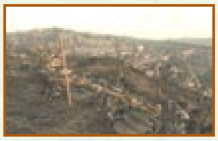


- Threat Level: 1
- Faction: Enclave
- Collectible: Skill Book (2)
- Guns And Ammunition
- Sleep Mattress

On the eastern edge of the Reclining Groves Resort Homes is a battered old barn and silo. Check the barn for Ammo, a mattress, and a footlocker containing a Sneak Skill Book. Check the hillside to the northeast; there's a dead Mercenary lying near Chems and a Big Guns Skill Book.

- Ammunition Box (2)
- Chinese Army: Spec. Ops. Training Manual (3/25)
- U.S. Army: 30 Handy Flamethrower Recipes (1/25)

2.K: TRAFFIC LINE (LAT -11/LONG 17)



- Threat Level: 1
- Danger: Low Radiation

Located on the east–west road from Drowned Devil's Crossing [1.13] across the northern hills above Paradise Falls.

2.L: WOOD PLANKS TO WARREN (LAT -02/LONG 18)

- Threat Level: 2
- Interior Exploration
- Hostile: Vicious Dog

On the opposite (south) side of the road from Reclining Groves Resort Homes, there's an easily missed indent in the shallow hill near the monorail line. This small subterranean area is a single winding, dead-end tunnel inhabited by Vicious Dogs.

Warren Interior

The tunnel winds to a dead end, where two rotting corpses hold some common items.

2.M: OVERTURNED CITY LINER (LAT 00/LONG 18)

- Threat Level: 1
- Highly Visible Landmark

This is midway between the Warrens and the MDPL-13 Power Station, along the crumbling road.

2.N: MONORAIL TRAIN WRECKAGE (RAIDER CAMP) (LAT 00/LONG 14)

- Threat Level: 2
- Faction: Raider
- Collectible: Skill Book
- Guns And Ammunition
- Hostile: Raider

There's a major derailment just northwest of the Germantown Police Headquarters [5.01], now home to a small band of Raiders. You can storm in and blast them, but you could also Sneak along the top of the carriages. The Raiders are guarding a few Chems, a Stimpak, and some Ammo Boxes. Don't forget the *Duck and Cover!* by the bath.

- Ammunition Box (3)
- Duck and Cover! (4/25)

2.O: MINEFIELD WATER TOWER (LAT 03/LONG 14)

- Threat Level: 1
- Faction: Wastelander
- Highly Visible Landmark

ENCLAVE CAMP LOCATIONS

CAMP E2.01 (LAT -5/LONG 29)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Guns And Ammunition
- Health And Chems
- Danger: Low Radiation

There are a few shock troops patrolling the small muddy ponds below the rope bridge to and from Oasis.

- Enclave Crate Health and Chems
- Enclave Crate Ammunition

CAMP E2.02 (LAT 00/LONG 19)

- Main Quest: Picking Up The Trail
- Threat Level: 1
- Guns And Ammunition

This is a two-man team with defenses and a large amount of Ammo, just east of Reclining Groves Resort Homes. Check the defenses for the Laser Rifle and more Ammo.

- Enclave Crate Ammunition (5)
- Ammunition Box (3)
- Laser Rifle

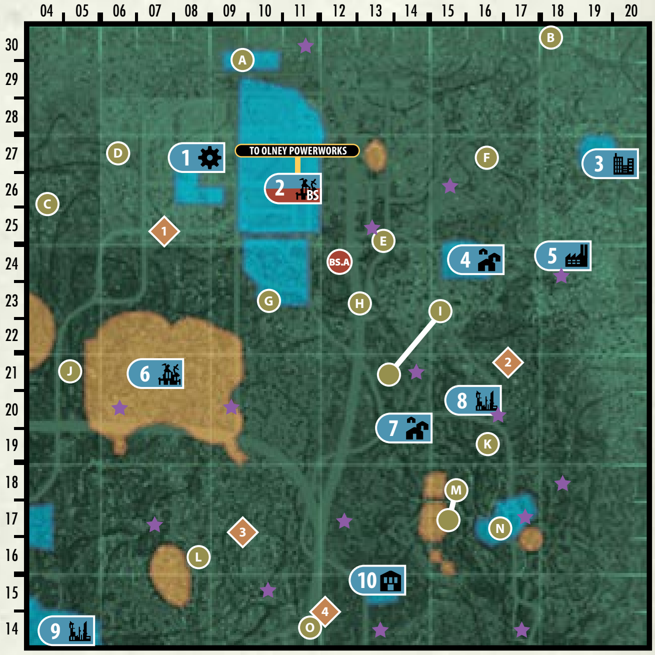
Zone 3: Northeast Territories

TOPOGRAPHICAL OVERVIEW

The sparsely populated Northeast Territories are dominated by two large areas of interest—the Old Olney township and its surrounding area and the Greener Pastures Disposal Site. Old Olney was once a quaint place to visit on the weekends. Now it's a place you go to die. Ravenous Deathclaws prowl the streets, and Scavengers have picked the surrounding hamlets clean. Greener Pastures is simply a gigantic irradiated area, full of its own surprises. Consider heading to the Republic of Dave; an envoy from the Wasteland might be welcomed by this power-mad oddball and his clan. There are also farms, a dangerous ghost town filled with mines, and the Temple of the Abolitionists' Union to search for, too. And don't forget the Roach King; he may be the craziest of all!

AVAILABLE COLLECTIBLES

- Bobbleheads: 2/20
- Fat Men: 1/9
- Mini-Nukes: 3/92
- Unique Items: 3/152
- Nuka-Cola Quantum: 10/110
- Schematics: 1/23
- Scribe Pre-War Books: 19/103
- Skill Book (Barter): 3/24
- Skill Book (Big Guns): 1/25
- Skill Book (Energy Weapons): 1/25
- Skill Book (Explosives): 2/25
- Skill Book (Lockpick): 1/25
- Skill Book (Medicine): 4/25
- Skill Book (Melee Weapons): 3/25
- Skill Book (Repair): 2/25
- Skill Book (Science): 1/25
- Skill Book (Small Guns): 2/25
- Skill Book (Unarmed): 2/25
- Work Bench: 3
- Holotapes (Keller): 1/5



PRIMARY LOCATIONS

3.01: Vault 92 (LAT 08/LONG 27)

3.02: Old Olney (LAT 10/LONG 26)

3.03: The Republic of Dave (LAT 19/LONG 27)

3.04: Chaste Acres Dairy Farm (LAT 15/LONG 24)

3.05: MDPL-16 Power Station (LAT 18/LONG 24)

3.06: Greener Pastures Disposal Site (LAT 07/LONG 21)

3.07: Grisly Diner (LAT 13/LONG 20)
3.08: Relay Tower KX-B8-11 (LAT 15/LONG 20)
3.09: Minefield (LAT 04/LONG 14)
3.10: Temple of the Union (LAT 13/LONG 15)

SECONDARY LOCATIONS

3.A: Trio of Ruined Houses (LAT 09/LONG 29)
3.B: Overturned City Liner (LAT 18/LONG 30)
3.C: Fishing Hole Shack (LAT 04/LONG 26)
3.D: Ruined Farmstead (LAT 06/LONG 27)
3.E: Red Rocket Gas Station and Jackknifed Truck (LAT 13/LONG 25)
3.F: Ruined House (LAT 16/LONG 27)
3.G: Old Olney Outskirts (Ruined Houses; LAT 10/LONG 23)
3.H: Jackknifed Truck (on Freeway; LAT 13/LONG 23)
3.I: Irradiated Outhouse (LAT 15/LONG 23)
3.J: Destroyed Bridge (LAT 04/LONG 21)
3.K: Drainage Chamber (LAT 16/LONG 19)
3.L: The Roach King (LAT 08/LONG 16)
3.Mi and ii: Drainage Outlets (LAT 15/LONG 17/18)
3.N: Hilltop Farm Ruins (LAT 16/LONG 17)
3.O: Freeway Shacks (LAT 11/LONG 14)
***BS.A: New Enclave Camp (LAT 12/LONG 24)**
*This location is detailed in the Tour section of Broken Steel.

Primary Locations

3.01: VAULT 92

(LAT 08/LONG 27)

- Miscellaneous Quest: Agatha's Song
- Threat Level: 5
- Faction: Vault Dweller
- Danger: Low Radiation, Shotgun Trap (2)
- Collectibles: Nuka-Cola Quantum, Pre-War Book (5), Skill Book (4)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Lots O' Caps
- Sleep Mattress
- Rare Or Powerful Item
- Hostile: Mirelurk Genus
- Inhabitants (Very Deceased): Carl Maynard, Gordie Sumner, Overseer Richard Rubin, Professor John Malleus, Zoe Hammerstein (Very Deceased)

It appears that Vault 92 was Vault-Tec's attempt to figure out whether auditory experimentation could be utilized in combat more effectively than before. To this end, the Vault approached several musicians and scientists to help hypothesize and run the place...200 years ago. West of Old Olney, under a small copse of dead trees in the bottom of a rocky fissure is a rusting metal door that leads to this underground labyrinth.

Tip

Remember that Sneaking through this Vault (especially when utilizing multiple Stealth Boys) is a safe alternative to combat.

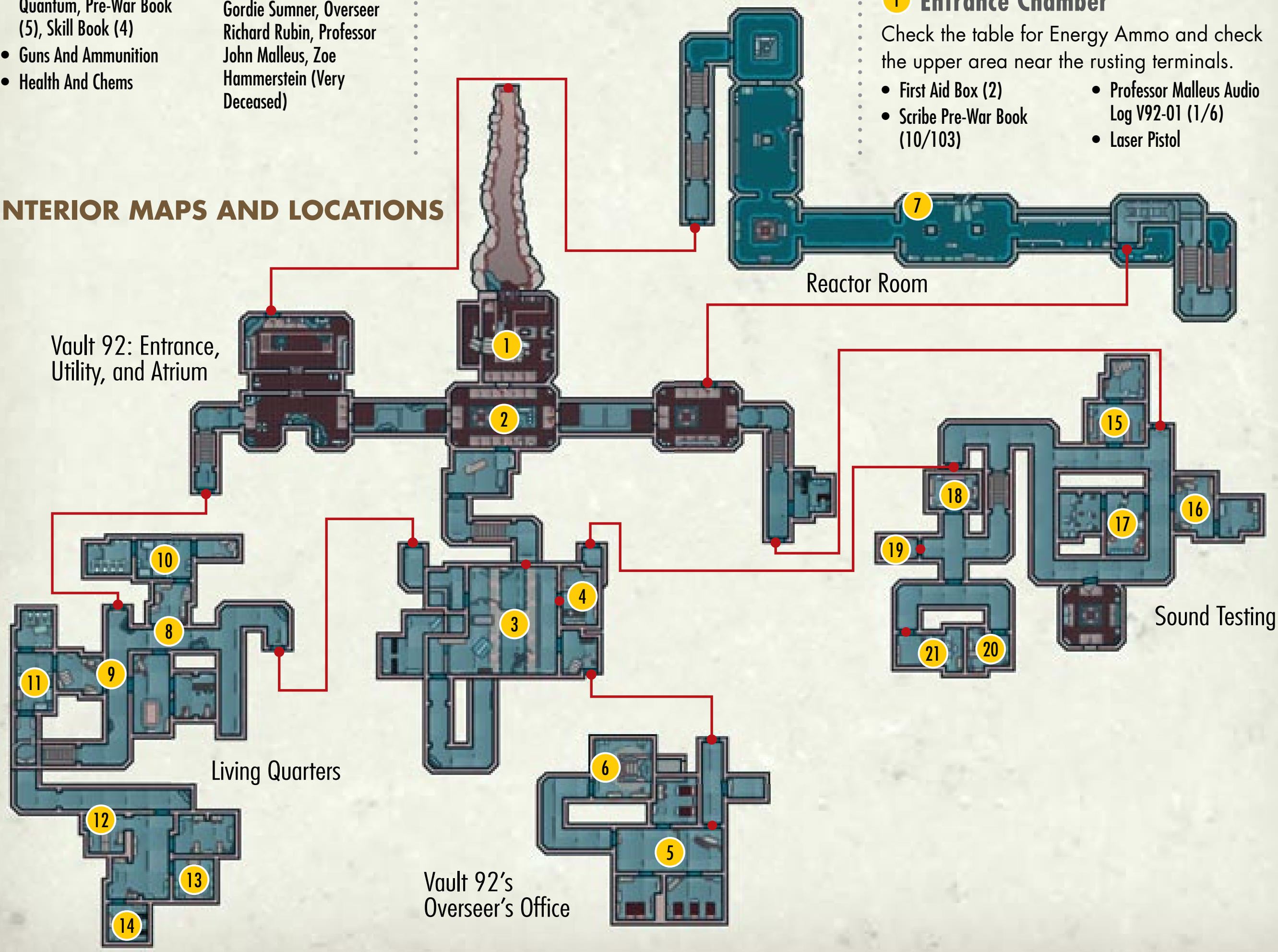
VAULT 92 ENTRANCE, UTILITY, AND ATRIUM

1 Entrance Chamber

Check the table for Energy Ammo and check the upper area near the rusting terminals.

- First Aid Box (2)
- Scribe Pre-War Book (10/103)
- Professor Malleus Audio Log V92-01 (1/6)
- Laser Pistol

INTERIOR MAPS AND LOCATIONS



2 Connecting Chamber

The utility areas east and west both lead to the opposite ends of the lower Reactor level. Watch for Mines as you step through the doors.

- Frag Mine

3 Atrium

Disarm the Rigged Shotgun as you head south. Watch for a Mine at the base of the stairs. Pick the locked door to enter the lower Atrium (or head in from the Living Quarters or Sound Testing).

4 Gordie Sumner's Weapons Repository

There's a selection of weapons, Darts, Chems, and Energy Ammo to gather here. The safe under the counter is unlocked and contains a Laser Pistol and other common items. Hack into the Supply Shop Terminal to read Gordie Sumner's messages.

- Combat Shotgun and Ammo
- Ammunition Box (2)
- Laser Pistol
- Tales of a Junktown Jerky Vendor (3/24)

VAULT 92'S OVERSEER'S OFFICE

5 Hub Corridor

Pick the lock to reach this chamber. There are three bedrooms, one with a Holotape inside.

- Professor Malleus Audio Log V92-02 (2/6)

6 Overseer's Office

Aside from looting the items from the desk and bookcase, inspect the terminal, which has four Personal Entries to read.

- Stealth Boy
- Scribe Pre-War Book (11/103)
- Duck and Cover! (5/25)
- Professor Malleus Audio Log V92-03* (3/6)
- Overseer Rubin Personal Entry 00897332

Note

*Allows instant access to the wall terminals inside the Living Quarters.

REACTOR ROOM

7 Waterlogged Terminal

Accessed from either the east or west utility areas, this Reactor location is a long winding corridor of shallow water, interspersed with short, violent confrontations with Mirelurks. The Engineering Logs Terminal is a series of entries from Carl Maynard, who is gradually getting more and more irate about the lack of watertight building materials used in this Vault's construction.

LIVING QUARTERS

Caution

This is a highly dangerous area if you don't know where you're going and only offers a way back to the first interior location—Vault 92 Entrance, Utility, and Atrium.

8 9 Wall Terminals (Female and Male Dorm)

Use the password you found in the Overseer's Office, or Hack either of the terminals and select Noise Flush, filling the entire chamber with white noise that bursts all the Mirelurks' heads open.

10 Female Dorm

There are scattered items and Darts in the central recreation room (with the pool table). The Dorm has Bobby Pins, Darts, First Aid Box Health and Chems, and Ammo Box Ammunition.

11 Male Dorm

Check the restroom for the Sheet Music Book. There's also a storage room to the south, guarded by a Rigged Shotgun. Duck before you open the door, then grab the following items and pry open the wall safe.

- Sheet Music Book
- Combat Shotgun and Ammo
- Laser Pistol and Ammo
- Stealth Boy
- Wall Safe Items

12 Security Terminal

Release white noise from here, next to the Quantum. Unlock all doors from here too. Check the unlocked room to the east for more items:

- Nuka-Cola Quantum (14/110)
- Pulse Grenades (2)
- Pulse Mines (2)

13 Data Storage

Hack the Data Storage Entry Terminal, or Pick the door.

- Ammunition Box (4)
- Scattered Energy Ammo
- Stimpak and Chems

14 Medical Bay

Locate the Holotape on the table by the entrance. Check the terminal in the Medical Bay, and read four missives by Professor Malleus to his lab assistants and the Overseer.

- First Aid Box
- D.C. Journal of Internal Medicine (6/25)
- Professor Malleus Audio Log V92-04 (4/6)

SOUND TESTING

15 Maintenance/Storage Room

- Scribe Pre-War Book (12/103)

16 Office and Server Room

The back chamber has a terminal with Zoe Hammerstein's diary entries.

- Scribe Pre-War Book (13/103)

17 Projector and Music Room

- Professor Malleus Audio Log V92-05 (5/6)

18 Kitchen

There is a jukebox and some common items here.

- Scribe Pre-War Book (14/103)

19 Storage Room

There are several interesting goods to gather and a wall safe to open.

- Health, Chems, and Ammo
- Wall Safe Items

20 Recording Studio (Production)

Access the Studio Terminal to unlock the recording studio bay. There are missives on this too.

- Professor Malleus Audio Log V92-06 (6/6)
- Nikola Tesla and You (6/25)

21 Recording Studio Bay

Check the wall safe, and locate arguably the most incredible prize in this Wasteland—a 600-year-old Soil Stradivarius Violin in pristine condition!

- Laser Pistol
- Wall Safe Items
- Soil Stradivarius (21/152)

3.02: OLD OLNEY
(LAT 10/LONG 26)

- Miscellaneous Quest: The Nuka-Cola Challenge
- Threat Level: 5
- Collectibles: Nuka-Cola Quantum, Fat Man, Mini-Nuke, Skill Book
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Rare Or Powerful Item
- Sleep Mattress
- Work Bench
- Sewer Protectron
- Hostile: Mole Rat, Deathclaw

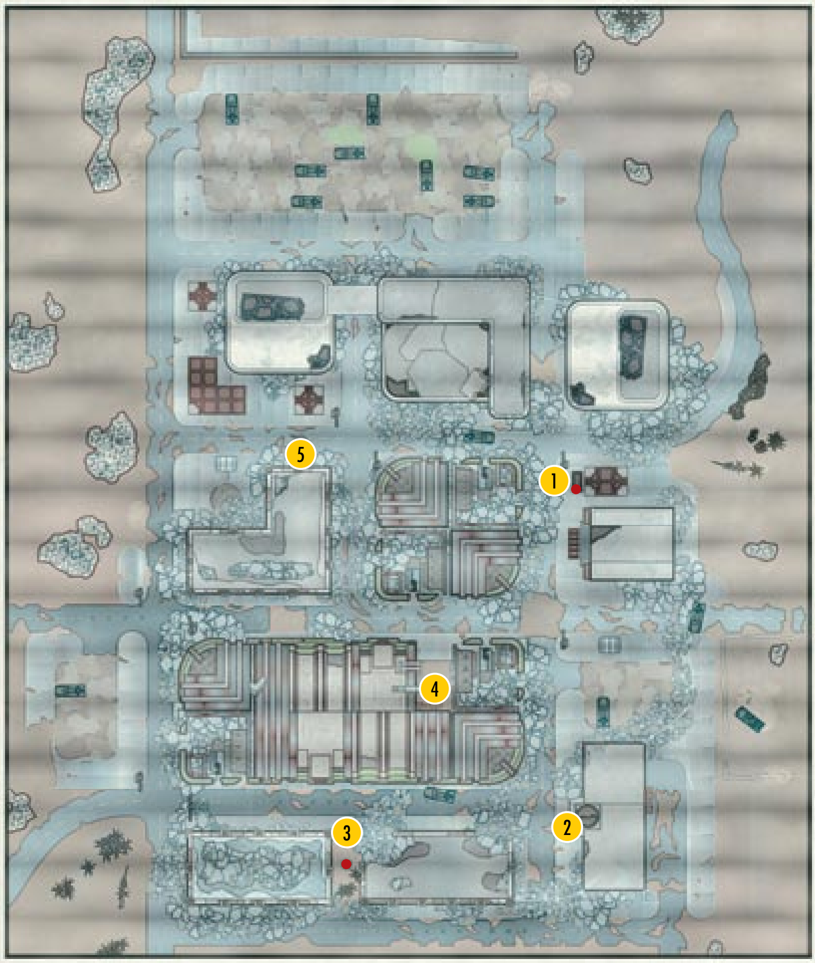
This ruined township comprises several city streets, which contain the largest concentration of Deathclaws, except for the Deathclaw Sanctuary [1.07]. Approach the town from any direction, but it's best to snipe Deathclaws from the freeway to the east or from the hill above Vault 92, or Sneak in from the west at night. Otherwise, wait at a safe distance for a patrolling Deathclaw to move past.

MAPS AND LOCATIONS

1 Bank Courtyard

Watch your step—the first of two underground entrances is the steel grating. If you stand on it, you fall into the entrance to the Olney Sewers, and you can't scramble back up.

Old Olney Exterior



Tip

Walk across the corner to activate the falling grating, but stay at street level.

2 Firehouse

At the sealed front door is a skeleton lying next to a sheet of paper. This is the Nuka-Cola Accident Report, referencing the nearby Jackknifed Truck [3.E].

- Nuka-Cola Accident Report

3 Exposed Manhole

The second entrance to the Olney Sewers.

4 Alcove under a Radiation King sign

- Ammunition Box
- First Aid Box

5 Dead Mercenary

- Combat Shotgun

Note

The sewer interior can be investigated through either entrance, although there's less backtracking if you choose the ground grating trap near the bank.

INTERIOR NOTES: OLNEY SEWERS

6 Maintenance Room

For a bit of fun, activate the Automatic Maintenance Terminal. This starts up a Sewer Protectron, who begins to enact a hostile eradication program. Naturally, this lasts a few seconds before it is mauled by the lightning-fast talons of a Deathclaw! Check the room for Darts, junk, and a skeleton clutching an ID card. There are also three Ammo Boxes, one of which is locked; a First Aid Box; some Darts; tools; and other junk. The skeleton on the west wall still clutches a Utility Worker ID.

- Ammunition Box (3)
- First Aid Box
- Utility Worker ID

7 Generator Room

The locked door accesses the storage closet's items:

- Ammunition Box
- First Aid Box (2)
- Mini-Nuke (16/92)

8 Small Workshop

This easily missed room off the L-shaped corridor houses the following items:

- Work Bench
- Bottlecap Mine
- Scoped .44 Magnum
- Ammunition Box
- First Aid Box

9 Bloody Sleeping Quarters

Begin scavenging with the three safes once combat is over.

- Nuka-Cola Quantum (15/110)
- Fat Man (3/9)
- Missile Launcher
- Ammunition Box
- Wall Safe Items (3)
- Friendly: Brahmin

10 Metro Tunnel Section

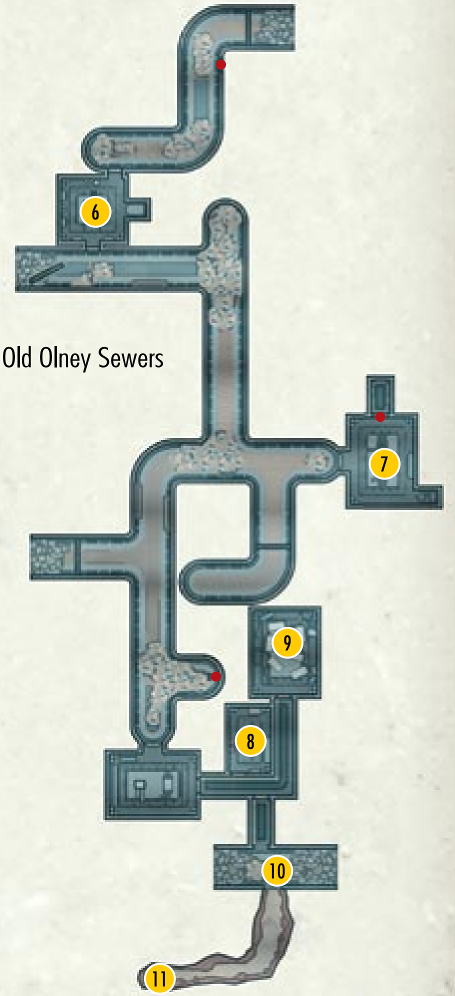
Check the Brotherhood of Steel Initiate, as he's wearing a prototype suit of Medic Armor (no helmet is available).

- Brotherhood of Steel Holotag
- Prototype Medic Power Armor (22/152)
- Medic Power Armor Manual

11 Rocky tunnel

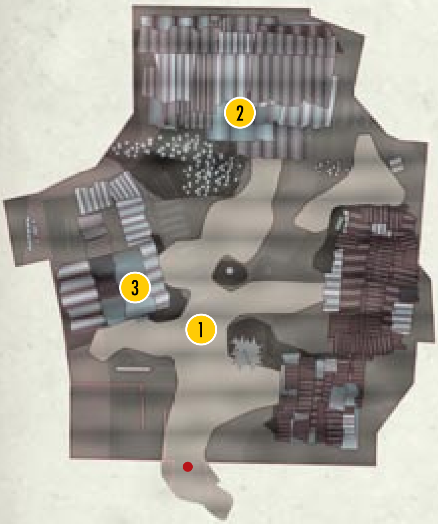
- Duck and Cover! (6/25)

Old Olney Sewers



EXTERIOR MAP AND LOCATIONS

Republic of Dave Capitol Building, Museum, and Outbuildings



3.03: THE REPUBLIC OF DAVE (LAT 19/LONG 27)

- Miscellaneous Quest: You Gotta Shoot 'Em In The Head
- Freeform Quest (2)
- Threat Level: 2
- Faction: Republic Of Dave
- Services: Trader
- Collectibles: Nuka-Cola Quantum, Bobblehead, Pre-War Book (2)
- Area is Locked
- Guns And Ammunition
- Interior Exploration
- Lots O' Caps
- Inhabitants: Bob, Dave, Flower, Jessica, Mary, Rachael, Ralph, Rosie, Shawna

GENERAL NOTES

In the years shortly before the bombs fell, a large number of citizens believed that the U.S. government had become hopelessly corrupt and that the country was in grave danger from anarchists, liberals, and communists. These individuals relocated to remote rural locations, established private militias, and promised that they would one day take back the government for the people. They never got the chance. The bombs fell, shattering all world governments. Most of these separatists were killed in the war or the chaos that followed. However, a few dug in deep enough and survived the worst of the first few decades. Over the past two centuries, this tiny plot of land has been known as the Kingdom of Larry; the Republic of Stevie-Ray; Billsylvania; the New Republic of Stevie-Ray; and, most recently, the Nation of Tom, after Dave's father. Now that Dave has complete autonomy over his subjects, he rules his hamlet with an iron fist but wishes to be seen as benevolent.

① The Republic's Grounds

There are two ways into the Republic of Dave. The recommended way is to meet Ralph at the front gate and request an audience with President Daddy. Move into the settlement and to the Capitol Building to the north. The other way in is by jumping on the tire pile and over the fence by the northwest exterior fence. There's a shooting range to the Museum's right (where you'll also find an Ammo Box and a Super Mutant effigy). To enter the Men's and Women's Outbuildings without turning the residents hostile, you must head inside when no one is watching.

- Ammunition Box

② The Capitol Building

It may not be as grand as the D.C. Capitol, but it's in better shape! Inside, you usually find Rosie and Jessica, plus Dave in his office. Downstairs is a locked Ballot Box. When you meet Dave, you can seek citizenship or asylum, or pretend [Speech] to be an ambassador from the Wasteland. Or, you can kill everybody. Stay civil and you can freely talk to everyone after finishing your conversation with Dave.

Pickpocket him; he has a load of Caps and Dave's Special Key; this is helpful during **Miscellaneous Quest: You Gotta Shoot 'Em in the Head,** and it opens the floor safe containing Caps and a special hunting rifle named Ol' Painless (if Dave isn't carrying it)! However, if you're spotted, the entire Republic goes hostile! The same is true if you attempt to steal Dave's prized Nuka-Cola Quantum atop the safe. Either wait until the office is empty, or use Sneak and a Stealth Boy. Or murder everyone.

- Ballot (Dave)
- Dave's Special Key
- Floor Safe Items
- Ol' Painless (23/152)
- Nuka-Cola Quantum (16/110)

③ The Museum of Dave

During waking hours, Shawna is inside, teaching class. If your Pip-Boy reads 2:00 PM, you're in for an "extra special treat": **Freeform Quest: Museum of Dave.** Aside from the assorted useless items, there's is the following:

- Chinese Officer's Sword
- Chinese Pistol
- Scribe Pre-War Book (15–16/103)
- Bobblehead: Perception (6/20)

Caution

A word of warning: only the Bobblehead can be pocketed without stealing; try to grab anything else when class is in session, and Shawna starts firing while the children flee. Come back at night for anything you need.

FREEFORM QUEST: THE MUSEUM OF DAVE

Speak to most of the Republic's adults, and they'll tell you Shawna works at the Museum, ensuring that a new generation grows up learning all the important history they can... about Dave. Head there at 2:00 PM every day (check your Pip-Boy for the time), and Shawna begins a well-rehearsed tour of the Museum's most precious relics.

Once the tour is over, speak to Shawna again. With a little **Speech** persuasion, you can reveal your own "Souvenirs from Dave's past." These are just what Shawna needs; Dave increased the Museum school budget for the year, and instead of buying books for the kids, she'll pay you for your trinkets. Shawna now buys from you any time you return here.

FREEFORM QUEST: ELECTION DAY

Dave mentions the elections that are occurring today. If you offer to help organize the event, Dave promises a small payout. You must ask the voters whether they've done their duty. There are five patriots able to vote in this election, and they have their own agendas.

Dave: Of course he's already voted, you fool! And he's voted for himself.

Rosie: If you're pleasant with Rosie and urge her to stand as president, she sometimes accepts but definitely does if you succeed in a Speech Challenge. After all, she used to run a Wastelander caravan train bigger than this place! She either votes for Dave (if you're unpleasant or just ask her to vote) or herself.

Jessica: She's a die-hard Dave supporter all the way; she'd vote twice for him if she could!

Shawna: She's also not going to be swayed by your sweet-talking; another vote for Dave is assured.

Bob: If you're slightly unpleasant to Bob after asking him whether he wants to be President, he fumes and decides to "show the world" by voting for himself. Otherwise, this is another vote for Dave.

Note

You can interfere in the election by opening the Ballot Box, but your tampering simply turns the Republic violent. You can also ask whether the residents would consider you as a presidential candidate. Although you've certainly got the war experience, you're a little young...oh, and you weren't born in the Republic.

Inform Dave the election results are in. He rewards you and counts the votes. The results are either a landslide (if everyone voted for Dave) or a slight hiccup (if Rosie and/or Bob voted for themselves). Whatever the percentages, Dave has won by a considerable margin, and the Democracy of Rosie is crushed, as is the Bob Uprising of 2277.

- 25 Caps

3.04: CHASTE ACRES DAIRY FARM

(LAT 15/LONG 24)

- Threat Level: 3
- Faction: Raider
- Collectible: Skill Book (2)
- Friendly: Brahmin
- Hostile: Radscorpion Genus, Raider

Between the MDPL-16 Power Station and the broken freeway is a patch of land once used by grazing cows. Now the mutated descendants, Brahmin, chew through the straw grass clumps in this dust bowl. The biggest problem is the small groups of Raiders who've taken over this wrecked farm; pay special attention to the one on the silo balcony. Inside the Grain Silo is a copy of *Pugilism Illustrated*. You can also use the ladder to reach the balcony. Head inside the barn for a *Grognak the Barbarian*, next to the bloody mattress.

- Pugilism Illustrated (7/25)
- Grognak the Barbarian (5/25)

3.05: MDPL-16 POWER STATION

(LAT 18/LONG 24)

- Threat Level: 1
- Collectible: Nuka-Cola Quantum
- Health And Chems
- Interior Exploration
- Work Bench

There's nothing to search for in the gated transformers area, so head inside to uncover a Work Bench with a Bottlecap Mine, a Terminal, a Safe, and the following items:

- Work Bench
- First Aid Box
- Nuka-Cola Quantum (17/110)
- Desk Safe Items

3.06: GREENER PASTURES DISPOSAL SITE

(LAT 07/LONG 21)

- Threat Level: 3
- Faction: Wastelander
- Danger: Low Radiation
- Collectibles: Nuka-Cola Quantum, Bobblehead, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Work Bench
- Hostile: Robot Genus, Radroach

This is one of the largest expanses of Radiation in the Wasteland. If you're not protected, sprint to the open container adjacent to the white and red truck engine and grab the Radiation Suit off the dead scientist, along with the Skill Book. Inside the makeshift shack are scattered Chems, a Carton of Cigarettes, a place to sleep, and the following items:

- Radiation Suit
- Big Book of Science (4/25)
- .32 Pistol and Ammo
- D.C. Journal of Internal Medicine (7/25)

In the stone office building on this area's western edge, search for the items listed below, then activate the terminal or safe to gather the safe's contents. There's also a Work Bench with a Bottlecap Mine on it.

- Work Bench
- Nuka-Cola Quantum (18/110)
- Bobblehead: Agility (7/20)
- First Aid Box

3.07: GRISLY DINER

(LAT 13/LONG 20)

- Threat Level: 3
- Faction: Raider
- Danger: Chain Trap, Mines
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems
- Sleep Mattress
- Hostile: Raider

Raiders attack from the hillside above you, but they appear only after you enter the diner, so back out immediately and defeat them, or squat down and strike as they enter. There are Frag Mines set to detonate at the front and back of the place. Be very careful when investigating behind the counter, as there's a chain trap, and a Brahmin leg swings down to thwack you; also watch for the pressure plate on the floor. There are Chems, Whiskey, a bunk bed, weapons, and a Keller Family Holotape (on the desk).

- Frag Mine (8)
- Tales of a Junktown Jerky Vendor (4/24)
- First Aid Box
- Ammunition Box (4)
- Chinese Assault Rifle
- Missile Launcher
- Holotape: Keller Family (4/24)

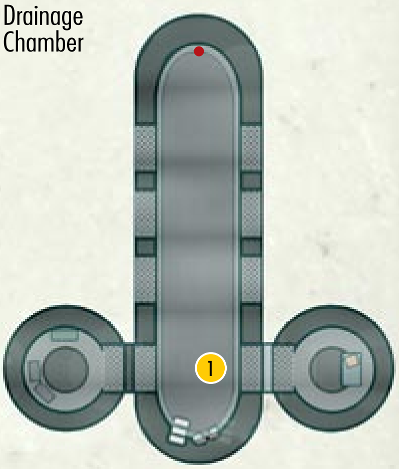
3.08: RELAY TOWER KX-B8-11

(LAT 15/LONG 20)

- Threat Level: 1
- Faction: Wastelander
- Collectible: Pre-War Book, Skill Book
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Radio Signal
- Sleep Mattress

Unlock the gate, then activate the Electrical Switch to power on the Broadcast Tower. Immediately you're able to listen to Radio Signal Oscar Zulu, a frantic message from someone named Bob Anderstein, who's hiding in a Drainage Chamber [3.K].

- Radio Signal Oscar Zulu



Tip

Triangulate a radio signal by listening to the sound quality. As the sound becomes clearer, you're near your target. If it sounds muffled or staticky, you're heading in the wrong direction.

① Drainage Chamber interior

This is a small tunnel with two hatch doors and the skeletal remains of the Anderstein family huddled together. Check the footlocker, locate the items shown below, and open the hatch door opposite for a radio table with a Pre-War and Skill Book on it. There's a wall cot to sleep on too.

- Ammunition Box
- Scribe Pre-War Book (17/103)
- D.C. Journal of Internal Medicine (8/25)
- First Aid Box

3.09: MINEFIELD

(LAT 04/LONG 14)

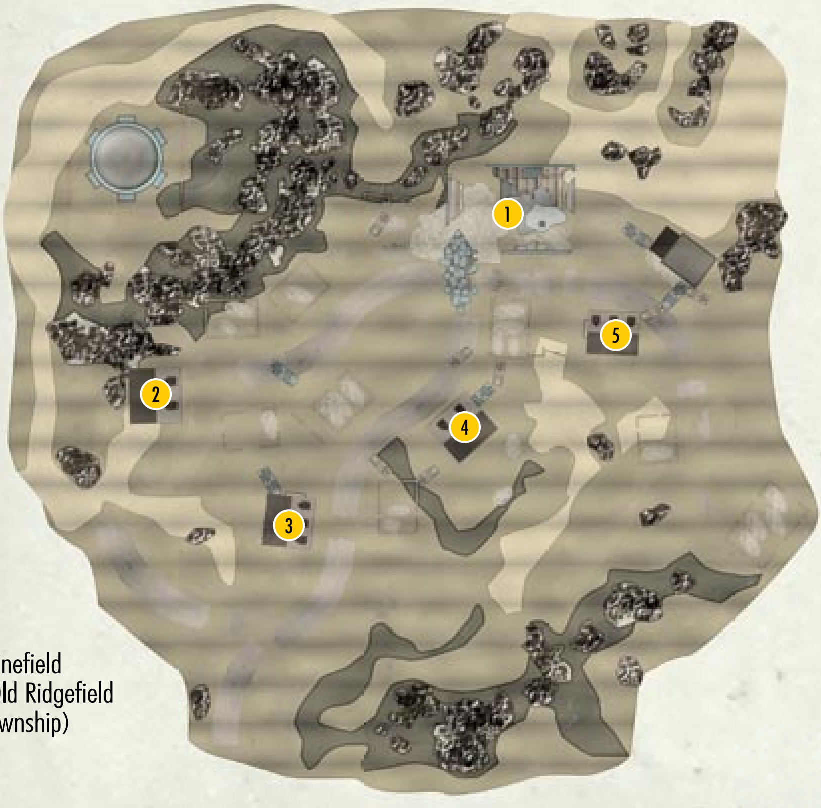
- Miscellaneous Quest: The Wasteland Survival Guide
- Miscellaneous Quest: Strictly Business
- Threat Level: 5
- Faction: Wastelander
- Danger: Mines
- Collectibles: Pre-War Book (9), Skill Book (4)
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Sleep Mattress
- Hostile: Radroach
- Inhabitant: Arkansas

Before the bombs fell, the isolated township of Ridgefield was a quiet community nestled into the hillside and far from major roads. More than a century later, a tribe of military survivors stumbled across it while traveling from the north. They quickly realized the value of a defensible, hidden location and made it their own. Now no one goes to Ridgefield anymore, and the ghost town is known only as "Minefield." People swear that it's haunted by the last survivor's ghost. Arkansas is the "ghost" in question; he may be old, but he's still a crack sniper, and he's holed up in the ruined concrete building at the town's north end. Sneak down from the Water Tower [2.O], as this has the least number of Mines to worry about. There are dozens dotted around the entire area; deactivate them and cover the ground very slowly.

- Frag Mines (20+)

Caution

The rest of Minefield is highly dangerous. Arkansas likes to snipe cars until they explode, and Mines trigger other Mines and set cars alight. Before searching the town, make sure you Sneak, use a Stealth Boy, deactivate a Mine the moment you hear it, and neutralize Arkansas.



Minefield (Old Ridgefield Township)

① Arkansas' Vantage Point

You can kill, ignore, or enslave Arkansas, depending on your persuasion and current quest. He has some food and a mattress. Check his body for the Key.

- Ammunition Box (4)
- Ridgefield Key

Tip

Unlock each house using either your Lockpick skill or the Ridgefield Key.

② Gillian House

If you don't have the Key, Lockpick your way in. Watch for Radroaches. There are Darts and food, beds to sleep in, a master bedroom safe, and the following items:

- First Aid Box
- Scribe Pre-War Book (18–19/103)
- Grognak the Barbarian (6/25)
- Floor Safe Items

③ Gibson House

Unlock the door and begin a thorough search. The Model of Home is ideally opened using Gibson's Key, found on his body in the Offices of the Capital Post [21.03]. The rewards are some common items. Drat! The kitchen has food, but the biggest prizes are upstairs. Open the wall safe and search for the following:

- Scribe Pre-War Book (20–23/103)
- Tumblers Today (6/25)
- First Aid Box
- Wall Safe Items

④ Benson House

Unlock the front door, and enter the small foyer. Check for the following items and open the wall safe:

- Scribe Pre-War Book (24–25/103)
- D.C. Journal of Internal Medicine (9/25)
- Wall Safe Items

⑤ Zane House

Unlock the door, and begin picking up valuable items. There are also Darts in the kitchen, the office has some ammo, and there's a cabinet with a wall safe behind it to unlock. Upstairs, the kid's bed has some Darts under it.

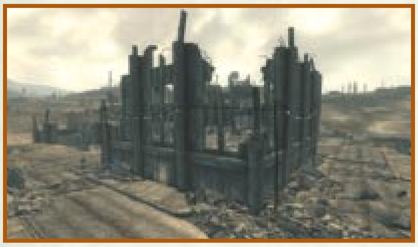
- Scribe Pre-War Book (26/103)
- Pugilism Illustrated (8/25)
- Wall Safe Items
- First Aid Box (2)

Note

Whenever you search a mailbox, there's a 5 percent chance you'll uncover a letter from Vault-Tec, telling the home dwellers they weren't selected for the program.

3.10: TEMPLE OF THE UNION (LAT 13/LONG 15)

- Miscellaneous Quest: Head Of State
- Threat Level: 2
- Faction: Abolitionist
- Collectibles: Pre-War Book, Schematic
- Area Is Locked
- Health And Chems
- Interior Exploration
- Main Trading Route
- Sleep Mattress
- Friendly: Brahmin
- Inhabitants: Alejandra Torres, Bill Seward, Caleb Smith, Four Score, Hannibal Hamlin, Simone Cameron



GENERAL NOTES

This small settlement literally sprung up around the severed head of Lincoln, a portion of the statue from the Lincoln Memorial, and a random block from the memorial's inscription. How it arrived in this remote spot is anyone's guess, but the Temple's residents now revere the head as a symbol of the Abolitionist movement. The Temple is a reasonably fortified ruined building; you're been greeted by Simone Cameron, a no-nonsense sentry wanting to know what you're doing here. Remain polite to enter the premises. She gives you a Key once she deems you trustworthy. Or you can unlock the front gate yourself. This usually leads to violence.

You're told to meet with Hannibal before the Abolitionists will begin to speak freely with you. To remain on friendly terms, swear to protect the Temple of the Union. You are given the Temple of the Union Key as a symbol of their trust. You can now freely talk to all the Temple's inhabitants and explore their base. All the Abolitionists have Temple of the Union Keys to get in and out of the place. Caleb and Hannibal are also carrying a Storeroom Key. Conclude **Miscellaneous Quest: Head of State** favorably with the Abolitionists, and you receive Dart Gun Schematics.

- Temple of the Union Key
- Storeroom Key
- Schematic: Dart Gun (8/23)

Caleb's Home

There's a mattress here. The only area on the ground floor not instantly accessible is Caleb's home, but there is a First Aid Box, a Scribe Pre-War Book, and a mattress. Head to the second floor; there's a mattress on the ground floor between the trash bins, and common items to search for in here and the offices.

- First Aid Box (2)
- Scribe Pre-War Book (27/103)

Hannibal's Home

A straightforward place, with two small mattress beds and a bit of junk to look at.

Simone's Home

Simone is a hoarder, with more junk, two beds, some small amounts of Pre-War Money, and Chems.

Storeroom

The Storeroom is filled with food, some Chems, a First Aid Box, and a couple of Cartons of Cigarettes.

- First Aid Box

Caution

Steal anything or open the Storeroom while being watched and the Abolitionists will turn on you; make sure to pilfer only when no one is watching.

Secondary Locations

3.A: TRIO OF RUINED HOUSES (LAT 09/LONG 29)

- Threat Level: 2

3.B: OVERTURNED CITY LINER (LAT 18/LONG 30)

- Threat Level: 1

3.C: FISHING HOLE SHACK (LAT 04/LONG 26)

- Threat Level: 2
- Danger: Low Radiation
- Guns And Ammunition
- Hostile: Radscorpion Genus
- Ammunition Box

3.D: RUINED FARMSTEAD (LAT 06/LONG 27)

- Threat Level: 2
- Faction: Raider
- Collectibles: Mini-Nuke, Skill Book
- Guns And Ammunition
- Hostile: Raider, Raider's Guard Dog, Radscorpion Genus

West over the rocky hilltop, where Vault 92 is hidden, are two farm buildings. Check the barn's ground-level shelves for a *Dean's Electronics*. The open tool cabinet has a variety of junk, a few Chems, and a Mini-Nuke. The balcony above offers nothing except an alternate escape option.

- Dean's Electronics (2/25)
- Mini-Nuke (17/92)

3.E: RED ROCKET GAS STATION AND JACKKNIFED TRUCK (LAT 13/LONG 25)

- Miscellaneous Quest: The Nuka-Cola Challenge
- Threat Level: 1
- Collectibles: Nuka Cola Quantum (5), Skill Book

The Gas Station is devoid of items, so check the jackknifed truck—it's actually a Nuka-Cola truck! This vehicle was delivering a shipment of delicious Nuka-Cola to Old Olney but never arrived. Most of the bottles have been stolen, but there's a fantastic haul of Quantums! Also look in the Chaste Acres Dairy Farm mailbox; grab the *Guns and Bullets* magazine.

- Nuka-Cola Quantum (19–22/110)
- Guns and Bullets (4/25)

3.F: RUINED HOUSE (LAT 16/LONG 27)

- Threat Level: 1

North of the grazing Brahmin and just west of the Republic of Dave is an old farmhouse.

3.G: OLD OLNEY OUTSKIRTS (RUINED HOUSES; LAT 10/ LONG 23)

- Threat Level: 3

South of Old Olney is a group of house ruins picked clean months ago; there's only a lawn mower left!

3.H: JACKKNIFED TRUCK (ON FREEWAY; LAT 13/LONG 23)

- Threat Level: 2
- Collectible: Skill Book
- Highly Visible Landmark

This truck is visible from Old Olney, but to access it, you must trek south, to the wrecked vehicles near a freeway onramp just north of the Grisly Diner. Search for the Skill Book in the Coach Liner. The truck on the freeway holds no items.

- U.S. Army 30 Handy Flamethrower Recipes (2/25)

3.I: IRRADIATED OUTHOUSE (LAT 15/LONG 23)

- Threat Level: 3
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum
- Guns And Ammunition
- Hostile: Yao Guai

Some enterprising but ultimately doomed soul decided to create an outhouse over the next rise south of Chaste Acres Dairy Farm. He attempted to thwart roaming Yao Guai by surrounding the earthen closet with vehicles. The only issue, aside from the fact that it didn't work, is that he built it on an irradiated pool.

- Nuka-Cola Quantum (23/110)
- Ammunition Box (2)

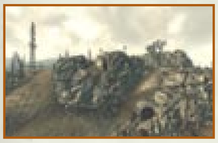
3.J: DESTROYED BRIDGE (LAT 04/LONG 21)

- Threat Level: 2
- Radio Signal
- Hostile: Yao Guai, Robot Genus

Near the Greener Pastures Disposal Site's western edge is this crumbling bridge. This is the outer edge of a strange radio signal. Tune in, and you can head northwest to the Crashed Anomaly [2.G].

- Recon Craft Theta Beacon Signal

3.K: DRAINAGE CHAMBER (ADJACENT TO RELAY TOWER KX-B8-11; LAT 16/LONG 19)



This Drainage Chamber leads to a small subterranean tunnel where a stranded family once radioed for help. For tactics and the available items here, check out Location 3.08: Relay Tower KX-B8-11.

3.L: THE ROACH KING (LAT 08/LONG 16)

- Threat Level: 2
- Faction: Wastelander
- Danger: Low Radiation
- Collectible: Mini-Nuke
- Guns And Ammunition
- Hostiles: Radroach, Roach King

He sits in the irradiated plains to the east of the MDPL-13 Power Station [2.09] and is immediately hostile.

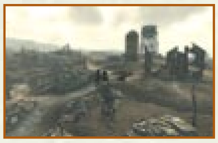
- Mini-Nuke (18/92)
- Ammunition Box

3.MI AND MII: DRAINAGE OUTLETS (LAT 15/LONG 17/18)

- Threat Level: 1
- Danger: Low Radiation
- Friendly: Brahmin

At the foot of the hill leading east to the Hilltop Farm Ruins are two tiny drainage outlets.

3.N: HILLTOP FARM RUINS (LAT 16/LONG 17)



- Threat Level: 1
- Faction: Wastelander
- Danger: Low Radiation
- Collectible: Skill Book (2)
- Highly Visible Landmark

This deserted hilltop farmstead has a water tower (a good landmark) with a drinking faucet. The nearby outhouse contains a *Guns and Bullets*. To the east is an overturned container with a Raider corpse; locate *Dean's Electronics* on a barrel. In the farmhouse shell is a terminal with nine entries (written by Edgar, Rochelle, Tyrone, and Doc J).

- Guns and Bullets (5/25)
- Dean's Electronics (3/25)

3.O: FREEWAY SHACKS (LAT 11/LONG 14)

- Threat Level: 1
- Sleep Mattress

Head south a little ways to the onramp, and ascend to the section with the three abandoned shanty huts, which contain a few scattered Chems and mattresses. Skill Books appear here once the Enclave land [E4.04].

ENCLAVE CAMP LOCATIONS

CAMP 3.01(LAT 07/LONG 25)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Guns And Ammunition

An Enclave Soldier has finished massacring two Wastelanders and a Feral Ghoul inside a truck that has Purified Water inside. The terminal (on the desk with the Energy Cell and Finger) has two menu options—Field Report: PFC M. Scott (a report on a Ghoul attack and the Ghoul's odd, docile behavior) and Orders (Enclave Mission Directives for CO eyes only).

- Enclave Crate Ammunition (4)

CAMP 3.02 (LAT 17/LONG 21)

- Main Quest: Picking Up The Trail
- Threat Level: 2

A small, three-man recon crew.

CAMP E3.03 (LAT 09/LONG 17)

- Main Quest: Picking Up The Trail
- Threat Level: 3

A well-fortified defensive position atop a rocky knoll. You can also activate the Enclave Field Research Terminal to access information on Field Entry: Dog (feral); Field Entry: Large Scorpion; and Field Entry: Mole Rat.

- Enclave Crate Ammunition (4)
- Ammunition Box (3)

CAMP E3.04 (LAT 11/LONG 14)

- Main Quest: Picking Up The Trail
- Miscellaneous Quest: Head Of State
- Threat Level: 3
- Collectible: Skill Book (2)

A Vertibird swoops down and lands on the section of broken freeway near the Temple of the Union [3.10]. Once the Enclave arrive (after you finish **Miscellaneous Quest: Head of State**), you can claim these books from the shack tables:

- Tales of a Junktown Jerky Vendor (5/24)
- Grognak the Barbarian (7/25)
- Scribe Pre-War Book (28/103)

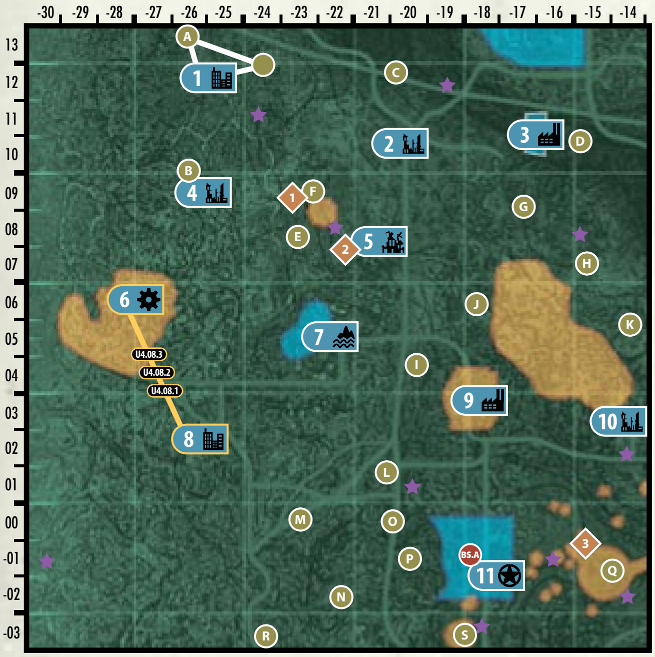
Zone 4: Irradiated Western Plains

TOPOGRAPHICAL OVERVIEW

Outside of the D.C. Metro Ruins, this western section of the Wasteland was hit hardest by enemy bombardments 200 years ago, and evidence of the cataclysm is still apparent. Desolate pathways that used to carry vehicles are now used by Scavengers, Raiders, and other ne'er-do-wells. To the west is a large and extremely radioactive "birthplace" of the Super Mutants on this side of the country. To the east are the irradiated plains, where Wastelanders slowly morph into Feral Ghouls. While the Raiders attempt to edge in to the north, this zone is primarily a battle for supremacy between Super Mutants and the Talon Company Mercenaries, who have commandeered Fort Bannister, the epicenter of the historic bombardment. Be careful out there!

AVAILABLE COLLECTIBLES

- Fat Men: 1/9
- Fat Man Mini-Nukes: 6/92
- Unique Items: 5/152
- Nuka-Cola Quantum: 9/110
- Schematics: 1/23
- Scribe Pre-War Books: 6/103
- Skill Book (Barter): 2/24
- Skill Book (Big Guns): 3/25
- Skill Book (Energy Weapons): 2/25
- Skill Book (Explosives): 1/25
- Skill Book (Lockpick): 1/25
- Skill Book (Medicine): 2/25
- Skill Book (Science): 2/25
- Skill Book (Small Guns): 4/25
- Skill Book (Sneak): 1/25
- Skill Book (Unarmed): 1/25
- Skill Book (Repair): 2/25
- Work Bench: 4
- Holotapes (Keller): 2/5
- Holotapes (Replicated Man): 2/19



PRIMARY LOCATIONS

4.01: Shalebridge (LAT -26/LONG 12)
4.02: Five Axles Rest Stop (LAT -21/LONG 10)
4.03: MDPL Mass Relay Station (LAT -17/LONG 10)
4.04: Broadcast Tower KT8 (LAT -26/LONG 09)
4.05: Rockbreaker's Last Gas (LAT -21/LONG 08)
4.06: Vault 87 (LAT -28/LONG 06)
4.07: Everglow National Campground (LAT -23/LONG 05)
4.08: Little Lamplight (LAT -26/LONG 02)
4.09: Jalbert Brothers Waste Disposal (LAT -18/LONG 03)
4.10: VAPL-58 Power Station (LAT -14/LONG 03)
4.11: Fort Bannister (LAT -18/LONG -01)

SECONDARY LOCATIONS

4.A: Shalebridge Ant Hill (LAT -26/LONG 13)
4.B: Drainage Chamber (related to 7.A: Broadcast Tower PN; LAT -26/LONG 10)
4.C: Military Truck (Freeway) (LAT -20/LONG 12)
4.D: Beached Boat (LAT -15/LONG 10)
4.E: Abandoned Shack (LAT -23/LONG 08)
4.F: Abandoned Container (LAT -23/LONG 09)
4.G: Fishing Hole and Yao Guai Larder (LAT -17/LONG 09)
4.H: Ruined Farmhouse (LAT -15/LONG 07)
4.I: Jackknifed Truck (LAT -20/LONG 04)
4.J: Wasteland Gypsy Village (LAT -18/LONG 06)
4.K: Wastelander Pylon (LAT -14/LONG 05)
4.L: Junction Shack (LAT -20/LONG 01)
4.M: Orange Truck Debris (LAT -23/LONG 00)
4.N: Scavenger Ruin (LAT -22/LONG -02)
4.O: Captain Cosmos Billboard and Debris (LAT -20/LONG 00)
4.P: Bannister Broadcast Tower (Not Functioning) (LAT -20/LONG 01)
4.Q: Bannister Crater (and Surrounding Ruins) (LAT -14/LONG -01)
4.R: Drainage Chamber (related to 7.A: Broadcast Tower PN; LAT -24/LONG -03)
4.S: Crater Pool (LAT -18/LONG -03)
***BS4.A: Paladin Jensen's Last Adventure (LAT -18/LONG -01)**

*This location is detailed in the Tour section of Broken Steel.

Primary Locations

4.01: SHALEBRIDGE

(LAT -26/LONG 12)

- Threat Level: 3
- Faction: Ant
- Danger: Low Radiation
- Collectible: Skill Book (2)
- Guns And Ammunition
- Highly Visible Landmark
- Interior Exploration
- Rare Or Powerful Item
- Hostile: Invader Ant Genus, Invader Ant Queen, Mutated Forager Ant

This slightly irradiated area has signs of Ant hills dotted across the ground. There are two hillocks, one at the area's north end and one at the south end, each leading to a hive. Two Ant factions—the Invaders and the Foragers—are battling for Wasteland supremacy on a tiny scale. As the Invaders are large, fearsome, and vicious, they are about to kill off their weedier brethren. Also check to the east, where a dead Mercenary is lying near a Skill Book.

- D.C. Journal of Internal Medicine (10/25)

SHALEBRIDGE HILL

After you locate this surface Ant hill, descend into a steep and compact series of natural caverns, where the Soldier Ants make their home.

① Empty Nuka-Cola Bottle and Bent Tin Can

Use this when navigating so you don't get lost.

- Big book of Science (5/35)

② Raider's Outfit

- Sledgehammer
- Grenades (4)

③ Dead Hunter

- Hunting Rifle

④ Small Save (Southeast Corner)

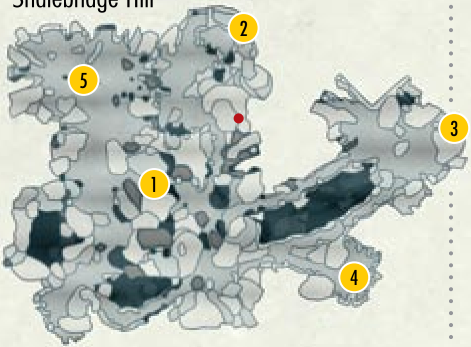
- .44 Scoped Magnum and Ammo

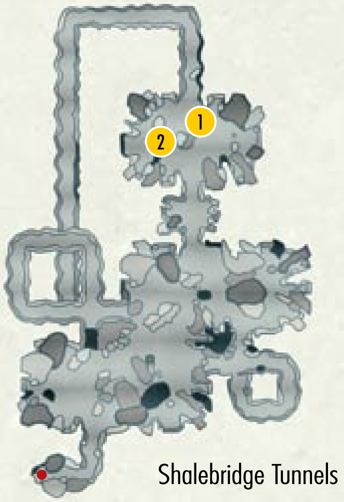
⑤ Ant Queen's Hatchery

Bring a Flamer and Fuel, as a monstrous Queen guards the clusters in this area; collect her Pheromones and the paltry amount of Chems, Shotgun Ammo, and items that are with the skeletal remains around the room's perimeter.

INTERIOR MAPS AND LOCATIONS

Shalebridge Hill





Shalebridge Tunnels

- Ant Queen Pheromones
- Assault Rifle and Ammo
- 10mm Pistol and Ammo

Tip

Kill the Queen, and the aggressive Ants don't come back. Otherwise wait a minimum of 72 hours to return here to face them again.

SHALEBRIDGE TUNNELS

On the other side in this epic Ant struggle are the Foragers, who live to the southwest, just north of the broken radio mast. Explore the huge cavern and its winding areas.

① Ant Researcher

This submerged corpse carries a Skill Book that's otherwise easy to overlook.

- D.C. Journal of Internal Medicine (10/25)

② Cluster of Ant Eggs

You're asked to inject this with a Stimpak to stimulate Forager Pupae growth (if your Medicine or Science skills are high enough). Wait 24 hours, then return here; the Pupae have grown into a much larger mutation. Doctor Lesko would be proud! Harvest the potent Ant Nectar from deposits here, and Trade or consume it.

- Hunting Rifle and Ammo
- Ant Nectar*

Note

*This grants the following benefits:

Strength +4, Charisma -2, Intelligence -2.

However, it is possible to become addicted.

Withdrawal effects: Strength -2.

4.02: FIVE AXLES REST STOP

(LAT -21/LONG 10)

- Threat Level: 2
- Faction: Raider
- Danger: Mines
- Collectible: Mini-Nuke, Skill Book
- Guns And Ammunition
- Sleep Mattress
- Hostile: Raider

A circle of abandoned trucks is the perfect spot for a three-man Raider wrecking crew to chop until they drop. You can destroy the trucks in a giant exploding fireball, but search them first: One truck has the remains of a trucker; the others are empty except the one with the mattresses, Chems, and Raiders in it.

- Holotape: Partial CB Radio Backup
- 10mm Pistol
- .32 Pistol
- Mini-Nuke (19/92)
- U.S. Army: 30 Handy Flamethrower Recipes (3/25)

4.03: MDPL MASS RELAY STATION

(LAT -17/LONG 10)

- Threat Level: 3
- Faction: Raider
- Collectibles: Nuka-Cola Quantum, Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Rare Or Powerful Item
- Sleep Mattress
- Hostile: Raider, Robot Genus
- Inhabitant: Torcher

Once under the Brotherhood of Steel's protection, this is now home to a small Raider scavenger team under the leadership of Torcher. Inside the exterior defenses are a couple of tables with items on them:

- Ammunition Box
- First Aid Box
- Combat Knife

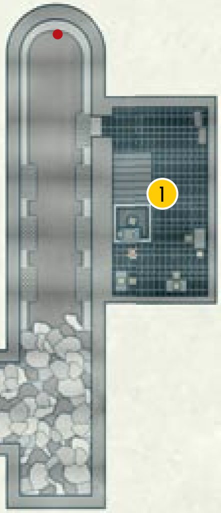
Torcher is in the interior substation, and he's armed with a Flamer to really cause you some problems—unless you roll in a Grenade and catch him and his friend (who's hiding behind the computer machinery to the right). Then hunt for a place to sleep and important items; don't forget the Quantum inside the safe:

- Torcher's Helmet (24/152)
- Ammunition Box (3)
- 10mm Pistol and Ammo
- Guns and Bullets (06/25)
- Nuka-Cola Quantum (24/110)

4.04: BROADCAST TOWER KT8

(LAT -26/LONG 09)

- Threat Level: 3
- Faction: Super Mutant
- Collectibles: Mini-Nuke, Pre-War Book (2), Skill Book
- Highly Visible Landmark
- Interior Exploration
- Radio Signal
- Hostile: Centaur, Super Mutant Genus



Drainage Chamber

You're at the north of the Super Mutant territory in this zone and should expect combat with them. Activate the Electrical Switch to pick up Radio Signal Sierra Romeo. Triangulate the Morse Code; it leads to a Sewer Entrance [4.B].

Note

Triangulate a radio signal by listening to the sound quality. As the sound becomes clearer, you're near your target. If it sounds staticky or cuts out completely, you're heading in the wrong direction.

- Radio Signal Sierra Romeo

① Drainage Chamber Alcove

Pick up the Encryption Key near the desk with the broken terminal; then activate the other terminal to open the flap-trap door. This leads to a hidden lower alcove with two dead Chinese Remnant Spies. There's Purified Water and other important items here:

- Scribe Pre-War Book (29–30/103)
- Encryption Key
- Mini-Nuke (20/92)
- Chinese Army: Spec. Ops. Training Manual (4/25)

4.05: ROCKBREAKER'S LAST GAS (LAT -21/LONG 08)

- Threat Level: 2
- Faction: Enclave
- Collectible: Nuka-Cola Quantum
- Hostile: Enclave Eyebot

Off the north–south road, near a rad-lake and shack is Rockbreaker's Last Gas, named for the quality shale quarried nearby. The place is deserted, save for an irritating Eyebot and a dead Wastelander, Chems, and Food. This is the future location of Enclave Camp E4.02.

- 10mm Submachine Gun (25/110)
- Nuka-Cola Quantum

4.06: VAULT 87

(LAT -28/LONG 06)

- Main Quest: Finding The Garden Of Eden
- Threat Level: 5
- Faction: Super Mutant, Vault Dweller
- Danger: High Radiation (3)
- Collectibles: Nuka-Cola Quantum, Skill Book (2)
- Area Is Locked
- Follower
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Rare Or Powerful Item
- Sleep Mattress
- Underground Connection
- Hostiles: Centaur, Radroach, Super Mutant Genus
- Inhabitants: Fawkes, Sid

DEAD MONSTROSITIES

This is a place where F.E.V. experiments have led to unspeakable breeding programs and the creation of new Super Mutants. Humans began experimenting on one another in order to gain a jump forward in evolution. What they achieved was a plummet into a realm of monstrosities. Seen as the Eastern "birthing" place of the Super Mutants, this is the closest the Muties have to holy ground. The central hot spot of the radiation has been measured at up to +2910 RAD/SEC. This means instant death, and the exterior entrance is inaccessible. There's a .32 Pistol and a dead scientist with a Radiation Suit, but you'll never live long enough to reach them. The only way to enter is via Little Lamplight.

REACTOR CHAMBER

Note

The following exploration assumes you've entered Vault 87 via the interior back entrance at the north end of Murder Pass or the Great Chamber. See Little Lamplight for more details.

① Peter Steven's Barricades

You can access Peter Stevens's terminal in a small, partially barricaded room with Chems, a Stimpak, and a floor safe. There are three uncorrupted entries.

- Floor Safe Items

② Dead-end Mannequin

Check the tiny crates for Whiskey and this Skill Book:

- Nikola Tesla and You (7/25)

LIVING QUARTERS

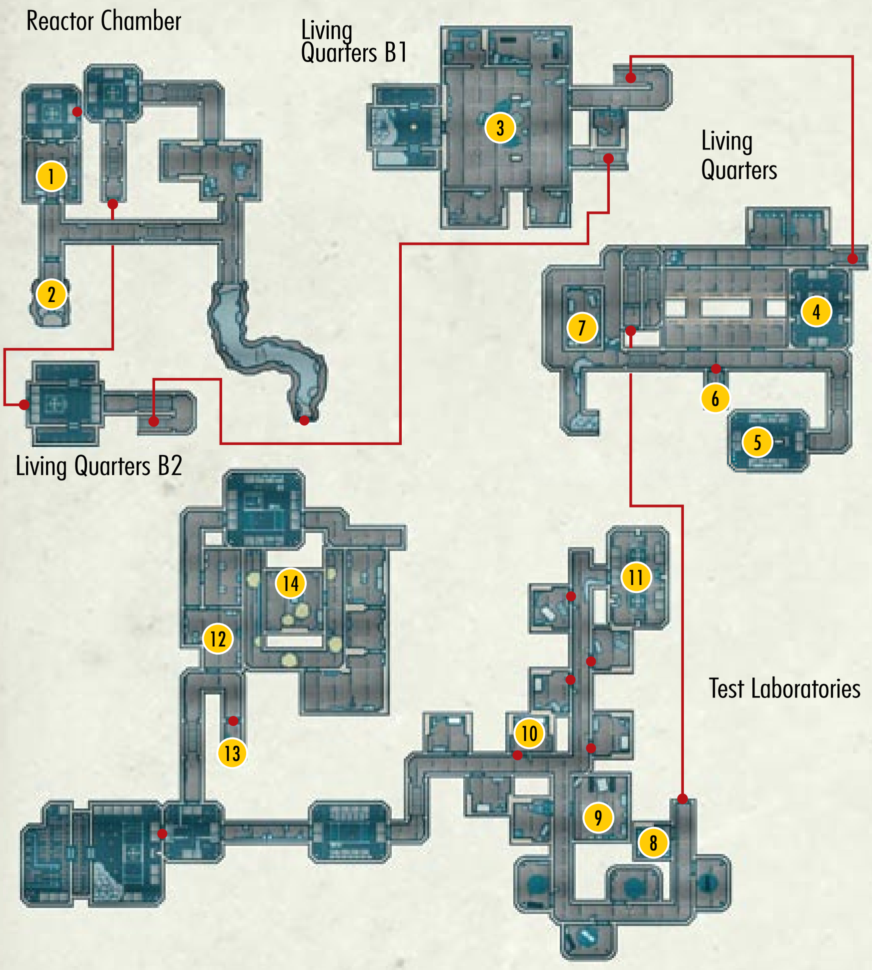
③ Lower Atrium

There are cleaning products, Darts, and a Cherry Bomb or two in the projector room. There's a Stimpak and Gore Bags in the medical bay. Check the west chamber with the flaming barrel for the following:

- Ammunition Box (2)
- Frag Grenades (3)
- First Aid Box

④ Upper Connecting Room

Use Sneak and this room to avoid Super Mutants patrolling the upper Atrium corridors.



5 Daniel Koster's Engineering Room

You can access his terminal, where there are six entries to check out. Read Entry #007 to open the wall safe, or pry it open.

- Koster's Safe Items

6 South Storage Room on Side Corridor

There are Darts, RadAway, a wall safe and the following:

- First Aid Box
- Nuka-Cola Quantum (26/110)
- Laser Rifle and Ammo
- Pugilism Illustrated (9/25)
- Wall Safe Items

7 Upper Medical Laboratory

Check the room for Chems, Stimpaks, and a Medical Records Terminal that unlocks the wall safe. Three entries are available.

- Wall Safe Items

TEST LABS

Note

This last (and upper) level to the Vault actually connects to the entrance on the surface, although you cannot reach the Vault door, as the exit is locked and the radiation levels too high.

8 Observation Chamber

To your right is a floor safe. Also check nearby test chambers to view horrific (and dead) abominations!

- Ammunition Box (2)
- Floor Safe Items

9 Medical Bay

Consult the five entries on the Chief Physician's Terminal.

- First Aid Box

10 Fawkes' Test Chamber (#5)

See **Freeform Quest: Finding Fawkes.**

11 Medical Wing Reactor Room

Here you can release all doors to cells (which have Centaurs and Sid in them), or just Fawkes's cell at the Maintenance Terminal.

12 Laboratory

Hack the terminal here to unlock the storage room. Read the three available entries.

13 Storage Room

Or, unlock the door; inside is a wall safe and the following:

- Laser Pistol and Ammo
- First Aid Box
- Wall Safe Items
- Advanced Radiation Suit and Chems

14 G.E.C.K. Chamber

Refer to **Main Quest: Finding the Garden of Eden** for options on obtaining this incredibly rare and critical item. Beware of over +100 RAD/SEC exposure here.

- First Aid Box
- Garden of Eden
- Creation Kit

FREEFORM QUEST: FINDING FAWKES

At Test Chamber #5, you're interrupted by a Super Mutant speaking to you over the intercom! This is Fawkes, an extremely powerful ally. You can do the following:

Access Room 05's wall terminal and burn him to death (allowing you to take his Super Sledgehammer), or open his chamber door and attack him.

Open his door at the medical wing's reactor room.

You can request his help in obtaining the G.E.C.K..

If you have high enough Karma, Fawkes can join you as a Follower, once you meet up with him after exiting Vault 87.

- Follower: Fawkes*
- Super Sledge (25/152)

4.07: EVERGLOW NATIONAL CAMPGROUND

(LAT -23/LONG 05)

- Threat Level: 3
- Faction: Raider, Super Mutant
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems
- Sleep Mattress
- Hostile: Raider

Having defeated a Super Mutant incursion, a group of four Raiders are feeling especially proud of themselves. Bring this levity down a notch by massacring them or Sneaking around and stealing their loot—Sugar Bombs, Darts, and the following items:

- First Aid Box
- Ammunition Box (2)
- Guns and Bullets (7/25)

4.08: LITTLE LAMPLIGHT

(LAT -26/LONG 02)

- Main Quest: Picking Up The Trail
- Main Quest: Rescue From Paradise
- Main Quest: Finding The Garden Of Eden
- Freeform Quest (8)
- Threat Level: 5
- Faction: Super Mutant, Vault Dweller, Wastelander
- Services: Healer, Repairer, Trader
- Danger: Chain Trap, Grenade Bouquet (2), Low Radiation
- Collectibles: Holotape: Replicated Man (2), Nuka-Cola Quantum, Schematic, Skill Book (2)
- Area Is Locked
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Lots O' Caps
- Rare Or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench
- Lamplight Dogs: Rex, Hooligan, Mutt Mutt, Muttface, Bandit, and Pete
- Hostile: Super Mutant Genus
- Inhabitants: Angela "Princess," Betty "Bumble," Billy "Biwwy," Eclair, Joseph, Lucia "Lucy," Mayor MacCready, Nicholas "Knick Knack," Penny, Ricky "Zip," Squirrel, Sue "Knock Knock"

Lamplight caverns were discovered in the late 19th century and converted into a tourist attraction in the 1920s. With its strong government ties, Vault-Tec annexed portions of the caves. On the day the bombs fell, several school classes were attending a field trip. A practical lesson in geology quickly turned into a study in survival. Over the next couple of days, their adult chaperones either abandoned the children or ventured out to learn what had happened, never to return.

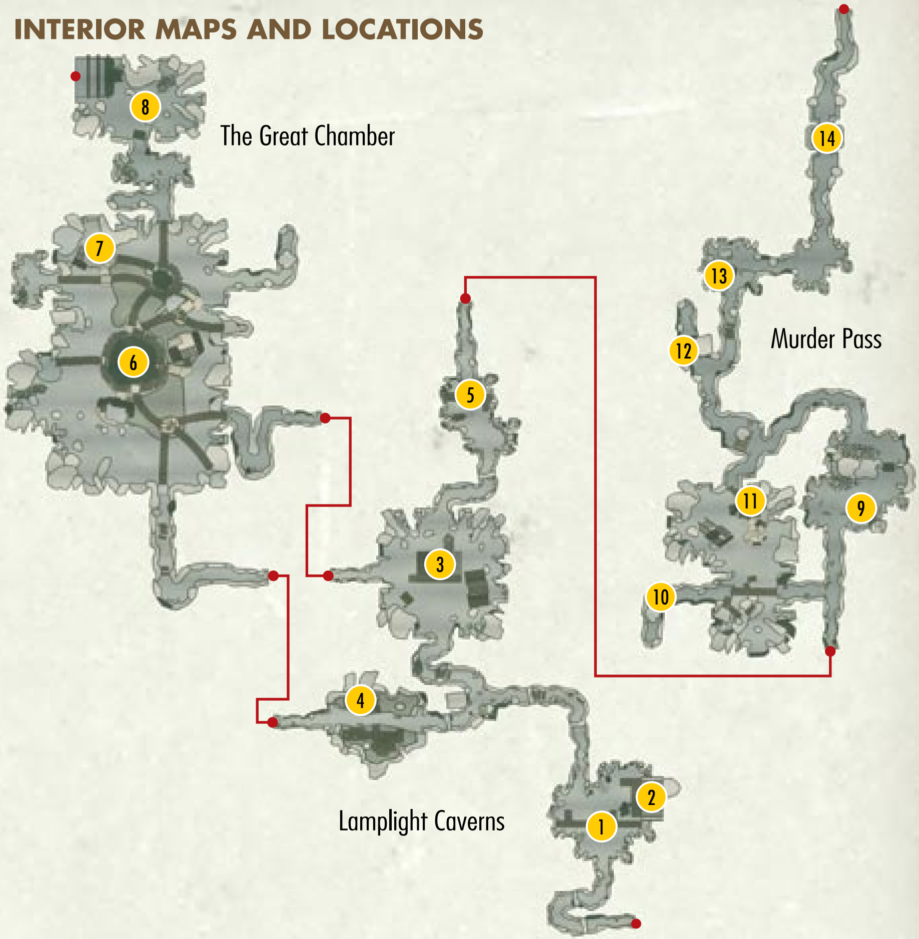
The child survivors established a set of rules that would guarantee their existence; without any adult "interference," they lived life as they saw fit. Two hundred years later, Little Lamplight still exists as a village of children. There are two laws they follow:

1. They will obey the mayor, who is elected by public voting. They can elect a new one at any time.
2. They must leave the town before their 16th birthday, or they will be forced out or killed.

The place is easy to see from a distance, thanks to the large water tower, windmills, and rickety lookout towers. Quickly check the gift shop for food, Detergent, and three Ammo Boxes.

- Ammunition Box (3)

INTERIOR MAPS AND LOCATIONS



U4.08.1 LAMPLIGHT CAVERNS

1 Front Gate

On the door is the no-nonsense Mayor MacCready, who requires more than a little coaxing before he lets you in. Check the Main Quest for this information.

2 "Essentials" Shack

Inside is a schoolroom where Joseph is sometimes teaching Bumble. Next is the doctor's office, where Lucy tends to wounds and can fill you in on Replicated Man details. You can sleep here.

- Holotape: The Replicated Man (5/24)
- Ammunition Box (4)

3 Knick Knack's Souvenirs

Talk, Trade, or get Knick Knack to Repair your equipment. Pickpocket Knick Knack's Supply Key and ransack the entire contents of his store; the best items are listed below (or buy them like a civilized person). You can also pick up Purified Water; food; Detergent; and three Holotapes, one related to the Replicated Man (you may need to speak to him for this information), while the other two are diary entries by Jason Grant, one of the first Lamplighters.

- Holotape: The Replicated Man (6/24)
- Holotape: Jason Grant's Diary (2)
- Knick Knack's Supply Key
- Store Inventory: Missile Launcher
- Store Inventory: Schematics: Bottlecap Mine (9/23)
- Store Inventory: Stormchaser Hat
- Store Inventory: Bottle Caps
- Ammunition Box (3)

4 Spelunker's Cafe

Proprietor Eclair can sell you food. You can dive into the water, but there's nothing of note. Pickpocket Eclair's Cooler Key, and raid the contents of his cooler for a sudden drop in Karma.

- Eclair's Cooler Key

5 Back Gate

Princess guards the Back Gate. There's only a mattress here, which is useful if you want to sleep before venturing into Murder Pass. The gate is only opened once you request passage from Mayor MacCready.

U4.08.2 THE GREAT CHAMBER

6 Rock Pillar Balcony

- Ammunition Box (2)

7 Game Room with Pool Table

Check the Holotape (from an unknown girl letting everyone know Jason was the first mayor) on the table and a nearby alcove with a Work Bench and a Bottlecap Mine.

- Work Bench
- Holotape: January 2077—Little Lamplight!

8 "Nothin'!"

There is a Vault-Tec chamber that leads to a deactivated terminal; one of two entrances to Vault 87, this is only accessible after you okay it with Mayor MacCready and ask Joseph to power the terminal.

RELATED INTERACTIONS

Bumble: You can ask her how she got her name and what she's learned from Joseph.

Eclair: You can ask him about fungus and what food he has for sale.

Joseph: You can ask Joseph about his teaching and receive a haircut from him.

Lucy: You can ask her to heal your broken bones or radiation, or buy Chems and Health.

You can ask her about information regarding the Replicated Man.

Mayor MacCready: You can ask how he keeps the place organized.

Princess: You can ask what it's like guarding the Back Gate and how she got her nickname.

Any named Little Lamplighter: You can ask the location of a doctor, trader, place to eat, and Vault 87.

Note

You cannot kill any Little Lamplighter; your morals, even if you're completely despicable, stop short of infanticide.

U4.08.3 MURDER PASS

9 Eastern Cavern

Check the shack and toilet; remember you can Sneak around the enemies.

- Ammunition Box (2)
- Tales of a Junktown Jerky Vendor (6/24)

10 Western Cavern Dead End

Take the Missile Launcher from the Super Mutant who attacked you.

- Missile Launcher
- First Aid Box (2)
- U.S. Army: 30 Handy Flamethrower Recipes (4/25)

11 Stilt Shacks

- Ammunition Box (5)
- First Aid Box (5)
- Minigun

12 Brahmin Trap

13 Grenade Bouquet

- Frag Grenade (3)

14 Vault-Tec Metal Bunker Storage Chamber

Watch for another Grenade Trap between the two rusting terminals.

- Frag Grenade
- Nuka-Cola Quantum (27/110)
- Ammunition Box (3)
- First Aid Box

FREEFORM QUEST: A STICKY SITUATION

The children are throwing a going-away party for one of their own—a tall kid named Sticky, who is about to be banished under Little Lamplight law. He's about to embark on the dangerous journey to Big Town, where the adults who grew up here usually head. He pesters you to chaperone him there. Ignore him, and he'll be waiting at the exterior entrance to Little Lamplight. Agree to take him to Big Town, and you begin **Miscellaneous Quest: Big Trouble in Big Town**.

FREEFORM QUEST: FUNGUS DEAL

Speak with Lucy or Eclair about the nutritional, rad-absorbing fungus growing in these caverns. Lucy agrees to trade her supply for Buffouts, while Eclair wants Strange Meat. You're told to set up the deal with MacCready.

Using your Barter skill, ask for a trade—you bring in supplies and get fungus in return.

Set a deal up (**Barter**) for Buffouts (2) or Strange Meat (2) for Cave Fungus (1).

Set up a deal (**Child at Heart**) for Buffout (1) or Strange Meat (1) for Cave Fungus (1); this is the most preferred deal for you.

Or, threaten (**Speech**) to seal the place underground and receive a number of Cave Fungus specimens up front. However, no one wants to speak to you after that.

- Cave Fungus*

*WG 1, VAL 50, Rads -10, HP +5

FREEFORM QUEST: TALES OF THE WASTES

Locate Knock Knock and ask her about morale. Suffer a joke and laugh, lie and laugh (using a successful Speech Challenge), or tell her the jokes need work. Stay on her good side, though, and she tells you the Vault Boy's Big Book of Laughs for Kids just isn't cutting it anymore. New tales must be told to keep morale up. When prompted, you can share your own tales with her (either factually, heroically, or with sinister undercurrents). She, in turn, tells the other Lamplighters about it (you can listen in). Eclair will also tell the stories at his food store in the Spelunkers area.

The following tales are available after you complete the quests in question:

1. The time you began to search for your father: available at any time.

2. Your father's ultimate sacrifice and meeting the Enclave and Brotherhood of Steel: Available once you begin **Main Quest: Picking up the Trail.**

3. You escape from the Enclave and attempt to restore Project Purity: available after you begin **Main Quest: The American Dream.**

FREEFORM QUEST: BULLY THE BULLY

Head to the Back Gate and ask Princess how she got her nickname. After she harasses you, speak to Sammy about her (after completing **Main Quest: Rescue from Paradise**) and her name.

Win a **Speech** challenge, and Sammy tells you MacCready, on whom she secretly has a crush, punched her in the face when she tried to be mayor.

Return to Princess, and confront her.

The higher your **Charisma**, the more you can hurt her feelings by stating MacCready likes Lucy or that everyone hates her. Princess's tone now changes considerably (she may not talk to you at all).

FREEFORM QUEST: THE KID-KIDNAPPER

Locate Little Lamplight (so it is active on your World Map), then speak with Eulogy Jones in Paradise Falls [2.08]. Ask him if he's thought about kidnapping a child, as they're likely to be less trouble, and fetch a better price. He agrees and gives you a Kidnap Order. A Slaver is waiting at the cave mouth to Little Lamplight. Locate Bumble.

Convince her to "see the outside" and meet a friend.

It requires a successful **Speech** challenge for her to follow you.

It is easier if you have the **Child at Heart** perk.

Chaperone Bumble to the Slaver, and they head back to Paradise Falls (you don't need to follow). Return to Eulogy at your convenience, and he rewards you with the Boogeyman's Hood (referenced in Paradise Falls). Make sure there's no combat between the time you start and finish chaperoning Bumble, or she runs away. Bumble is the only kid you can kidnap.

FREEFORM QUEST: ZIP'S NUKA FIX

Zip, the kid wearing the mole outfit and who's on the scavenging team, is too jumpy for a gun, but he's still on the lookout for items—specifically Nuka-Cola. If you have any regular Nuka-Cola Bottles that haven't been drunk (not Quantum; Zip might explode if he knew about that little concoction!), he'll trade you one of the items he's scavenged (once per 24 hours). The quality of the item depends on your Barter skill:

BARTER SKILL	POSSIBLE REWARD(S)
30 or lower	10mm Bullet (1)
31–50	10mm Bullet (1), .556 Ammo Bullets (24), Mutfruit
51–70	10mm Bullet (1), .556 Ammo Bullets (24), Mutfruit, Mentats (1), Stimpak (1)
71+	10mm Bullet (1), .556 Ammo Bullets (24), Mutfruit, Mentats (1), Stimpak (1), Micro Fusion Cell (20)

FREEFORM QUEST: BIWWY'S WAZER WIFLE

Biwwy is located in the Great Chamber and usually can be found sleeping in one of the side alcoves or wandering the rope bridges. Talk to him, and he says he's been taken off scavenger duty and has no use for his weapon. He wants to sell it to you for 500 Caps. If you have the funds, purchase it, or haggle him down to 250 Caps. You now have a weapon that's more powerful than a normal Laser Rifle!

- Biwwy's Waser Wifle (26/152)

FREEFORM QUEST: LAMPLIGHT'S HISTORY

If you locate Joseph, who's usually in the school classroom near the main gate entrance, you can ask him about how his teaching is going and then how Little Lamplight got started. It is a tale of woe and survival. Only one rule to follow: they have to leave before they become a Mungo and keep Lamplight safe from grown-ups.

4.09: JALBERT BROTHERS WASTE DISPOSAL

(LAT -18/LONG 03)

- Threat Level: 2
- High Radiation
- Collectibles: Nuka-Cola Quantum, Skill Book
- Health And Chems
- Interior Exploration
- Work Bench
- Hostile: Radroach

A small and thoroughly irradiated disposal site is located in a gully to the east of the main north–south road. A Radiation Suit or Rad Chems are recommended. The exterior area is devoid of items; stay to the south and investigate the two offices, starting with the one on the south side of the road gate.

OFFICE #1, CONNECTING CHAMBER, OFFICE #2

Inside the first office, there are a few Radroaches, a safe, and the listed items. Head into a connecting chamber to the other office (essentially allowing you to investigate both buildings without getting irradiated!). The connecting chamber houses Radroaches; a footlocker; and a locker with Rad Chems, Stimpaks, a Radiation Suit, and a locker. The other office has a Work Bench, a Bottlecap Mine, a Tool Cabinet, and a couple more useful items:

- First Aid Box (3)
- D.C Journal of Internal Medicine (11/25)
- Radiation Suit
- Nuka-Cola Quantum (28/110)
- Work Bench

4.10: VAPL-58 POWER STATION

(LAT -14/LONG 03)

- Threat Level: 2
- Collectible: Mini-Nuke, Nuka-Cola Quantum, Skill Book
- Interior Exploration
- Work Bench
- Hostile: Yao Guai

Avoid or attack the nearby Yao Guai, and look to the building northwest of the Brahmin Skull Shack [5.U]. Two power lines from the north and east intersect. Open the door to the Substation, and you find a Work Bench with some Darts and a Bottlecap Mine; then open the desk safe. There's food in the Eat'o'tronic 3000, next to the First Aid Box on the wall. Don't forget to check the light fixture for the Mini-Nuke.

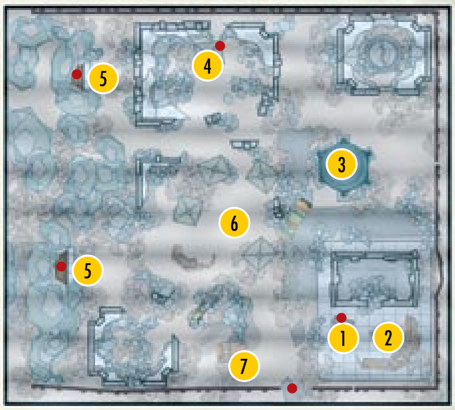
- Work Bench
- Nuka-Cola Quantum (29/110)
- Dean's Electronics (4/25)
- Mini-Nuke (21/92)
- First Aid Box
- 30 Handy Flamethrower Recipes (5/25)

4.11: FORT BANNISTER

(LAT -18/LONG -01)

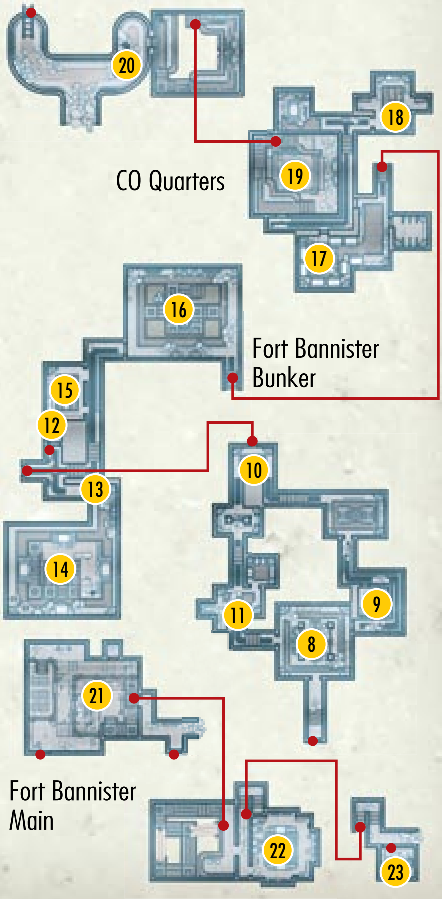
- Threat Level: 5
- Faction: Talon Mercenary
- Danger: Low Radiation, Mines, Shotgun Trap
- Collectibles: Mini-Nuke, Fat Man Launcher, Nuka-Cola Quantum, Skill Book (3)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Rare Or Powerful Item
- Sleep Mattress
- Hostile: Commander Jabsco, Talon Company Guard Dog, Talon Company Mercenary, Talon Company Robot Genus

A main military installation that suffered a direct hit back when the bombs fell is now the headquarters for the Talon Company. From a distance, this place looks like a small refugee camp with tents, but on closer inspection, the Talon Company appear and take no prisoners.



Exterior Talon Defenses

INTERIOR MAPS AND LOCATIONS



① Sunken Stairwell

This leads to Fort Bannister Bunker.

② Sandbag Defenses

Check the balcony table for a Stimpak, and check the area for the following:

- First Aid Box
- Ammunition Box (3)
- Sniper Rifle

③ Water Tower

Prepare for combat with Talon Company Dogs here. The nearby rocket silo is sealed.

④ Wrecked Building and Tent

Watch for a Missile Launcher–carrying Merc here and the Sewer Entrance to the CO Quarters.

⑤ Doors to Fort Bannister

⑥ Central Tents

Expect combat. You will also find mattresses inside the tents.

- First Aid Box
- Ammunition Box (2)
- Combat Shotgun

⑦ Sentry Platform

Check this general area for a Stimpak, the Merc's Missile Launcher, and the following:

- Ammunition Box (3)
- Chinese Assault Rifle

Tip

If you're a fan of Missile Launchers, you're in luck; there are four or five Mercenaries carrying them throughout the interior of this place.

Note

The CO Quarters and Bunker are linked. If possible, enter the Bunker first so you can Hack and deactivate the turrets before they shoot you.

⑧ Square Generator Room

Deactivate the Frag Mines and watch for foes here and in every room you visit.

- Frag Mine (2)

⑨ Small Gun Storage Room

Check the top of the cabinet here.

- Guns and Bullets (8/25)

⑩ Northern Exit

Duck down to avoid the Rigged Shotgun Traps on either shelf on the south wall. Disarm them using **Repair**.

- Combat Shotgun and Ammo (2)

⑪ Wall Terminal

Deactivate the turret to the west, or simply avoid it.

- Frag Grenades (2)

⑫ Storage Room

The wall terminal and locked door allow access; take the Chems and the following:

- First Aid Box (2)
- Ammunition Box (3)

⑬ Wall Terminal

Disable the turrets from here.

⑭ CO's Chamber

Look for Commander Jabsco (head of the Talon Company Mercs) and his unique Combat Knife in this area. Check the locked floor safe, and look behind the corrugated sheet under the stairs for a footlocker and the following:

- "Occam's Razor" Combat Knife (27/152)
- First Aid Box
- Ammunition Box (2)
- Floor Safe Items
- Nuka-Cola Quantum (30/110)

Tip

Remember, manually aim at small generators to catch foes in their explosions.

⑮ Kitchen

⑯ Flooded Area

Beware of foes and a turret.

⑰ Dormitory

There are weapons, enemies, a small scattering of food and Chems, and bunk beds to sleep on.

- Ammo Box Ammunition (5)

⑱ Medical Bay

Search the bodies to find some Chems and other items in this squalid area:

- First Aid Box

⑲ Missile Silo

Aside from foes, there's a hidden roof alcove atop the rusting covered area with sandbags; drop down from the stairs directly above.

- Nikola Tesla and You (8/25)
- First Aid Box
- Ammunition Box (2)
- Frag Grenades (3)

⑳ Sewer Defenses

Watch your step and tackle the well-armed Merc.

- Frag Mines

Fort Bannister Main

㉑ Transportation Warehouse

Watch for the turret in the northwest corner.

㉒ Command Room

There are well-armed foes in here; check the two wall safes.

- Wall Safe Items (2)

㉓ Fat Man Storage

Find the locked wooden door down the stairs, and enter this storage room, which contains substantial collectibles:

- Big Book of Science (6/25)
- Fat Man (4/9)
- Mini-Nuke (22/92)
- Ammunition Box (2)

4.A:

Secondary Locations

SHALEBRIDGE ANT HILL (LAT -26/LONG 13)

This ant hill leads to a large subterranean cavern system. For information, check out Location 4.01.

4.B: DRAINAGE CHAMBER (RELATED TO 7.A: BROADCAST TOWER KT8; LAT -26/LONG 10)

This Drainage Chamber leads to a small subterranean tunnel. For information, check out Location 4.04.

4.C: MILITARY TRUCK (FREEWAY; LAT -20/LONG 12)

- Threat Level: 1
- Guns And Ammunition
- Hostile: Mirelurk Genus

To the east of this freeway wreckage is a monorail that has crashed into the river, but the real area of interest is the Military Truck parked on the sloping freeway section.

- Ammunition Box (2)

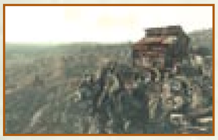
4.D: BEACHED BOAT (LAT -15/LONG 10)

- Threat Level: 1
- Danger: Low Radiation
- Guns And Ammunition
- Hostile: Mirelurk Genus

East of the MDPL Mass Relay Station is a beached boat, lying on the remains of the Potomac.

- Ammunition Box (2)

4.E AND 4.F: ABANDONED SHACK & CONTAINER (LAT -23/LONG 08 & 09)



- Threat Level: 3
- Faction: Enclave, Super Mutant
- Danger: Low Radiation
- Collectibles: Pre-War Book, Skill Book (2)
- Guns And Ammunition
- Interior Exploration
- Rare Or Powerful Item
- Sleep Mattress
- Work Bench
- Hostile: Radroach, Super Mutant Genus

This Abandoned Shack overlooks an irradiated lake northwest of Rockbreaker's Last Gas. You can also see Super Mutants near the empty Abandoned Container, which is not necessary to check out. Inside the shack, there are two caged Radroaches, a fridge with food, some Darts, and a locker containing the Victory Rifle. Also check the floor safe, the mattress, and the Work Bench (check the middle shelf for a Skill Book).

- Work Bench
- Victory Rifle (28/152)
- Floor Safe Items
- Ammunition Box
- Scribe Pre-War Book (31/103)
- Guns and Bullets (9/25)
- Dean's Electronics (5/25)
- Holotape: Keller (7/24)

4.G: FISHING HOLE AND YAO GUAI LARDER (LAT -17/LONG 09)

- Threat Level: 4
- Danger: Low Radiation
- Hostiles: Enclave Eyebot, Robot Genus, Yao Guai

South of the MDPL Mass Relay Station is a small fishing shack and outhouse. The real danger lies in the rocks behind the shack; this is where a pack of three Yao Guai are hoarding their kills.

4.H: RUINED FARMHOUSE (LAT -15/LONG 07)

- Threat Level: 3
- Danger: Low Radiation
- Hostile: Yao Guai

In the northeastern edge of the irradiated plains is a long-abandoned farmhouse and shack, completely devoid of items.

4.I: JACKKNIFED TRUCK (LAT -20/LONG 04)

- Threat Level: 2
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum
- Hostile: Radscorpion Genus

Check the nearby Coach Liner wreckage for some Darts, then locate the truck resting in a dry streambed. The Quantum is near the barrels.

- Nuka-Cola Quantum (31/110)

4.J: WASTELAND GYPSY VILLAGE (LAT -18/LONG 06)

- Threat Level: 3
- Factions: Ghoul, Wastelander
- Danger: Low Radiation
- Collectible: Mini-Nuke, Skill Book (3)
- Hostile: Enclave Eyebot, Ghoulish Wastelander, Radscorpion Genus
- Guns And Ammunition
- Interior Exploration
- Sleep Mattress

A ramshackle community, making the best of the nuclear weather, has gradually fallen into disrepair, and its inhabitants are gradually turning Ghoulish.

West and South Lean-Tos

- Ammunition Box (3)

Shack #1

On the highest ground near the large tree, check the open refrigerator for a Skill Book. Inside the shack is a skeleton in a bathtub, who ended it all with a toaster. Locate the following:

- Tumblers Today (7/25)
- Ammunition Box (2)
- Combat Shotgun and Ammo

Shack #2

This has a picnic table to the door's right and is north of Shack #1. There's a Stimpak, a foe, and a mattress here too.

- Stealth Boy
- Tales of a Junktown Jerky Vendor (7/24)

Shack #3

This shack is near a tree stump (left of the door). There is a lean-to near a burned-out Coach Liner section. The lean-to contains a Carton of Cigarettes. Inside is a scene of a massacre and the following:

- Ammunition Box (3)
- Combat Shotgun
- Laser Rifle
- Mini-Nuke (23//2)
- Duck and Cover! (7/25)

4.K: WASTELANDER PYLON (LAT -14/LONG 05)

- Threat Level: 2
- Faction: Ghoul, Wastelander
- Danger: Low Radiation
- Collectibles: Mini-Nuke, Holotape, Pre-War Book
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Sleep Mattress
- Hostile: Ghoulish Wastelander

Two Feral Wastelanders have made their home in one of the power towers). Dispatch them and loot their treasures; there's a personal footlocker, Darts, and a variety of other items to loot:

- Assault Rifle
- First Aid Box
- Ammunition Box
- Scribe Pre-War Book (32/103)
- Mini-Nuke (24/92)
- Holotape: Keller (8/24)

4.L: JUNCTION SHACK (LAT -20/LONG 01)

- Threat Level: 2
- Danger: Mines
- Guns And Ammunition

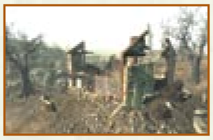
This small shack has a few Mines to dissuade inquisitive scavengers.

- Frag Mine
- Ammunition Box

4.M: ORANGE TRUCK DEBRIS (LAT -23/LONG 00)

- Threat Level: 2
- Faction: Super Mutant
- Hostile: Super Mutant Genus, Robot Genus

4.N: SCAVENGER RUIN (LAT -22/LONG -02)



- Threat Level: 2
- Faction: Wastelander
- Services: Repairer, Trader
- Collectibles: Nuka-Cola Quantum, Pre-War Book (2)
- Guns And Ammunition
- Health And Chems
- Sleep Mattress
- Friendly: Scavenger

Just north of the Charnel House is another ruined building. Inside waits a Scavenger, from whom you can Trade or request Repairs; you can take his Pre-War Books and Quantum without penalty, but his food, Purified Water, footlocker, and other items count as Stealing.

- Nuka-Cola Quantum (32/110)
- Scribe Pre-War Book (33–34/103)
- Sawed-Off Shotgun and Ammo
- First Aid Box
- Ammunition Box

4.O: CAPTAIN COSMOS BILLBOARD, AND DEBRIS (LAT -20/LONG 00)

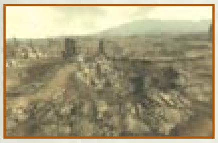
- Threat Level: 1

4.P: BANNISTER BROADCAST TOWER (NOT FUNCTIONING; LAT -20/LONG 01)

- Threat Level: 1
- Highly Visible Landmark
- Friendly: Brahmin
- Hostile: Bloatfly

Overlooking Fort Bannister to the east are three broadcast towers, all completely useless. This is a good location from which to attack Fort Bannister; you have a great view and can snipe from this large rocky outcrop.

4.Q: BANNISTER CRATER (AND SURROUNDING RUINS; LAT -14/LONG -01)



- Threat Level: 5
- Faction: Enclave, Super Mutant, Talon Mercenary
- Danger: High Radiation
- Guns And Ammunition
- Rare Or Powerful Item
- Alien Captive (Deceased)
- Hostiles: Enclave Camp Personnel, Radscorpion Genus, Super Mutant Genus, Talon Company Mercenary, Yao Guai

The massive bombardment of countless nuclear strikes has turned the area to Fort Bannister's east into a hellhole; there are over a dozen large craters near the outer areas of the fort and six separate clusters of ruined buildings to sift through.

NORTHWEST BUILDING CLUSTER

- Ammunition Box

The epicenter of this destruction is a massive central impression known as Bannister Crater. This gigantic dent in the earth features furrows east and west of the main crater, where a Military Truck has tipped over. Check the rubble for a couple of desks you can open, a Wastelander with RadAway, and a locked Safe. However, the real area of interest is under the overturned truck. An odd-looking explorer has dropped an Alien Blaster and ammo.

- Rubble Safe Items
- Alien Blaster and Power Cells (8)

There are reports of strange radio signals emanating from a Crashed Anomaly [2.G].

4.R: DRAINAGE CHAMBER (RELATED TO 7.A: BROADCAST TOWER PN; LAT -24/LONG -03)

This Drainage Chamber leads to a tiny subterranean room. For tactics and the available items here, check out location 7.A: Broadcast Tower PN.

4.S: CRATER POOL (LAT -18/LONG -03)

- Threat Level: 4
- Faction: Super Mutant, Talon Mercenary
- Danger: Low Radiation
- Hostile: Talon Company Mercenary

West of Fort Bannister are two irradiated pools. Watch for Talon Merc attacks.

ENCLAVE CAMP LOCATIONS

CAMP E4.01 (LAT -23/LONG 09)

- Main Quest: Picking Up The Trail
- Threat Level: 2

A squad of Enclave disembarks from a descending Vertibird, which you can shoot out of the sky with a Missile or other ordnance.

CAMP E4.02 (LAT -21/LONG 07)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Guns And Ammunition
- Health And Chems

A small exploratory force has murdered a Wastelander outside Rockbreaker's Last Gas and has set up a roadblock.

- Enclave Crate First Aid
- Enclave Crate Ammunition

CAMP E4.03 (LAT -15/LONG -01)

- Main Quest: Picking Up The Trail
- Threat Level: 4
- Guns And Ammunition
- Health And Chems

An expedition force is investigating Bannister Crater. There are turrets at the top with an Enclave Field Research Terminal: Crater Camp Terminal: Read them to learn that President Eden has ordered this area explored and samples from the crater taken.

- Enclave Crate Ammunition (2)

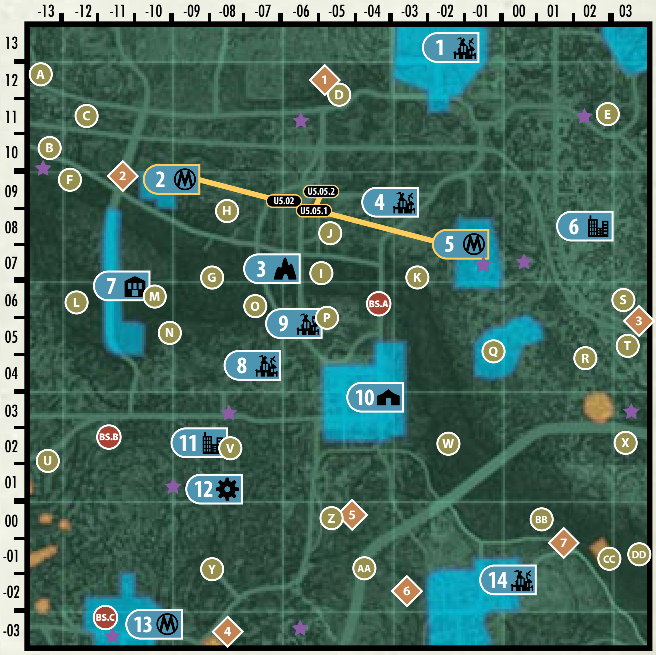
Zone 5: Central Plains and Potomac

TOPOGRAPHICAL OVERVIEW

The Wastelands' central area, just north of your starting location at Vault 101, has numerous small landmarks and interesting shacks to explore; there are a variety of Primary Locations too. Repel the Super Mutant threat at the Germantown Police HQ on the hill, learn how to maneuver around linked underground areas between Northwest Seneca and Meresti, and marvel at where Wastelanders choose to live—the freeway bridge settlement of Arefu beckons you! In the middle of this area is Big Town, where Large Lamplighters go when they become Mungos. There's an easy underground exploration in Springvale School too. And if you're ready for a complete freak-out, head to the half-hidden Vault 106 and try to survive the surprises inside!

AVAILABLE COLLECTIBLES

- Bobbleheads: 2/20
- Fat Men: 1/9
- Fat Man Mini-Nukes: 7/92
- Unique Items: 7/152
- Nuka-Cola Quantum: 8/110
- Schematics: 1/23
- Scribe Pre-War Books: 2/103
- Skill Book (Energy Weapons): 2/25
- Skill Book (Explosives): 3/25
- Skill Book (Lockpick): 5/25
- Skill Book (Medicine): 3/25
- Skill Book (Repair): 1/25
- Skill Book (Science): 1/25
- Skill Book (Small Guns): 1/25
- Skill Book (Sneak): 1/25
- Skill Book (Speech): 3/25
- Skill Book (Unarmed): 2/25
- Work Bench: 3
- Holotapes (Keller): 1/5
- Holotapes (Replicated Man): 1/19



PRIMARY LOCATIONS

5.01: Germantown Police Headquarters (LAT -02/LONG 13)
5.02: Northwest Seneca Station (LAT -10/LONG 09)
5.03: Hamilton's Hideaway (LAT -07/LONG 07)
5.04: Hallowed Moors Cemetery (LAT -04/LONG 09)
5.05: Meresti Trainyard (LAT -01/LONG 07)
5.06: Agatha's House (LAT 01/LONG 08)
5.07: Arefu (LAT -11/LONG 06)
5.08: Fordham Flash Memorial Field (LAT -08/LONG 04)
5.09: Moonbeam Outdoor Cinema (LAT -06/LONG 05)
5.10: Big Town (LAT -04/LONG 03)
5.11: Kaelyn's Bed & Breakfast (LAT -09/LONG 02)
5.12: Vault 106 (LAT -09/LONG 01)
5.13: Jury Street Metro Station (LAT -10/LONG -03)
5.14: Springvale School (LAT -01/LONG -01)

SECONDARY LOCATIONS

5.A: Wrecked Vehicles (LAT -13/LONG 12)
5.B: Military Truck (LAT -13/LONG 10)
5.C: Wrecked Monorail Carriage (LAT -12/LONG 11)
5.D: Ruined House (LAT -05/LONG 12)
5.E: Power Transformers (LAT 02/LONG 11)
5.F: Rusting Boats (LAT -12/LONG 09)
5.G: Scavenger Shack (LAT -09/LONG 07)
5.H: Bowling Billboard (LAT -08/LONG 09)
5.I: Rusting Tub and Broken Bridge (LAT -05/LONG 07)
5.J: Hallowed Moors Shack (LAT -05/LONG 08)
5.K: Riverside Raider Shacks (LAT -03/LONG 07)
5.L: Rusting Tub (LAT -12/LONG 06)
5.M: North Arefu Pier (LAT -10/LONG 08)
5.N: South Arefu Pier (LAT -10/LONG 05)
5.O: Dry Pier (LAT -07/LONG 06)
5.P: Jackknifed Truck (LAT -05/LONG 05)
5.Q: Cratered Hamlet (LAT -01/LONG 05)
5.R: Ruined Farmhouse (LAT 02/LONG 05)
5.S: Dead Man's Caravan (LAT 03/LONG 06)
5.T: Irradiated Pool (LAT 03/LONG 05)
5.U: Brahmin Skull Shack (LAT -13/LONG 02)
5.V: Drainage Outlet (LAT -08/LONG 02)
5.W: Rusting Tub, Shack, and Pier (LAT -02/LONG 02)
5.X: Jackknifed Truck (LAT 03/LONG 02)
5.Y: Patriotic Picnic Area (LAT -08/LONG -01)
5.Z: Ruined Farmstead and Outbuilding (LAT -05/LONG 00)
5.AA: Freeway Raider Encampment (LAT -05/LONG -01)
5.BB: Lakeside Ruins (LAT 01/LONG 00)
5.CC: Rusting Tug (LAT 02/LONG -01)
5.DD: North Pier (LAT 03/LONG -01)
*BS5.A: Bridge Attack (LAT -04/LONG 06)
*BS5.B: Female Wastelander (LAT -11/LONG 02)
*BS5.C: Hank's Electrical Supply (LAT -11/LONG -03)

*These locations are detailed in the Tour section of Broken Steel.

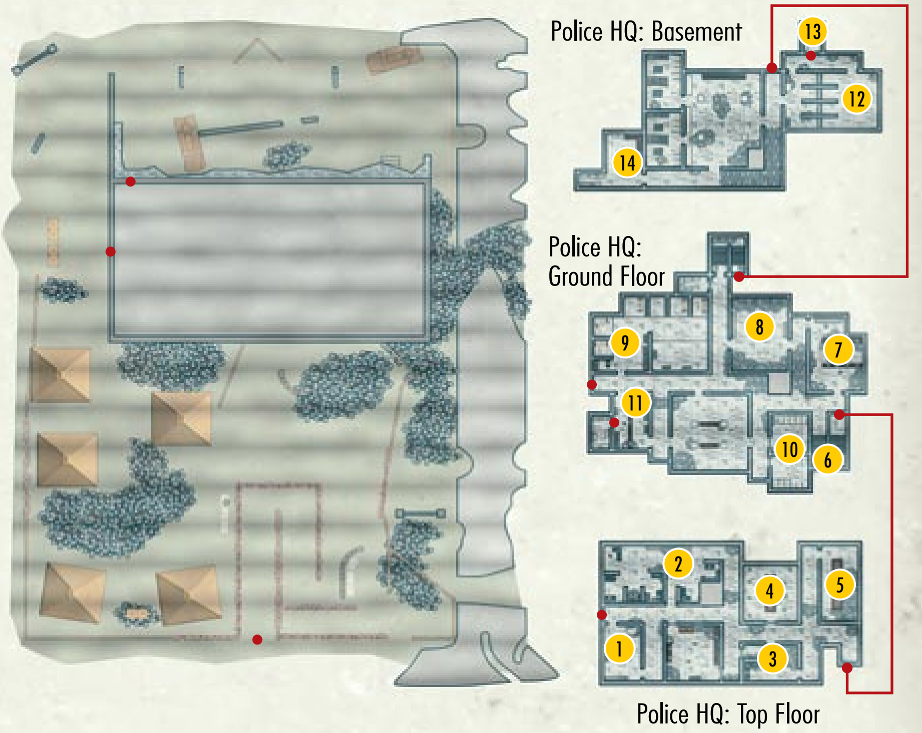
Primary Locations

5.01: GERMANTOWN POLICE HEADQUARTERS

(LAT -02/LONG 13)

- Miscellaneous Quest: Big Trouble In Big Town
- Threat Level: 3
- Faction: Super Mutant
- Danger: Mines, Shotgun Trap
- Collectible: Fat Man Launcher, Nuka-Cola Quantum, Pre-War Book, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Enclave Eyebot, Radroach, Super Mutant Genus
- Inhabitants: Red, Shorty

MAPS AND LOCATIONS



At the top of a rocky promontory east of Paradise Falls is the Super Mutant stronghold of Germantown, where the Muties are currently holding a couple of Big Town residents. Locate the Police Headquarters; all the other ruins are empty. The southern exterior defenses are filled with sandbags. The narrow pathway leads from the building's front to tents and a terminal, which has some disturbing log entries by a long-dead relief volunteer, Nancy Kroydon. Enter the Police Headquarters via a side entrance, or the unlocked rear entrance.

- First Aid Box

POLICE HQ (TOP FLOOR)

1 Records Room

Watch for the Frag Mine here.

- Frag Mine

2 Long Northern Office

Disarm the Rigged Shotgun in the northwest corner. Watch for the Frag Mine near the Ammo Box.

- Combat Shotgun and Ammo
- Frag Mine
- Ammunition Box

3 Small Office

Take the Holotape. Use the terminal or pick the lock on the safe.

- Holotape: Password For Lockdown Computer
- Floor Safe Items

4 Conference Room

Beware the Frag Mine as you enter. Grab the following:

- Frag Mine
- First Aid Box
- D.C. Journal of Internal Medicine (12/25)

5 Northwest Autopsy Room

- Frag Mine
- First Aid Box
- Ammunition Box
- Sledgehammer
- Assault Rifle

GROUND FLOOR

6 Stairwell

- Frag Mine

7 911 Operators' Room

Access the terminals to read a variety of ancient 911-call transcripts from a variety of kooks.

- Frag Mine

8 Debriefing Room

- Lying: Congressional Style (1/25)

9 Cells

Use the Password to unlock the lockdown terminal, and check the table for a Pre-War Book. Or, unlock Red's Cell manually.

- Scribe Pre-War Book (35/103)

10 Restroom

- Hunting Rifle

11 Security Room

Access the terminal, watching for the Mine on the floor. Or, unlock the door itself; both open a Contraband Closet. Inside are Darts, Chems, and the following:

- Frag Mine
- First Aid Box (3)
- Ammunition Box (3)
- .32 Pistol
- 10mm Silenced Pistol
- Combat Shotgun

BASEMENT

12 Firing Range

- First Aid Box
- Ammunition Box

13 Locked Storage (Wooden Door)

Some highly collectible items are stored behind this wooden door:

- Ammunition Box (3)
- Fat Man (5/9)
- Tumblers Today (8/25)

14 Kitchen

Check the food in the fridge, a hostage named Shorty on the floor, and a larder.

- Nuka-Cola Quantum (33/110)

5.02: NORTHWEST SENECA STATION

(LAT -10/LONG 09)

- Miscellaneous Quest: Blood Ties
- Threat Level: 1
- Faction: Ghoul
- Danger: Low Radiation
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostile: Mole Rat, Radroach
- Inhabitants: Barrett, Murphy

> **Note**
>
> The Metro Station entrance leads to two linked underground Metro Tunnels:
>
> **Location U5.02:** Northwest Seneca Station (Interior)
>
> **Location U5.05.1:** Meresti Service Tunnel (page 348).
>
> The following surface location can be accessed from these tunnels:
>
> Location 5.05: Meresti Trainyard (page 348).

This place is eerily quiet. Before entering the Chain Gate, head into the Cornucopia Fresh Grocers. Slay Radroaches and check behind the counter for some Sugar Bombs, scattered Caps, and a terminal that unlocks the floor safe. There's beer, food, drink, and a Carton of Cigarettes.

- First Aid Box

NORTHWEST SENECA STATION

1 Circular chamber

This is leaking radioactive goop. Beware of Mole Rats. There are vending machines to find food in.

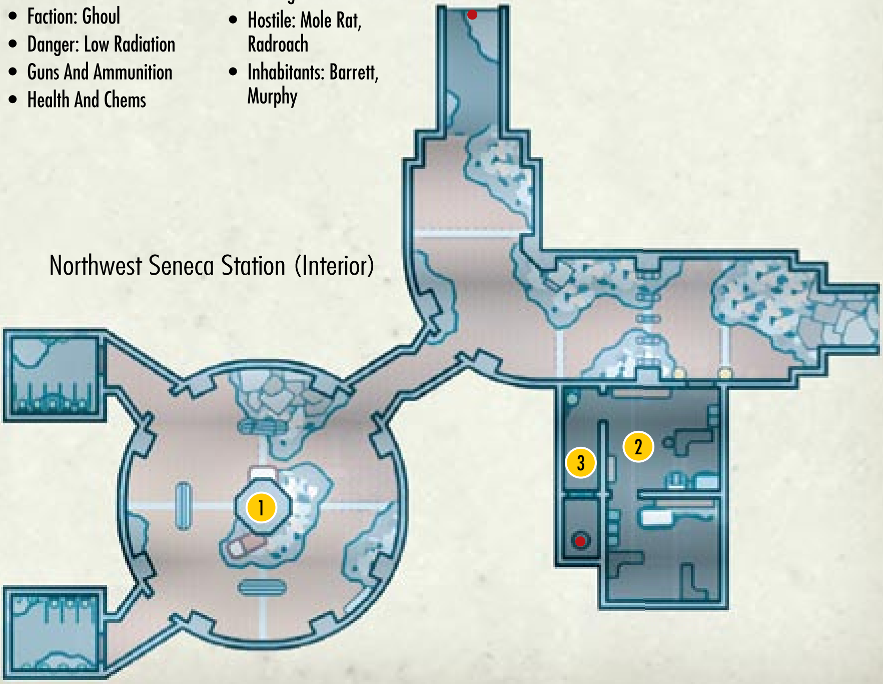
2 Ticket Master's Office

You meet two Ghouls, but lower your weapon—this is Murphy and Barrett, and Murphy's got a proposition for you: **Freeform Quest: Murphy's Bombing Run.** Sleep here, or steal Jet, Rad-X, and the following items from this area:

- Sawed-Off Shotgun and Ammo
- First Aid Box
- Ammunition Box

3 Radioactive Storage Room

Open the manhole to Meresti Service Tunnel here.



Northwest Seneca Station (Interior)

Note

The Meresti Service Tunnel is described in Location 5.05: Meresti Trainyard.

RELATED INTERACTIONS

Murphy: You can ask him about the whereabouts of the Family, if you have already begun the **Miscellaneous Quest: Blood Ties**.

You can run an errand for him.

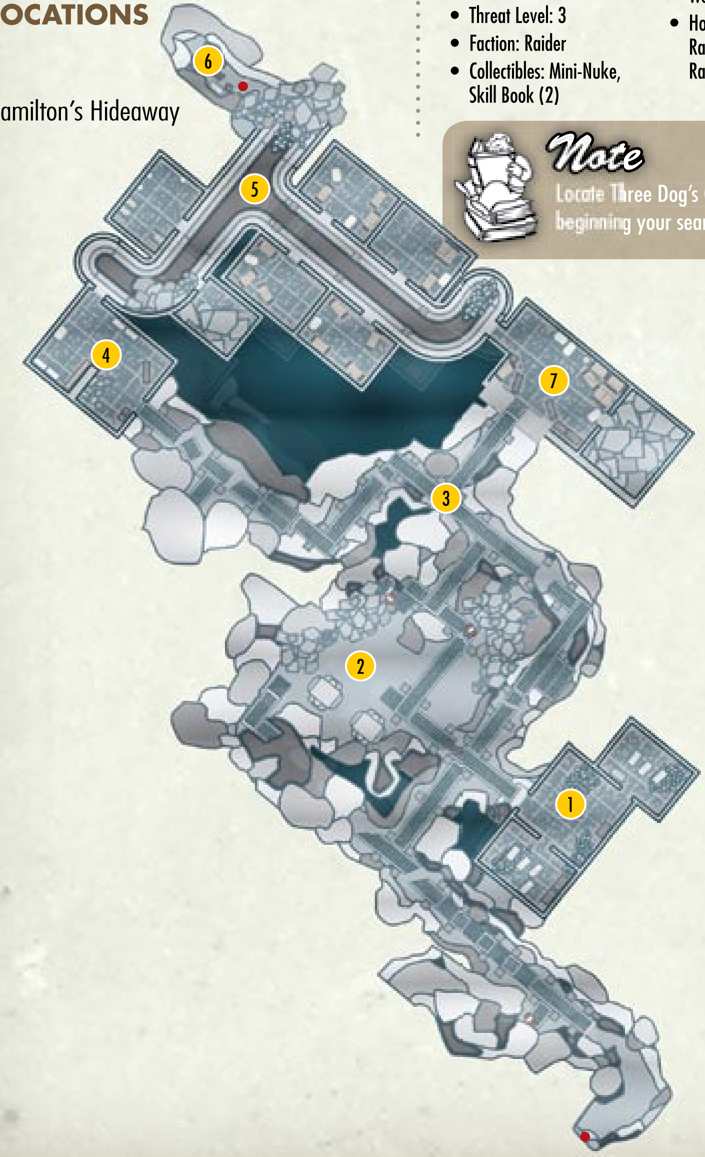
FREEFORM QUEST: MURPHY'S BOMBING RUN

Murphy is a Ghoul who's hoping you're not here to "steal his secrets." Answer that you're not, and he tells you it isn't easy making Ultrajet. The Chem, which Murphy has perfected, has double the potency of Jet, but Murphy is lacking the final of three ingredients—Sugar Bombs. For every Sugar Bomb box you bring, he'll pay you 30 Caps.

- Note: Sugar Bombing Run

INTERIOR MAPS AND LOCATIONS

Hamilton's Hideaway



Return to Murphy with Sugar Bombs. Bring eight boxes at once, and Murphy makes one Ultrajet, which you can purchase (the price is based on your Barter). You can also loot his footlocker, stealing all the Ultrajets and Sugar Bombs he's made, but it's impossible to do this without violence.

- Ultrajet (VAL 50, AP +40)

5.03: HAMILTON'S HIDEAWAY

(LAT -07/LONG 07)

- Miscellaneous Quest: Galaxy News Radio
- Miscellaneous Quest: Blood Ties
- Threat Level: 3
- Faction: Raider
- Collectibles: Mini-Nuke, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Work Bench
- Hostile: Radroach, Radscorpion Genus, Raider

Note

Locate Three Dog's Cache Key before beginning your search.

Under two blasted trees is a skeleton draped over a rock. This marks the entrance to an often-overlooked cavern that began as a crude and unfinished bomb shelter. Once the bombs dropped, it became a lair for Chem smugglers. It now holds a small Raider force that fights against the mutated creatures that share the lair. Although the family aren't currently in residence here, there's much to explore.

HAMILTON'S HIDEAWAY

1 Three Adjoining and Small Rooms

Locate this from the ground catwalks; one room has a Work Bench with a Bottlecap Mine.

- Work Bench
- First Aid Box
- Bottlecap Mine

2 Sandy Cavern

This area with the two generators is the best place to slay Radscorpions.

3 T-Junction with Corpse

4 Raider Hideout

Search the counter for Cherry Bombs and Vodka, and search the room for Chems and a Stimpak. Also bag the following:

- Duck and Cover! (8/25)
- Nuka-Cola Quantum (34/110)

5 Concrete Tunnel

Take your time tackling Radroaches and Radscorpions so you're not overrun.

6 Three Dog's Cache

See the Freeform Quest below for details.

7 Eastern Raider Bunk Room

- First Aid Box

FREEFORM QUEST: CACHING IN WITH THREE DOG

During **Main Quest: Following in His Footsteps,** visit a place other than Galaxy News Radio:

1. Head to Rivet City and speak with Doctor Li.
2. Head to Vault 112 and enter Tranquility Lane.

Or, agree to complete **Main Quest: Galaxy News Radio** and obtain the Virgo Lander Dish. Before you repair the dish atop the Washington Monument, execute plans 1 and 2 (above). Because Three Dog's "reward" (where your Dad is) is now unimportant, he sweetens the deal. He doesn't want you to leave empty-handed, so he offers you the cache as compensation.

- Three Dog's Cache Key
- Ammunition Box (7)
- First Aid Box (3)
- Frag Grenades (4)
- Stealth Boy
- Guns and Bullets (10/25)
- Assault Rifle
- Mini-Nuke (25/92)

Note

You can only retrieve this loot if you have the key, so you might want to plan ahead!

5.04: HALLOWED MOORS CEMETERY
(LAT -04/LONG 09)

- Miscellaneous Quest: Big Trouble In Big Town
- Threat Level: 3
- Faction: Super Mutant
- Collectible: Mini-Nuke, Holotape: Keller, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Sleep Mattress
- Hostile: Centaur, Super Mutant Genus

Up on the windy moors between Big Town and Germantown is a ruined church that bears the hallmarks of a Super Mutant hideout; there are twisted girder spikes caked in blood and Gore Bags everywhere. Tread carefully and try not to kill the Wasteland captive in the process—which means no grenades in the chapel! Inside, there are makeshift beds, Darts, and the following items:

- Ammunition Box (3)
- Holotape: Keller (9/24)
- Big Book of Science (7/25)
- Chinese Assault Rifle
- Mini-Nuke (26/92)
- Combat Knife
- First Aid Box
- D.C. Journal of Internal Medicine (13/25)

Tip

Rescue any captives and take their gift for a small boost to your Karma; refuse for a larger boost.

5.05: MERESTI TRAINYARD
(LAT -01/LONG 07)

- Miscellaneous Quest: Blood Ties
- Freeform Quest (4)
- Threat Level: 2
- Faction: The Family
- Services: Trader
- Danger: Baby Carriage, Baseball Pitcher, Bear Trap, Chain Trap, Grenade Bouquet, Low Radiation, Mines, Shotgun Trap
- Collectibles: Mini-Nuke, Schematic, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Lots O' Caps
- Perk!
- Rare Or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench
- Hostile: Mirelurk Genus
- Inhabitants: Alan, Brianna, Holly, Ian West, Justin, Karl, Robert, Vance

Note

The Metro Station entrance leads to three linked underground Metro Tunnels:

Location U5.02: Northwest Seneca Station (Interior: page 346)

Location U5.05.1: Meresti Service Tunnel

Location U5.05.2: Meresti Metro Station

The following surface location can be accessed from these tunnels:

Location 5.02: Northwest Seneca Station (page 346).

This desolate location is home to a graveyard of slowly rusting carriages. You can leap onto the top of either concrete tunnel entrance so you're immune to the giant insect attacks. Check out a recently abandoned workshop, then head into the Service Tunnel; either arch has a door to this location.

MERESTI SERVICE TUNNEL (APPROACHING FROM NORTHWEST SENECA STATION)

1 Mirelurk Lair

Use the manhole to Meresti Service Tunnel entrance, back in the Northwest Seneca Station near Murphy's office.

2 Grenade Bouquet

You can't reach this, so step back to avoid the explosion.

3 Bear Trap

4 Frag Mine

5 Bear Trap

Meresti Service Tunnel (approaching from Meresti Trainyard)

6 Frag Mine (Two Locations)

7 Bear Trap

8 Baby Carriage Trap

9 Pitching Machine Trap

10 Rigged Shotgun Trap

- Combat Shotgun and Ammo

11 Brahmin-Hindquarters-on-a-Chain Trap

12 Robert's Sentry Post

Enter this area using a Speech Challenge, payment (100 Caps), or execute Robert. His junk includes food in the fridge, Ammo, and the items listed below. Access the Meresti Trainyard Station Entry Terminal to unlock the Station Access Door (only necessary if you're Hostile with Robert).

- Assault Rifle
- Ammunition Box (3)
- First Aid Box (2)
- Tumblers Today (9/25)

13 Hatch Door to Meresti Metro Station

MERESTI METRO STATION

14 The Family's Platform

Speak with all the members of the Family; you initially see Brianna, Holly, Alan, and Justin. There's alcohol and melee weapons on the tables and counters to steal, if you can. There's a Work Bench to the north, with a Bottlecap Mine to steal, and two of the Family's Terminals, which you can access to learn about how this tribe functions.

- Work Bench
- Mini-Nuke (27/92)
- First Aid Box (2)

15 Karl's Workshop

Trade or request Repairs from Karl. There's a wealth of items you can steal, including his entire store inventory (not listed) if you're feeling reckless.

- First Aid Box (4)
- Ammunition Box (3)
- .32 Pistol
- Frag Grenades (3)
- Karl's Inventory Key

16 Vance's Mezzanine

You can talk at length about the Family's values, and he encourages you to study them; he unlocks the terminals for this purpose. Behind Vance is the Family's sleeping quarters. Learn the Five Laws of the Family.

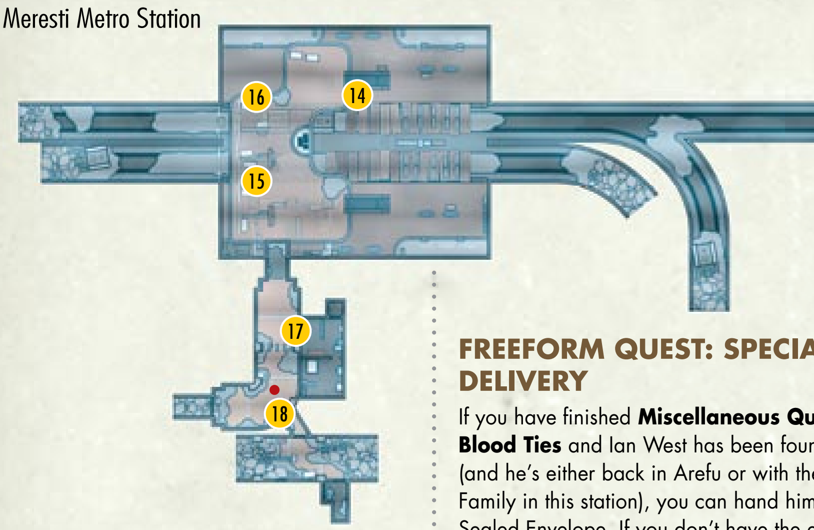
You can also read Vance's proclamations about feeding grounds and "the Arefu Incident," which he personally feels sorrow for. Once you're through, you gain the Meresti Security Password from Vance (or via a Speech Challenge earlier), allowing you into the secured area near the station's blocked exit. To obtain his Longcoat, you must kill him. Obtain the Schematics by completing **Miscellaneous Quest: Blood Ties.**

- Frag Grenade (2)
- First Aid Box
- Meresti Security Password
- Vance's Longcoat (29/152)
- Schematics: Shishkebab (10/23)
- Lying: Congressional Style (2/25)

17 Vance's Private Quarters

On a desk is Vance's private terminal. Read about Os Abysmi vel Daath (an excerpt from a book by ancient occulist Aleister Crowley).

Meresti Metro Station



You can also unlock his wall safe from the terminal. In the bedroom, there's a locked sword cabinet, or Pickpocket or Loot Vance for the Sword Cabinet Key; the cabinet contains the fabled Vampire's Edge.

- Sword Cabinet Key
- Vampire's Edge (30/152)

18 Security Room

Sealed until Vance allows you access. Ian West is inside; he can be persuaded to return to his home in Arefu.

FREEFORM QUEST: A PENCHANT FOR PLASMA

Complete **Miscellaneous Quest: Blood Ties,** and speak with Vance. He has a proposal to share with Evan King of Arefu. Head there, listen as Evan accepts the proposal for the Family to protect the settlement, and return to Vance, telling him the deal is brokered. You can now speak to Vance about the "vampiric ways." Listen to him, and you are awarded the Hematophage perk.

FREEFORM QUEST: I WANT TO DRINK YOUR BLOOD

Speak with Vance, and once you come to an agreement about Arefu, the conversation can be steered into speaking about Blood Packs. Vance is happy to pay 15 Caps for every one you find. Scour the Wasteland for these—if you aren't sucking them down yourself!

FREEFORM QUEST: A LITTLE HELP FROM ALAN

If you have finished Blood Ties amicably on both sides and the Family has agreed to protect the settlement in return for Blood Packs, you can find Alan in the Abandoned House, which is now called Alan's Residence. There is little to claim inside except a Skill Book (check Arefu for the information), but you can now enter this dwelling (which is the only way to open it up).

FREEFORM QUEST: SPECIAL DELIVERY

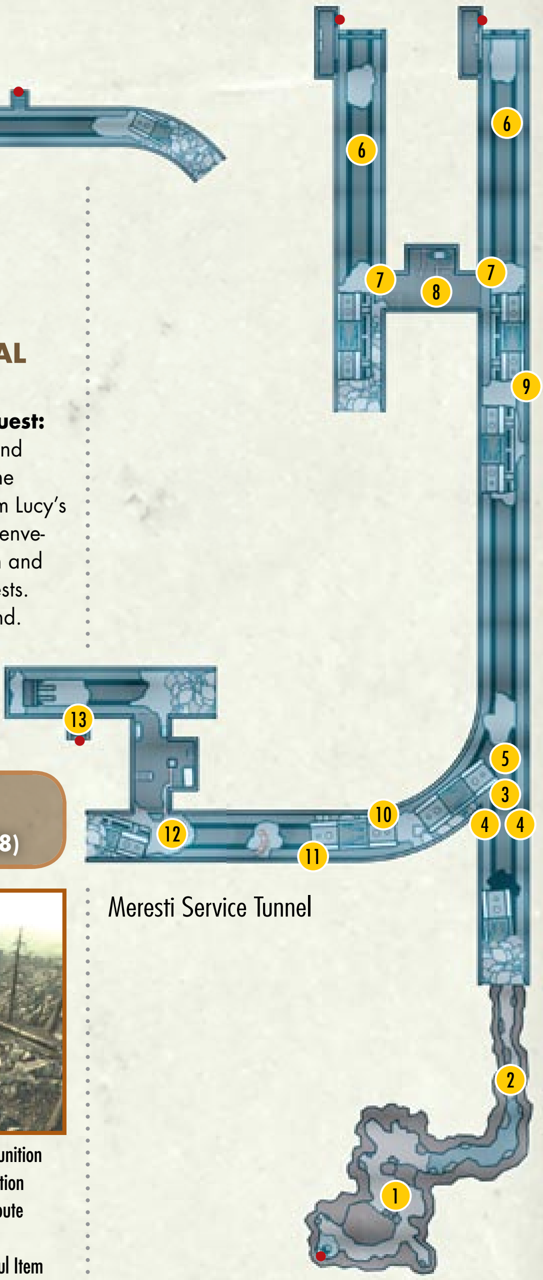
If you have finished **Miscellaneous Quest: Blood Ties** and Ian West has been found (and he's either back in Arefu or with the Family in this station), you can hand him Lucy's Sealed Envelope. If you don't have the envelope, then locate Lucy West in Megaton and agree to complete the errand she requests. There's no reward, except peace of mind.

5.06: AGATHA'S HOUSE (LAT 01/LONG 08)

- Miscellaneous Quest: Agatha's Song
- Freeform Quest
- Threat Level: 1
- Faction: Wastelander
- Services: Repairer, Trader
- Collectible: Mini-Nuke
- Guns And Ammunition
- Interior Exploration
- Main Trading Route
- Radio Signal
- Rare Or Powerful Item
- Inhabitant: Agatha

Agatha's tiny house is built in the middle of a rocky outcrop, accessible via a rope bridge. You'll usually meet a Trader here, as this is part of the gigantic circular trade route throughout the Wasteland. Next to Agatha's house is a powerful radio antenna. Request her key, or unlock her Ammo Box (it contains a Mini-Nuke), if you're feeling ill-mannered. Complete **Miscellaneous Quest: Agatha's Song**; you are rewarded by the radio mast powering up. The signal is strong enough to be heard throughout the Wasteland.

- Agatha's Station Signal
- Agatha's Ammo Box Key
- Ammunition Box
- Mini-Nuke (28/92)



Meresti Service Tunnel

FREEFORM QUEST: GOING FOR A SONG

Once you've completed Agatha's Song, she requests you help her write down the music for posterity and her own happiness. If you oblige, you must return to her with one Sheet Music Book. There are six locations in the Wasteland where you can find one of these.

1. Vault 92 [3.01]: Living Quarters—in a stall in the men's restroom (page 327).

2. Arlington Library [9.18]: Children's Wing—in one of the office cubicles, below a sheet music stand (page 412).

3. Springvale School [5.14]: Inside a classroom in the southeast corner of the interior, inside the foot-well of an overturned desk (page 356).

4. Statesman Hotel [12.08]: Roof—the remains of a string quartet's placing, on the ground next to a chair (page 423).

5. National Archives [17.11]: Sub-basement—on the north wall, in the large storage area lined with shelves. It is on the end of the bottom shelf (page 441).

6. Roosevelt Academy [1.16]: Roosevelt Arts and Athletics Hall—on the stage's far right, among the discarded music stands (page 315).

She rewards you with the fabled Blackhawk, an even more powerful Scoped .44 Magnum!

- Sheet Music Book (6)
- Blackhawk (31/152)

5.07: AREFU
(LAT -11/LONG 06)

- Miscellaneous Quest: Blood Ties
- Freeform Quest (3)
- Threat Level: 2
- Faction: Wastelander
- Collectibles: Bobblehead, Skill Book
- Guns And Ammunition
- Highly Visible Landmark
- Interior Exploration
- Main Trading Route
- Friendly: Brahmin
- Inhabitants: Brailee Ewers, Davis West (Deceased), Evan King, Karen Schenzy, Ken Ewers, Matiilda West (Deceased)

GENERAL NOTES

Arefu is a modest settlement perched atop an old freeway bridge spanning the Potomac River. The residents of Arefu destroyed the north ramp leading to Northwest Seneca Station to better protect themselves from Slavers. Arefu is the last stop on most trade caravan routes traveling from Megaton. The only approach is from the south, up the ramp.

1 Evan King's Defenses

The only interesting item on Evan King is his Roving Trader Hat. Arefu takes no time at all to explore, although you must get King's permission to speak with the residents before you're allowed to enter each home.

2 Ewers Residence

3 Schenzy Residence

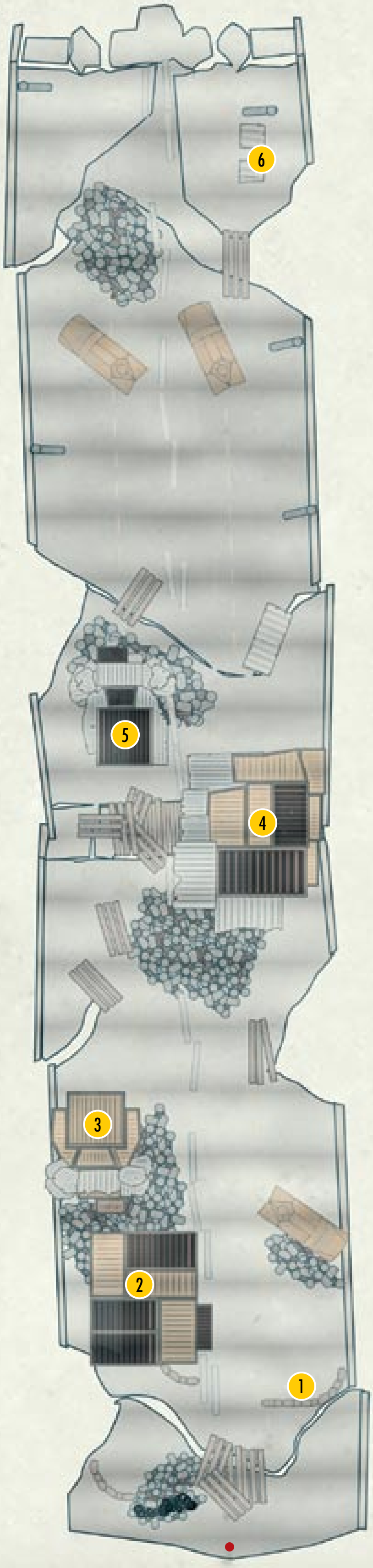
4 King Residence

Take the slight Karma hit and unlock the door, as there are seven Ammo Boxes to rummage in, and there's a Bobblehead: Repair on the table just left of the door.

- Ammunition Box
- Bobblehead: Repair (8/20)

EXTERIOR MAPS AND LOCATIONS

Arefu Township



5 West Residence

The West Residence has two dead bodies to inspect. Your Medicine skill affects the amount of information you learn about their deaths. Of greater interest to the Scavenger is King's residence.

6 Outhouses

FREEFORM QUEST: A LITTLE HELP FROM AREFU

Complete **Miscellaneous Quest: Blood Ties**, return to Arefu, and begin a conversation by requesting help. Once every 24 hours, these residents can provide you with the following:

Evan King: He spares a bottle of his finest alcohol, as well as a Chem, Grenade, Mine, and some Ammo from his personal cache.

Ken Ewers: He can Repair your items at a reduced rate.

Karen Schenzy: She knows a little of the surrounding area and can pinpoint new places for you to explore.

Brailee Ewers: She bakes some of her special "cookies" for you. Yum?

FREEFORM QUEST: A LITTLE HELP FROM ALAN

Finish **Miscellaneous Quest: Blood Ties,** and once the Family has agreed to protect the settlement in return for Blood Packs, you can find Alan in the Abandoned House, which is now called Alan's Residence. Enter the building to claim the Skill Book (the only way to access it).

- Pugilism Illustrated (10/25)

FREEFORM QUEST: SPECIAL DELIVERY

If Ian West is back living in his parents' house, you can hand over Lucy's Sealed Envelope to him. Don't have the envelope? Then locate Lucy West in Megaton, and agree to complete the errand she requests. There's no reward, except peace of mind.

5.08: FORDHAM FLASH MEMORIAL FIELD (LAT -08/LONG 04)

- Threat Level: 2
- Faction: Raider
- Hostile: Raider

At the top of the riverbank is a baseball field that's been turned into a small Raider camp, festooned with strung-up corpses.

5.09: MOONBEAM OUTDOOR CINEMA

(LAT -06/LONG 05)

- Miscellaneous Quest: Blood Ties
- Threat Level: 2
- Faction: Super Mutant
- Collectible: Skill Book
- Hostile: Super Mutant

It seems the Family isn't at this location, but a couple of eight-foot hulking brutes are scouting this area and the adjacent jackknifed truck [5.P]. There's a Carton of Cigarettes to take and sell, as well as a copy of *Pugilism Illustrated*.

- Pugilism Illustrated (11/25)

5.10: BIG TOWN

(LAT -04/LONG 03)

- Miscellaneous Quest: Big Trouble In Big Town
- Freeform Quest (2)
- Threat Level: 1
- Faction: Wastelander
- Services: Healer, Repairer, Trader
- Danger: Low Radiation
- Collectibles: Holotape (Replicated Man), Skill Book
- Interior Exploration
- Rare Or Powerful Item (2)
- Inhabitants: Bittercup, Dusty, Flash, Kimba, Pappy, Red, Shorty, Timebomb

RELATED INTERACTIONS

All inhabitants: You can ask about the problems with Super Mutants and begin the Miscellaneous Quest.

Pappy: You can trade and get items Repaired from Pappy. The prices are excellent once you complete the Quest.

Red: After the Quest, you can seek Radiation healing, medical attention, Chem treatment, and medical supplies from her.

Red: After the Quest, you can ask her what she knows about the Replicated Man.

GENERAL NOTES

When the children of Little Lamplight reach 16, they are left with two options: leave the underground cave system and wander the Wasteland or enter a "walkabout" and head for the relative safety of Big Town. This settlement, known by some Little Lamplighters as "Mungoville," isn't named Big Town for its size but for the adults who live there. When you arrive, you see that all the outer ranch homes have been boarded up. The inner cluster of homes have sturdy defenses linking each residence, and the only way to enter and exit the place is via a rope bridge at the place's north end. Super Mutants have raided these "easy pickings" for months now, and the inhabitants have dwindled to the current motley crew. This is also the destination of Red's boyfriend, Sticky, who you can chaperone from Little Lamplight as part of **Freeform Quest: A Sticky Situation** (page 340).

① Town Hall

This is devoid of items except for the alcohol in the fridge.

② Red's Clinic

There is an operating room with a severely wounded man named Timebomb on a gurney, near Red's medical supplies, which can't be opened. There's a Holotape and a Skill Book, and an empty basement.

Kill Red; you can wear her bandana (and outfit plus the key to her medical supplies) if you wish to turn the entire town Hostile.

- Holotape: The Replicated Man (10/24)
- D.C. Journal of Internal Medicine (14/25)
- Red's Bandana (and outfit) (32/152)
- Key to Medical Supplies

③ Common House

Bittercup usually resides here. There's a toilet with a backflow problem, and little else.

④ The Clubhouse

⑤ Scrapyard

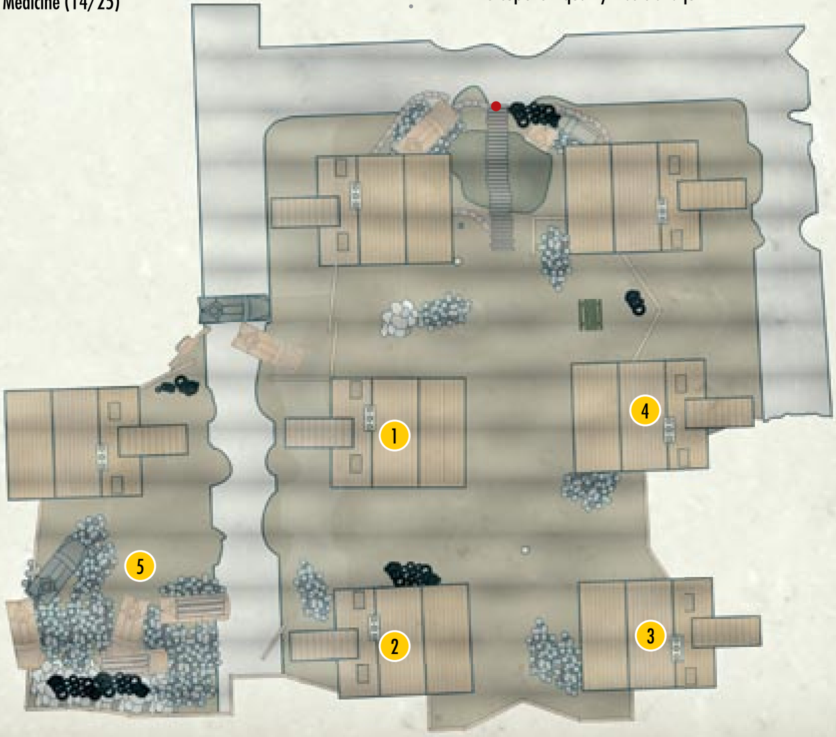
Perhaps the rusting robots could be Repaired to repel attackers?

> **Tip**
>
> Once Red has been rescued, Big Town becomes an excellent place to return to for medical help from Red, Repairing from Pappy, and "presents" from Bittercup.

FREEFORM QUEST: BITTERCUP RUNNETH OVER

Head into the Common House and look for a morose young woman named Bittercup (check her schedule). She's grumpy, sarcastic, and her plan in life is to die by the light of the full moon surrounded by candles, while wearing her favorite black dress. Politely greet her. When she (finally) stops talking, reply that no one understands you either. After she lists every man she's dated in Big Town (well, except Shorty), reply that you have something to say. After her warbling, choose any of the first three responses. She hits on you. Respond by telling her you're not in any sort of relationship. She bashfully ends the conversation. Return to her once every 24 hours, and she gives you a very common, usually useless present, such as a Squirrel-on-a-Stick or Nuka-Cola Bottle. Thanks, lover!

- Bittercup's low-quality Wasteland junk



Bittercup's exciting schedule is as follows:

12 noon–8:00 p.m.: Sleeping in the Common Room

8:00 p.m.–10:00 p.m.: Eating in the Town Hall

10:00 p.m.–10:00 a.m.: Patrolling the Town

10:00 a.m.–12 noon: Eating in the Town Hall

Tip

Have you spoken to her as a female adventurer? Have you used your Lady Killer or Black Widow perks?

FREEFORM QUEST: TICKING TIMEBOMB

Check out Red's clinic and move to the operating room, where you find a Big Town resident on a gurney. It looks like he's been shot several times and has broken both clavicles. If you know the sharp end of a scalpel from the blunt one, it might be time to put your Medicine into practice.

You can:

Operate on Timebomb, removing the bullets and sewing him up. He'll live! If your **Medicine** skill is too low, you can't operate, but you can have a good try. The results are less than impressive. He'll die!

Or you can rummage around, treating Timebomb like an unconscious Gore Bag. He dies unnecessarily. Oh well.

Leave the clinic to let him recuperate, and then return when Timebomb is standing up. He thanks you profusely for saving him. You can act graciously or (with a successful Speech Challenge) get Timebomb to hand over everything he has. All 5 Caps. Once awake, he helps the rest of Big Town by patrolling. Complete **Miscellaneous Quest: Big Trouble in Big Town** and save Red, and speak to Timebomb again after the town successfully fends off the Super Mutant attack. Timebomb is suitably grateful and gives you his Lucky 8-Ball. Keep it, always!

- 5 Caps
- Timebomb's Lucky 8-Ball (33/152)

5.11: KAELYN'S BED & BREAKFAST

(LAT -09/LONG 02)

- Threat Level: 3
- Faction: Raider
- Danger: Chain Trap, Mailbox Trap
- Hostile: Raider, Raider Guard Dog

A once-thriving bed and breakfast with commanding views of the Potomac is now a wrecked shell teeming with Raiders and a Guard Dog. They are well armed and have taken the nearby ruined bridge. Attack from the higher rocky ground, heading from south to north. Also beware of the house; the mailbox is a bomb, and there's a Brahmin-Head-on-a-Chain Trap as you step inside. Your reward? A Stimpak and a Blamo Mac and Cheese; there's better loot on the corpses!

5.12: VAULT 106

(LAT -09/LONG 01)

- Threat Level: 3
- Faction: Vault Dweller
- Danger: Gas Leak!
- Collectibles: Bobblehead, Mini-Nuke, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Rare Or Powerful Item (2)
- Sleep Mattress
- Hostile: Insane Survivor, Survivor

Check the area carefully, as there's a small door leading to another of Vault-Tec's clandestine attempts at testing humans who thought they'd be safe in their subterranean paradise. There are no records (even at the Citadel) of what is contained within this dwelling. Approach with caution!

VAULT 106 ENTRANCE

① Cog Door

Access the Vault Door Control Pod to open.

② Windowed Chamber

Open the adjacent hatch door, pass the barricade, and access the security terminal. On the terminal is a note from the Overseer, stating that everything is okay and that "unusual odor or faint taste to the air" is perfectly normal.

③ Stairwell

You meet an Insane Survivor of whatever befell this Vault. Expect a slight blue tinge to your vision shortly.

- Sledgehammer
- Vault 106 Jumpsuit

④ Reactor Room

This is empty, aside from the dead Insane Survivor.

⑤ Main Corridor Hallucination

Wait, there's a scientist ahead of you; he's walked into the chamber to the right (south)! Your eyes adjust. Head into the room, and it is empty. There's no one here.

⑥ More Ocular Madness

Round the corner and you see three scientists, each heading into a room nearby. Investigate, and the place is empty.

Note

Look closely at those scientists. Wasn't one of them your father?!

VAULT 106 LIVING QUARTERS: ATRIUM CATWALK LEVEL

⑦ Catwalk

There's shouting and Insane Survivors battering each other and you. To the south is a barricade of desks, and in the southwest corner is a locked door.

⑧ Northeast Room

Check the tiny crate stack on the desk; there's a well-hidden Skill Book at the base of them.

- Nikola Tesla and You (9/25)

⑨ Overseer's Office

Speak to the Overseer...wait, he's gone! Check the shelves for a Carton of Cigarettes, Health, and the Overseer's terminal. This has an Urgent Preparations Report, detailing the "preparation and release of the Control." This was obviously before "testing" began.

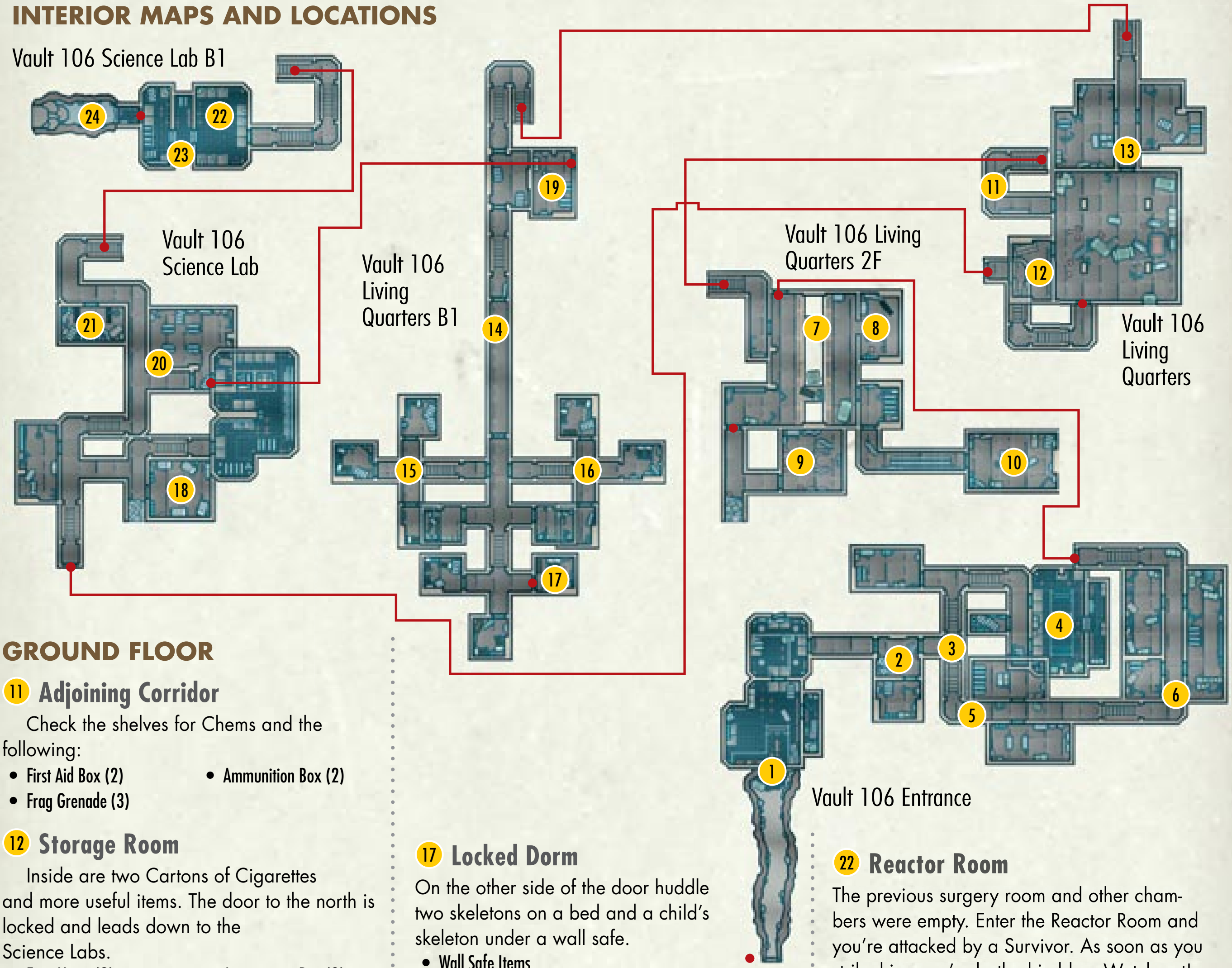
- First Aid Box

⑩ Medical Bay

Another Insane Survivor shouts to his nonexistent friends to "flank you!" After you defeat him, inspect the area. Locate the shelf with the Bobblehead: Science. Access the Lab Technician's Terminal. There is a single entry, which contains notes about the U. Noslen species of fungus.

- Bobblehead: Science (9/20)

INTERIOR MAPS AND LOCATIONS



GROUND FLOOR

11 Adjoining Corridor

Check the shelves for Chems and the following:

- First Aid Box (2)
- Frag Grenade (3)
- Ammunition Box (2)

12 Storage Room

Inside are two Cartons of Cigarettes and more useful items. The door to the north is locked and leads down to the Science Labs.

- Frag Mines (2)
- Ammunition Box (3)

13 Ocular Lunacy!

Approach the door to the south, and you stagger back, enthralled with the blue light. The Vault is clean. There are two doors; each leads to a room with a terminal. Read the message on any terminal. It's from you. You like it here. You want to stay. Keep reading. Stay, won't you? Fine, be like that. Shuffle out of the rooms and head north. You snap back into reality (you think) at the top of stairs leading down. The two rooms you were just in are in ruins.

14 You're Seeing Things Again!

Two Vault Dwellers run past you. They've gone.

15 Female Dorm

16 Male Dorm

This has an empty wall safe and a note in one dorm. It tells a tale of a Vault Dweller before the psychosis occurred; everyone was "so happy to be here and my roomies are flailing around in the love mist."

- Note: Feel the Love Man

17 Locked Dorm

On the other side of the door huddle two skeletons on a bed and a child's skeleton under a wall safe.

- Wall Safe Items

VAULT 106 SCIENCE LABS

18 Lunatic's Lair

We're boarding the metaphorical bus to insanity central! The southeast dorm room the lunatic charged from features books that stand on their ends. There are .308 Rounds in here. You can head up the nearby stairs, into a generator room with another loony, and a door leading back to the Living Quarters.

- First Aid Box

19 Observation Room (Living Quarters)

Check the terminal and the Vault 106 Master Key. The terminal has another urgent notice from the Overseer; he's unsure of the effects of the gas release.

- Vault 106 Master Key

20 Server Room

In the northeast corner of this level is a table with some milk bottles; take the Skill Book.

- Tumblers Today (10/25)

21 Medical Room

22 Reactor Room

The previous surgery room and other chambers were empty. Enter the Reactor Room and you're attacked by a Survivor. As soon as you strike him, you're bathed in blue. Watch out! The Tunnel Snakes are here! Wally Mack is attacking Butch and Paul Hannon! Back up, and watch the carnage, or intervene before you're attacked! Blast them! Oh, they disappeared. It might be time to leave.

23 Connecting Room

24 Security Vault

But not before you ransack the security vault (using the Master Key), which is a cave full of skeletons and a metal shelf with Darts and the items listed below. Retrace your steps, hoping there's no permanent damage. Don't worry, there isn't. Right?

- First Aid Box
- Ammunition Box (3)
- Mini-Nuke (29/92)

5.13: JURY STREET METRO STATION

(LAT -10/LONG -03)

- Main Quest: Galaxy News Radio
- Threat Level: 3
- Freeform Quest (3)
- Faction: Raider
- Danger: Bear Trap, Chain Trap, Grenade Bouquet
- Collectibles: Mini-Nuke , Nuka-Cola Quantum, Skill Book (4)
- Guns And Ammunition
- Health And Chems
- Highly Visible Landmark
- Interior Exploration
- Lots O' Caps
- Rare Or Powerful Item (2)
- Sleep Mattress
- Work Bench
- Hostiles: Mole Rat, Radroach, Raider
- Inhabitants: Ryan Brigg

Blocked off from the other D.C. Metro tunnels, the Jury Street Station area is now a wasteland on the surface, and a home to a small but vicious contingent of Raiders down below. Begin your sortie on the main drag's east side, heading up from the overturned City Coach Liner. Pass the Red Rocket Gas Station on your right (north), heading west. Head into Dot's Diner; there's a Freeform Quest to complete in here.

Across from the diner is the Metro entrance to Jury St. Station, where your interior exploration occurs. The area's southern part is referenced in Zone 8 [8.B]. Find the only other open building: the Gold Ribbon Grocers. Inside here, you can perform **Freeform Quest: Rube's Gold Ribbon Prize.**

JURY ST. STATION

Tip

If you're after an all-new and delicious meat, collect Mole Rat Meat from every one you kill.

1 Mezzanine Area

There's Mutfruit in a crate on a picnic table, along with Cherry Bombs and a Raider to slay. Investigate his junk-filled hideout for items, a Work Bench with a Bottlecap Mine, and some mattresses around a homemade anvil.

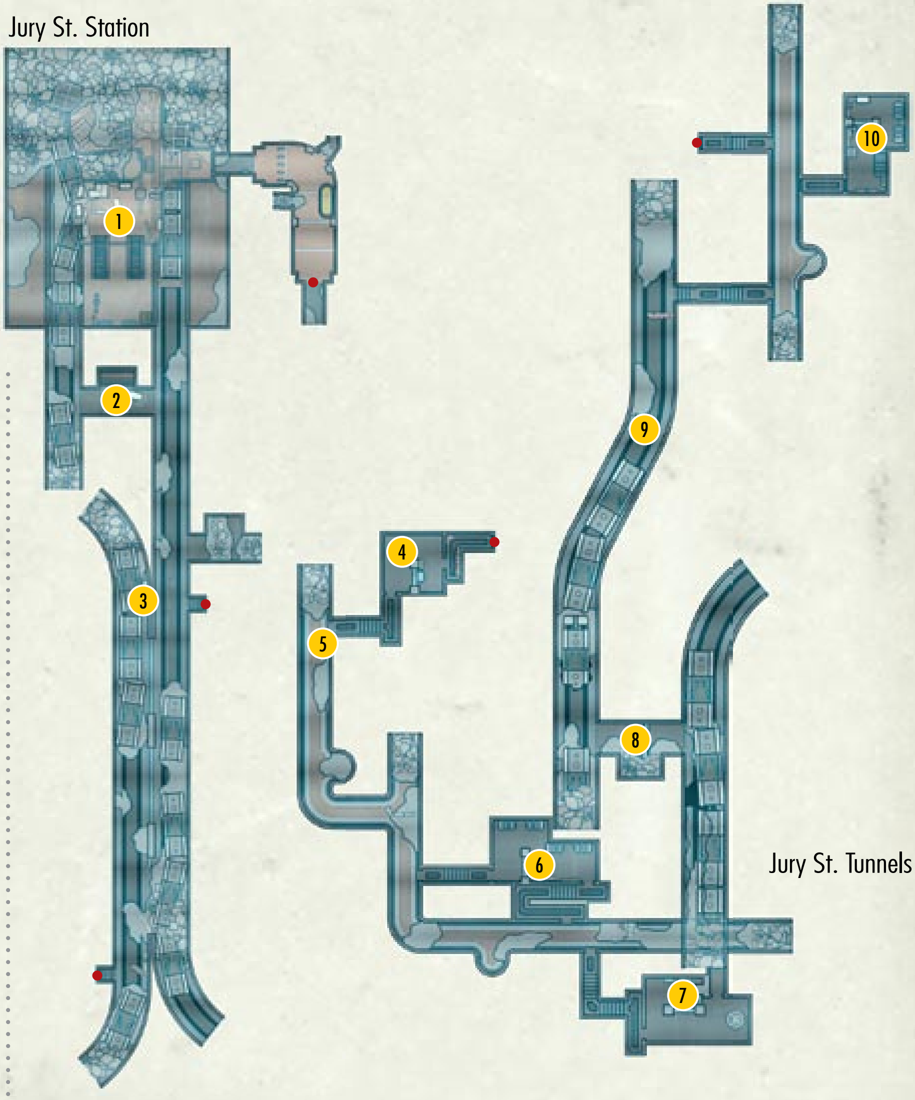
- Work Bench)
- Sledgehammer
- Bottlecap Mine
- Dean's Electronics (6/25)

2 Connecting Tunnel Chamber

Attack the Raiders, grabbing their Chems and Ammo.

- Ammunition Box (2)

INTERIOR MAPS AND LOCATIONS



3 Narrow Raider Alcove

Check the area for Chems, Stimpaks, and the following:

- Ammunition Box (2)
- 10mm Pistol and Ammo

JURY ST. TUNNELS

Note

There are two entrances to this location. The following scavenging hunt assumes you entered via the south entrance.

4 Room with the Leaking Pipe

There are Chems, Metal Boxes, and beer in here.

5 Table with Ammo

- Ammunition Box (3)

6 Generator Room

- First Aid Box

7 Ryan Brigg's Terminal

This terminal has five entries relevant to **Freeform Quest: Ryan Brigg's Wondermeat**.

8 Connecting Tunnel Chamber

- Ammunition Box (4)

9 Warning! Bear Traps

10 Ryan Brigg's Mole Rat Laboratory

Brigg is violent; kill him and loot his corpse for Ryan Brigg's Safe Key, which opens the floor safe next to his bed. Atop the safe is *Lying: Congressional Style*. There's another of Ryan's Terminals. Gather the following objects, and look for a cute little Mole Rat named Pumpkin that is kept in the ball cage. Bring Brigg's hypotheses here to a (hopefully) profitable conclusion: **Freeform Quest: Ryan Brigg's Wondermeat**.

- Ryan Brigg's Safe Key
- Lying: Congressional Style (3/25)
- Blood Pack (7)
- Nuka-Cola Quantum (35/110)

FREEFORM QUEST: THE JIGG IS UP

If you completed **Main Quest: Galaxy News Radio** and solved the optional puzzle involving two mathematically minded Mercenaries named Jiggs and Prime, there is a note mentioning that Prime is waiting at the Jury Street Station. If you head into the diner, Prime is indeed here but missing some vital appendages...like a head. However, his corpse contains some incredible items, the best of which are 500 Caps and a unique weapon.

- Xuanlong Assault Rifle (34/152)

FREEFORM QUEST: RUBE'S GOLD RIBBON PRIZE

Head inside the Gold Ribbon Grocers. Inside, resist your impulse to search the place, as there's an incredibly complicated trap in here. Complete the following:

1. Turn left (west), look on the floor for the pressure plate, and step on it.
2. This activates a Brahmin-skull-on-a-stick trap, which swings down (but won't hit you). Stay where you are!
3. The skull strikes a box of detergent, which creates a domino effect with dozens more boxes along the produce counter.
4. The last box drops onto a second pressure plate, which starts a baseball pitcher.
5. The baseballs thrown from the pitcher strike a bucket and other items on the counter to your right.
6. One of the items is a fire extinguisher, which falls onto a Bear Trap, and the extinguisher explodes.
7. This knocks a Grenade Bouquet hanging from the coffee machine. The grenades fall to the ground.
8. Seconds later, the grenades explode, igniting the seeping gas from the oven.
9. A fireball rips through the Grocers as the generator explodes! The whole building shakes.
10. This jolts an ancient skeleton down from a hole in the ceiling; he drops through, along with the following items:

- Nikola Tesla and You (10/25)
- Tumblers Today (11/25)
- Missile (3)
- Mini-Nuke (30/92)

FREEFORM QUEST: RYAN BRIGG'S WONDERMEAT

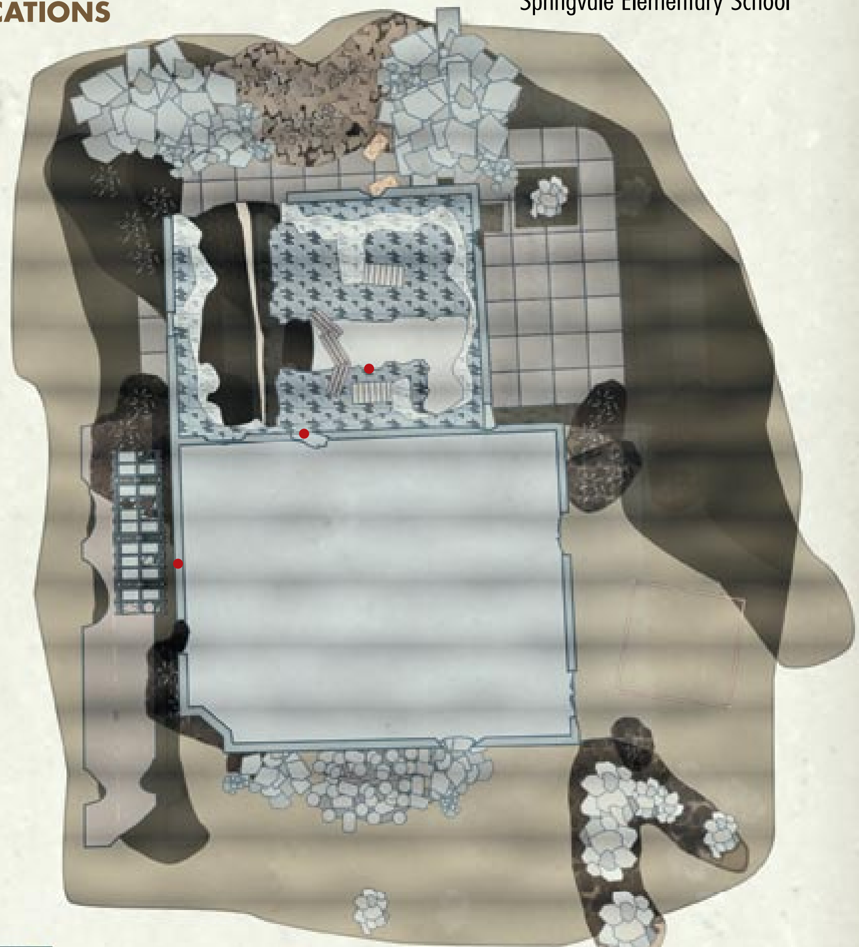
Locate Ryan Brigg's laboratory in the Jury St. Tunnels, and find the Wonder Meat Maker on the table along the west wall. Activate it, and combine the following items:

- Wonderglue (1)
- Mole Rat Meat (1)

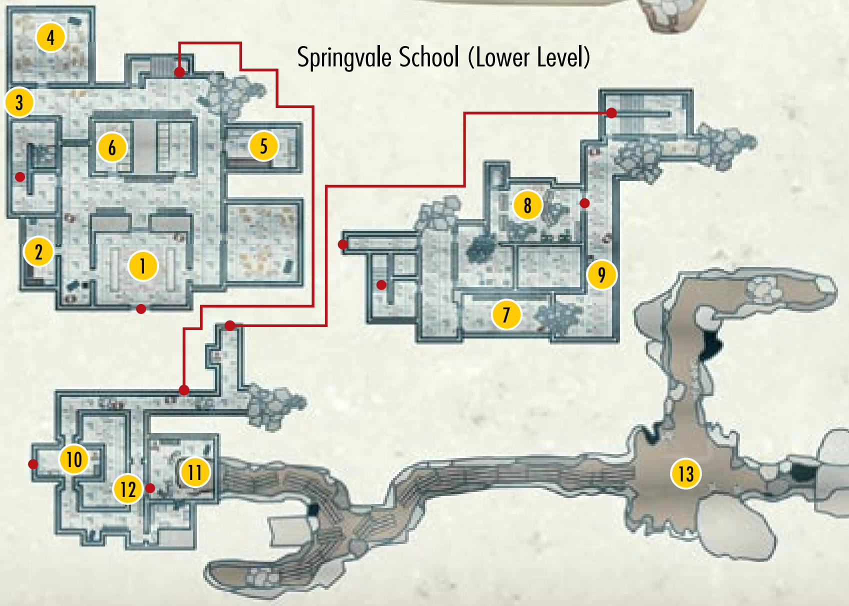
This creates Mole Rat Wonder Meat, which has five times the value and four times the HP gain than regular meat. You can continue to come back and create more meat as long as you have enough ingredients. You make a 6 Caps profit for each Mole Rat Wonder Meat you sell.

- Mole Rat Wonder Meat (WG 1, VAL 20, Rads +2, HP +20)

INTERIOR MAPS AND LOCATIONS



Springvale Elementary School



Springvale School (Lower Level)

5.14: SPRINGVALE SCHOOL (LAT -01/ LONG -01)

- Threat Level: 3
- Faction: Raider
- Collectibles: Nuka-Cola Quantum, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Hostiles: Giant Ant Genus, Raider, Raider Guard Dog

Northeast of Vault 101 [8.01] and on the northern outskirts of Springvale township [8.02] is Springvale Elementary School, which is now the residence of a band of bloodthirsty Raiders. There's an entrance on the western side, near the ruined bus stop. On the eastern perimeter is a power tower with a locked gate and a First Aid Box inside. Head around to the north, and there's a motorbike, a large rubble wall, and a huge gaping hole revealing that half of the school has fallen in and Raiders roam inside. The lower area has double metal doors leading to the lower-level interior. On the south wall above you is a door to the interior, too.

- First Aid Box

SPRINGVALE ELEMENTARY SCHOOL: GROUND FLOOR EXPLORATION

① Grisly Foyer

Head upstairs for the Nuka-Cola Quantum.

- Nuka-Cola Quantum (36/110)

② Kitchen

There are Chems, Stimpaks, food in the fridge, and a dead Mole Rat ready to be dissected.

③ Barred Gate

Oh, those poor children...

④ Northwest Classroom

There are scattered items, mattresses, and haphazard desk barricades in here.

- First Aid Box

⑤ Northeast Storage Room

Collect Stimpaks here.

- First Aid Box

⑥ Restrooms

There are Chems, body parts, and a mattress in here.

SECOND FLOOR EXPLORATION

⑦ Balcony Overlooking Grisly Foyer

Grab the Nuka-Cola Quantum near the headless corpse.

⑧ Library

There are no books, but there is a mattress, some foes, a storage room with Chems and Dirty Water, and a locked pair of doors to the east leading to a north–south corridor.

⑨ Raider's Lair

Kill the Raider and his dog, collect the listed items, sleep on his mattress, and read his terminal diary.

- Combat Knife
- Ammunition Box (3)
- Duck and Cover! (9/25)

SPRINGVALE SCHOOL (LOWER LEVEL)

Note

You can enter the interior in any order, although it is wise to investigate the upper areas first.

⑩ Entrance Area

There are a few Chems on the shelves.

⑪ Wrecked Storage Room

There's Rad-X, some Scotch, and a hole in the north wall, allowing you to check out the hole in the ground.

- First Aid Box

⑫ The Left Door

⑬ Raider's Mining Tunnel

Giant Ants scuttle about here, so prepare to blast or Sneak around them. Continue until the cavern opens up into a grotto with glowing fungi and clusters of Egg Clutches. Dip into one of these for some delicious Ant Meat. Also look under a corpse in this area for the Skill Book.

- Ant Meat
- Chinese Army: Spec Ops Training Manual (5/25)

UNLEASHED

Secondary Locations

5.A: WRECKED VEHICLES (LAT -13/LONG 12)

- Threat Level: 3
- Faction: Raider
- Collectible: Mini-Nuke, Pre-War Book
- Guns And Ammunition
- Sleep Mattress
- Hostiles: Mole Rat, Radscorpion Genus, Raider Guard Dog

On the road north of the Potomac and parallel to the monorail are the remains of an ancient accident: a 14-vehicle pileup. The real find is north along a dry creek bed. A Wanderer and his dogs are camped out on the jetty to the north; you must kill him to collect his unique armor. The jetty also has food, water, Whiskey, a place to sleep, and the following:

- Ammunition Box (2)
- Scribe Pre-War Book (36/103)
- Mini Nuke (31/92)
- Hunting Rifle
- Wanderer's Leather Armor (35/152)

5.B: MILITARY TRUCK (LAT -13/LONG 10)

- Threat Level: 2
- Guns And Ammunition
- Hostile: Robot Genus

Just south of the monorail debris is a large billboard for Vault-Tec next to a military truck with a sizable ammo cache.

- Ammunition Box (7)
- Assault Rifle

5.C: WRECKED MONORAIL CARRIAGE (LAT -12/LONG 11)

- Threat Level: 1

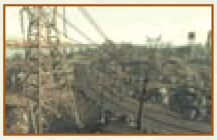
5.D: RUINED HOUSE (LAT -05/LONG 12)

- Threat Level: 2
- Faction: Enclave
- Collectible: Skill Book
- Hostile: Enclave Eyebot

Check the shelf inside this ruined house.

- Duck and Cover! (10/25)

5.E: POWER TRANSFORMERS (LAT 02/LONG 11)



- Threat Level: 1
- Faction: Wastelander
- Collectible: Nuka-Cola Quantum
- Friendly: Brahmin

South of Minefield [3.09] is a small set of transformers. The gate is locked, but there's nothing except discarded Nuka-Cola bottles inside the grounds. Cross the road to the adjacent pylon and locate a skeleton sprawled next to his chair with the following:

- Nuka-Cola Quantum (37/110)

5.F: RUSTING BOATS (LAT -12/LONG 09)

- Threat Level: 1
- Danger: Low Radiation

Below the military truck are two small rusting boats on what used to be the Potomac.

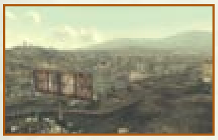
5.G: SCAVENGER SHACK (LAT -09/LONG 07)

- Threat Level: 1
- Faction: Wastelander
- Services: Repairer, Trader
- Danger: Low Radiation
- Guns And Ammunition
- Highly Visible Landmark
- Inhabitants: Scavenger, Scavenger's Dog

Right in the middle of the Potomac River is a highly visible shack with a Scavenger and his dog. Trade and Repair. If you want, steal his two locked Ammo Boxes. You can Pickpocket the inventory, too, and steal the Metal Helmet on the table.

- Ammunition Box (2)

5.H: BOWLING BILLBOARD (LAT -08/LONG 09)



- Threat Level: 3
- Highly Visible Landmark
- Hostile: Bloatflies, Deathclaw, Mole Rats

Use this as a landmark when wandering the northern side of the Potomac River, near Northwest Seneca Station.

5.I: RUSTING TUB AND BROKEN BRIDGE (LAT -05/LONG 07)

- Threat Level: 2
- Danger: Low Radiation
- Guns And Ammunition
- Hostile: Mirelurk Genus

The broken bridge is an amusing way to dive into the irradiated water. The barge has a Bulkhead safe and the following:

- Ammunition Box (2)
- Bulkhead Safe Items

5.J: HALLOWED MOORS SHACK (LAT -05/LONG 08)

- Threat Level: 2
- Faction: Super Mutant

5.K: RIVERSIDE RAIDER SHACKS (LAT -03/LONG 07)

- Threat Level: 2
- Faction: Raider
- Danger: Low Radiation
- Guns And Ammunition
- Health And Chems
- Sleep Mattress
- Hostile: Raider

There is a small encampment of three or four Raiders near Meresti Trainyards. They are sometimes mistaken for the Family, until you get a closer look. Defeat them (watch for their long-range Hunting Rifle attacks), then search both shacks, where you find Chems, two mattresses, Darts, three Cartons of Cigarettes, food, detergent, and the following:

- Frag Mines (3)
- Ammunition Box (3)
- Health and Chems
- Sawed-Off Shotgun and Ammo

5.L: RUSTING TUB (LAT -12/LONG 06)

- Threat Level: 1
- Danger: Low Radiation
- Guns And Ammunition

This boat is empty aside from three Ammo Boxes.

- Ammunition Box (3)

5.M: NORTH AREFU PIER (LAT -10/LONG 08)

- Threat Level: 1
- Danger: Low Radiation
- Health And Chems

There is a short set of three piers, where rusting boats and a caravan are slowly sinking into the mire. Swim into the lake and locate the half-submerged white speedboat.

- First Aid Box

5.N: SOUTH AREFU PIER (LAT -10/LONG 05)

- Threat Level: 2
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum
- Health And Chems
- Hostile: Mirelurk Genus

This is a single promontory with Mirelurk Egg Clutches underneath. The far end has an empty trunk with a locked First Aid Box and some Whiskey, but the real prize is on the wooden buttress—a Nuka-Cola Quantum stacked atop two tin cans. Dive off the pier to secure items from a safe and a First Aid Box by a sunken boat.

- First Aid Box (2)
- Sunken Safe Items
- Nuka-Cola Quantum (38/110)

5.O: DRY PIER (LAT -07/LONG 06)

- Threat Level: 2
- Guns And Ammunition
- Hostile: Mole Rats, Robot Genus

Over at the eastern end of the Potomac River, near Hamilton's Hideaway, is evidence of the ancient height of the river: a dry pier with two rusting boats still lying here. Gather the items, including Beer, food, and a cute teddy on the corpse.

- Ammunition Box (5)

5.P: JACKKNIFED TRUCK (LAT -05/LONG 05)

- Threat Level: 2
- Health And Chems
- Hostile: Enclave Eyebot, Super Mutant

This truck appears on the road heading northwest from Big Town.

- First Aid Box

5.Q: CRATERED HAMLET (LAT -01/LONG 05)

- Threat Level: 2
- Faction: Enclave
- Danger: Low Radiation
- Collectible: Skill Book
- Hostile: Enclave Eyebot, Mole Rat, Yao Guai

Something heavy and explosive has devastated this office building and nearby hamlet, and the resulting crater is radioactive. Check the safe in the debris and the one inside the house ruin. Aside from common items, check the bath in one of the houses for a Skill Book.

- Safe Items (2)
- Tumblers Today (12/25)

5.R: RUINED FARMHOUSE (LAT 02/LONG 05)

- Threat Level: 1
- Hostile: Vicious Dog

5.S: DEAD MAN'S CARAVAN (LAT 03/LONG 06)

- Threat Level: 2
- Faction: Enclave, Raider
- Health And Chems
- Hostile: Raider

This caravan is on the edge of Zone 6, and when the Enclave appear, they set up a camp [E6.04]. The "dead man" is a mere husk, with Whiskey by his mattress.

- First Aid Box

5.T: IRRADIATED POOL (LAT 03/LONG 05)

- Threat Level: 2
- Danger: Low Radiation

These pools are commonplace in Zone 4. Avoid them.

5.U: BRAHMIN SKULL SHACK (LAT -13/LONG 02)

- Threat Level: 3
- Collectible: Nuka-Cola Quantum
- Health And Chems
- Hostile: Robot Genus, Yao Guai

Close to VAPL-58 Power Station [4.10] and behind the bowling billboard is a dilapidated shack providing cover and the following:

- First Aid Box
- Nuka-Cola Quantum (39/110)

5.V: DRAINAGE OUTLET (LAT -08/LONG 02)

- Threat Level: 2
- Faction: Raider
- Danger: Low Radiation
- Hostile: Raider

Close to Kaelyn's Bed and Breakfast is a small Drainage Outlet.

5.W: RUSTING TUB, SHACK, AND PIER (LAT -02/LONG 02)

- Threat Level: 2
- Danger: Low Radiation
- Hostile: Radscorpion Genus

There's a half-buried tub with metal crates containing common items.

5.X: JACKKNIFED TRUCK (LAT 03/LONG 02)

- Threat Level: 2
- Faction: Raider
- Guns And Ammunition

The western edge of Bethesda Ruins [6.07] leads to a broken freeway section, on which sits a jackknifed truck.

- Ammunition Box (3)

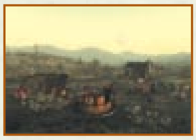
5.Y: PATRIOTIC PICNIC AREA (LAT -08/LONG -01)

- Threat Level: 2
- Danger: Low Radiation
- Guns And Ammunition
- Sleep Mattress
- Hostile: Radscorpion Genus

Check the caravan for a place to sleep.

- Ammunition Box (3)

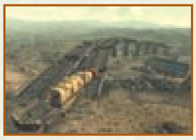
5.Z: RUINED FARMSTEAD AND OUTBUILDING (LAT -05/LONG 00)



- Threat Level: 1

Close to Vault 101 is a rotting farmstead with three outbuildings. Later, the Enclave set up a cleansing operation here [E5.05].

5.AA: FREEWAY RAIDER ENCAMPMENT (LAT -05/LONG -01)



- Threat Level: 3
- Faction: Raider
- Hostile: Raider

This may be one of your first confrontations with a Raider, as this small encampment is almost directly north of Vault 101. Don't fall through to the ground below. The only items you're collecting are from the Raider corpses, although killing Raiders is a great way to earn XP.

5.BB: LAKESIDE RUINS (LAT 01/LONG 00)

- Threat Level: 2
- Faction: Enclave
- Danger: Low Radiation
- Guns And Ammunition
- Hostile: Mirelurk Genus

Springvale's Lakeside Ruins sustained a direct hit to their office building. Watch for nearby Mirelurks. There's a Grenade Ammo Box to scavenge under the rocky banks just south of Springvale School. The Enclave also set up here [5.06].

- Ammunition Box

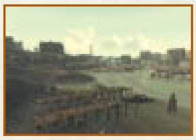
5.CC: RUSTING TUG (LAT 02/LONG -01)

- Threat Level: 2
- Danger: Low Radiation
- Health And Chems

A rusting tug spilled its radioactive cargo. Brave the radiation for Health and Chems.

- First Aid Box (2)

5.DD: NORTH PIER (LAT 03/LONG -01)



- Threat Level: 2
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum
- Health And Chems
- Hostile: Mirelurk

The pier along the northern edge of the island near Arefu is covered with Egg Clutches you can search. Locate the boat with the personal footlocker. Dive under the isolated bridge section to secure an underwater Nuka-Cola Quantum.

- First Aid Box
- Nuka-Cola Quantum (40/110)

ENCLAVE CAMP LOCATIONS

CAMP E5.01 (LAT -05/LONG 12)

- Main Quest: Picking Up The Trail
- Threat Level: 2

As soon as you step into the ruined house here, a squad of Enclave Soldiers arrives via Vertibird.

CAMP E5.02 (LAT -11/LONG 09)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Guns And Ammunition

The Enclave have set up a recon lookout station on the northern section of the freeway, just north of Arefu.

- Enclave Crate Ammunition (3)
- Ammunition Box

CAMP E5.03 (LAT 03/LONG 06)

- Main Quest: Picking Up The Trail
- Threat Level: 4
- Guns And Ammunition

A Flamer Soldier and two Officer-controlled Modified Deathclaws make this outpost, near Dead Man's Caravan [5.S], highly dangerous.

- Enclave Crate Ammunition (2)

CAMP E5.04 (LAT -08/LONG -03)

- Main Quest: Picking Up The Trail
- Threat Level: 3
- Danger: Low Radiation
- Guns And Ammunition

The Enclave are investigating Brahmin mutilations near an overturned radiation barrel container. Check the broken bridge section and the Modified Deathclaw in a containment cage.

- Enclave Crate Ammunition (3)
- Ammunition Box (2)

CAMP E5.05 (LAT -05/LONG 00)

- Main Quest: Picking Up The Trail
- Threat Level: 3
- Guns And Ammunition

A team are executing a "cleansing" operation, burning Wastelander corpses at the Ruined Farmstead and Outbuilding [5.Z].

- Enclave Crate Ammunition (2)

CAMP E5.06 (LAT -03/LONG -02)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Guns And Ammunition

The Enclave have landed and departed a Vertibird in the fields just west of Springvale. The Bird is still on the ground.

- Enclave Crate Ammunition (2)

CAMP E5.07 (LAT 01/LONG -01)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Danger: Low Radiation
- Guns And Ammunition

A field research team is studying the mutated creatures in the nearby area. A field terminal has two field entries: "Mirelurk" and "Great American Cockroach."

- Enclave Crate Ammunition (4)

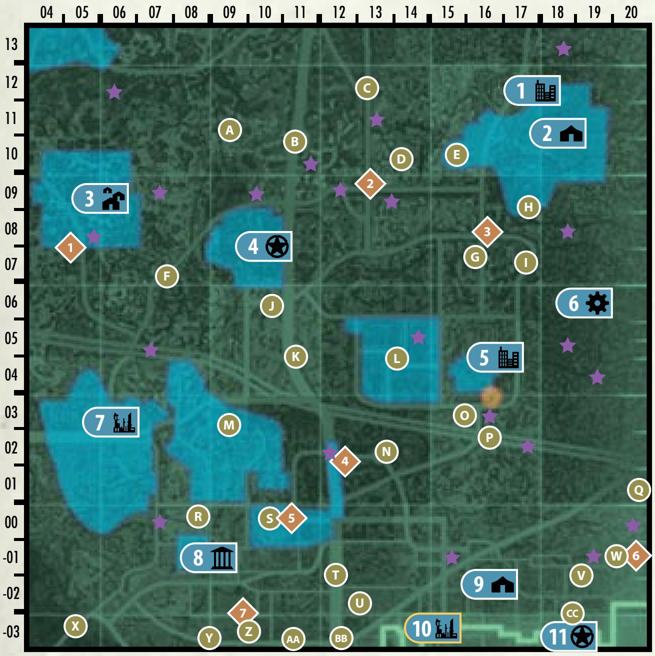
Zone 6: Eastern Hills and D.C. Outskirts

TOPOGRAPHICAL OVERVIEW

There's a little more life and more built-up areas to investigate in this neck of the woods; but there are still vast tracts of rural desolation to trudge around too. Beginning in the northwest, visit the Scrapyard for a new furry friend, and visit the Wheaton Armory if you're after a challenge with a huge payoff. Canterbury Commons is an important destination for Traders, and don't forget the two motor company factories, now home to more than just rusting car parts. To the southwest is the sprawling Bethesda Ruins and its surroundings. At the outer edge of the D.C. Ruins is a completely wrecked National Guard Depot and a Metro Station leading into D.C. itself. Finally, don't forget to say hello to Gary!

AVAILABLE COLLECTIBLES

- Bobbleheads: 3/20
- Fat Man Mini-Nukes: 11/92
- Unique Items: 8/152
- Nuka-Cola Quantum: 8/110
- Scribe Pre-War Books: 9/103
- Skill Book (Barter): 3/24
- Skill Book (Big Guns): 5/25
- Skill Book (Energy Weapons): 2/25
- Skill Book (Explosives): 2/25
- Skill Book (Lockpick): 1/25
- Skill Book (Melee Weapons): 4/25
- Skill Book (Repair): 3/25
- Skill Book (Science): 4/25
- Skill Book (Small Guns): 3/25
- Skill Book (Sneak): 3/25
- Skill Book (Speech): 4/25
- Skill Book (Unarmed): 2/25
- Skill Book Work Bench: 6



PRIMARY LOCATIONS

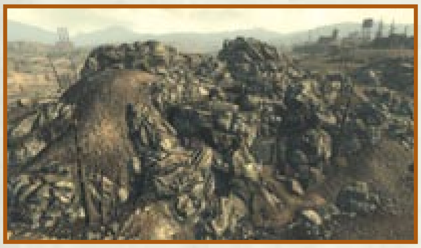
6.01: AntAgonizer's Lair (LAT 17/LONG 12)
6.02: Canterbury Commons (LAT 18/LONG 11)
6.03: Scrapyard (LAT 05/LONG 09)
6.04: Wheaton Armory (LAT 10/LONG 08)
6.05: Corvega Factory (LAT 16/LONG 05)
6.06: Vault 108 (LAT 18/LONG 06)
6.07: Bethesda Ruins (LAT 05/LONG 03]
6.08: Chryslus Building (LAT 08/LONG -01)
6.09: Rock Creek Caverns (LAT 16/LONG -02)
6.10: Friendship Heights Metro Station (LAT 14/LONG -03)
6.11: National Guard Depot (LAT 18/LONG -03)

SECONDARY LOCATIONS

6.A: Regulator Headquarters (LAT 09/LONG 11)
6.B: Jackknifed Freeway Truck (LAT 11/LONG 10)
6.C: Military Truck Checkpoint (LAT 13/LONG 12)
6.D: Brahmin Pastures (LAT 14/LONG 10)
6.E: Canterbury Commons Water Tower (LAT 15/LONG 10)
6.F: Wrecked Monorail Train (LAT 07/LONG 07)
6.G: Radio Mast Yankee Bravo (LAT 16/LONG 07)
6.H: Robot Repair Center (LAT 17/LONG 09)
6.I: Jackknifed Truck (LAT 17/LONG 07)
6.J: Wheaton Armory Truck (LAT 10/LONG 06)
6.K: Coach Liner Wreckage (Freeway; LAT 11/LONG 05)
6.L: Corvega Township (LAT 14/LONG 05)
6.M: Bethesda Suburbs (Raid Shack; LAT 09/LONG 03)
6.N: Bethesda Roundabout and Gas Station (LAT 13/LONG 02)
6.O: Red Rocket Gas Station (LAT 15/LONG 03)
6.P: Jackknifed Truck (under Monorail; LAT 16/LONG 02)
6.Q: Wrecked Monorail Carriage (LAT 20/LONG 01)
6.R: Chryslus Baseball Field (LAT 08/LONG 00)
6.S: Bethesda Coach Station (LAT 10/LONG 00)
6.T: Jackknifed Truck (LAT 12/LONG -01)
6.U: Red Rocket Gas Station (LAT 13/LONG -01)
6.V: Rock Creek Township Ruins (LAT 19/LONG -01)
6.W: Rock Creek Roundabout (LAT 20/LONG -01)
6.X: Wastelander Mine Trap (Under Bridge; LAT 05/LONG -03)
6.Y: Jackknifed Truck (LAT 09/LONG -03)
6.Z: Shelter Entrance (Under Bridge; LAT 10/LONG -03)
6.AA: Super Mutant Bonfire (LAT 11/LONG -03)
6.BB: Courtyard Fountain (LAT 12/LONG -03)
6.CC: National Guard Forecourt Trucks (LAT 18/LONG -03)

Primary Locations

6.01: ANTAGONIZER'S LAIR (LAT 17/LONG 12)



- Miscellaneous Quest: The Superhuman Gambit
- Threat Level: 3
- Faction: Wastelander
- Danger: Low Radiation, Mines, Shotgun Trap
- Collectible: Nuka-Cola Quantum
- Area Is Locked
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Rare Or Powerful Item
- Sleep Mattress
- Hostile: Giant Ant Genus
- Inhabitant: AntAgonizer (Tanya Christoff)

CANTERBURY TUNNELS

① First Junction

Disarm the Frag Mine and check the small storage chamber, ducking to avoid a Rigged Shotgun.

- Frag Mine
- First Aid Box
- Combat Shotgun and Ammo

② Dead End

Deactivate three Frag Mines here.

- Frag Mine (3)

ANTAGONIZER'S LAIR

③ Eastern Alcove

The lair is a modest affair, with a short tunnel into a larger cavern. If you haven't begun **Miscellaneous Quest: The Superhuman Gambit**, the AntAgonizer isn't likely to be here. Grab food and Purified Water from a short bookcase.

④ AntAgonizer's Throne

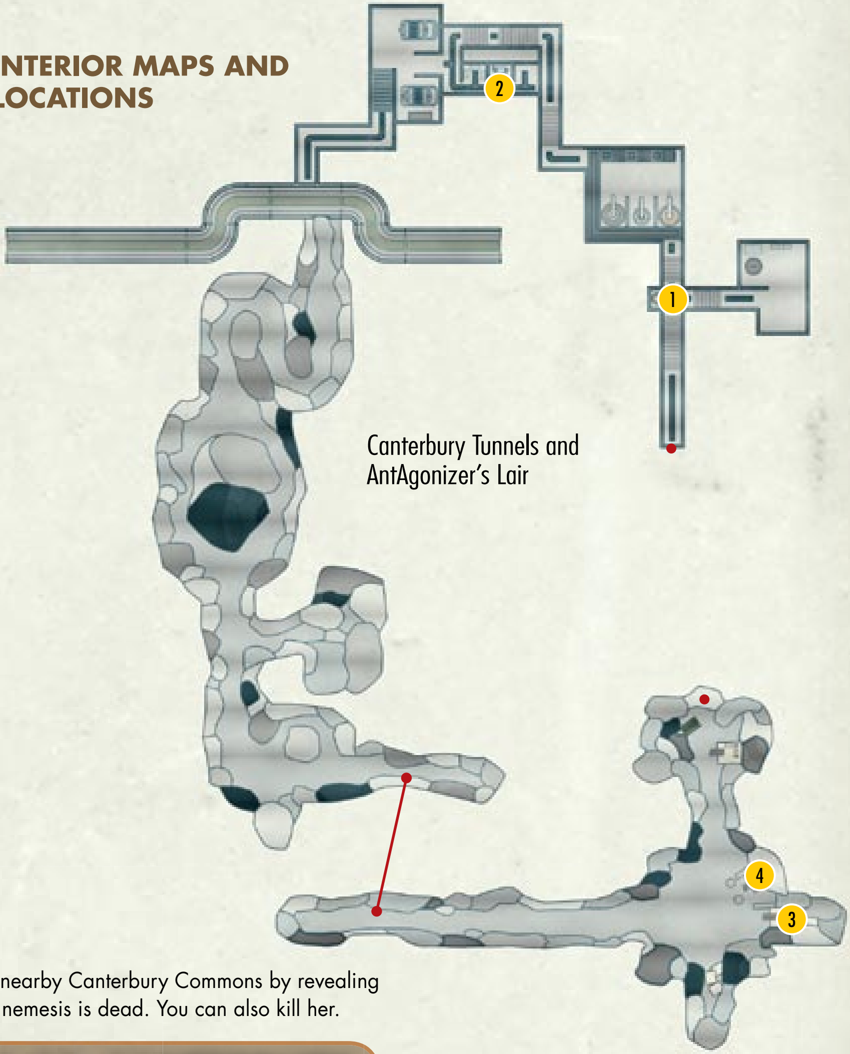
Take the Quantum here. Grab the remaining items from the AntAgonizer's body. The key allows you to use the sewer grate entrance (during the Quest), while the costume allows you to look slightly foolish. You can get the Ant's Sting only if the AntAgonizer is alive and gives it to you.

- Nuka-Cola Quantum (41/110)
- AntAgonizer Lair Key
- Ant's Sting (36/152)
- Ripper
- The AntAgonizer's Costume (37/152)
- The AntAgonizer's Helmet (38/152)

RELATED INTERACTIONS

AntAgonizer: You can learn her secret identity and confront her with it. You can team up with her to defeat the nearby Mechanist, a rival "superhero." You can stop her terrorizing the nearby Canterbury Commons by revealing her nemesis is dead. You can also kill her.

INTERIOR MAPS AND LOCATIONS

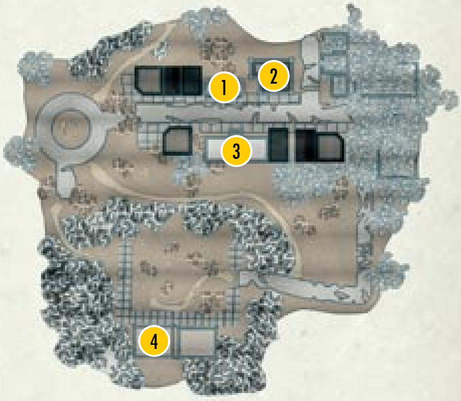


6.02: CANTERBURY COMMONS
(LAT 18/LONG 11)

- Freeform Quest (2)
- Threat Level: 2
- Faction: Wastelander
- Services: Repairer, Trader
- Collectible: Skill Book (4)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Main Trading Route
- Rare Or Powerful Item
- Sleep Mattress
- Work Bench (2)
- Hostile: Giant Ant Genus, Robot Genus, Turret
- Friendly: Brahmin
- Inhabitants: Derek Pacion, Dominic D'Ellsadro, Ernest "Uncle" Roe, Joe Porter, Machete, The Mechanist

EXTERIOR MAP

Canterbury Commons



GENERAL NOTES

Traders usually wait at the large Water Tower [6.E]. When your bartering is over, move into Main Street. Here, you can watch the fracas between the AntAgonizer and the Mechanist begin.

1 Diner

Derek Pacion is usually here; Pickpocket (**Sneak**) him for a *Grognak the Barbarian* comic. Joe Porter is the barkeep.

- Grognak the Barbarian (8/25)

2 Dominic and Machete's House

This garage has a Work Bench with a Bottlecap Mine on it and several interesting items. There are also Gun Cabinets to rummage in. The second room has a fridge with food. Locate the following items here:

- Work Bench
- Dean's Electronics (7/25)
- Highwayman's Friend (39/152)

3 City Hall (Ernest "Uncle" Roe's House)

Check the storage room and the living quarters for the following items:

- Ammunition Box (2)
- Crazy Wolfgang's Local Inventory
- Crow's Local Inventory
- Doc Hoff's Local Inventory
- Lucky Harith's Local Inventory
- Joe Porter's Safe

Uncle Roe's house is perhaps the most important spot for the Wandering Traders anywhere in the Wasteland, as they must keep their local inventory sealed here. If you've murdered any of the Traders, you can return here to unlock their deposits and then leave with the loot. Every Wandering Trader has their own box, and Joe Porter has a wall safe, stuffed mainly with food.

Note

Roe, Machete, and Dominic each have a House Key on their bodies. As the homes are unlocked (during the day), there's no need to resort to such bloodthirsty measures.

RELATED INTERACTIONS

Uncle Roe: You can get him to Repair your equipment. You can get him increase the variety and to invest in the Wandering Traders.

Joe Porter: You can receive a complimentary Dirty Water from him for being a new arrival. You can request and purchase food from him.

Mechanist: You can team up with him to defeat the nearby AntAgonizer, a rival "superhero." You can stop him terrorizing the nearby Canterbury Commons by revealing that his nemesis is dead. You can also kill him.

4 Robot Repair Center: Front Offices

South of town is the run-down electronics discount store. It has now been turned into the Robot Repair Center and has one entrance.

1 Elevator and Utility Door

This leads to the Mechanist's Forge.

2 Front Offices

Access the terminal to read the Note from Frank. Some dead guy named Snake has been smuggling Pulse Grenades to solve issues with the automated turrets. Check for the key behind the terminal, unlocking a metal box under the southwest cubicle.

- Pulse Grenade (6)

3 Door to the Control Room

WAREHOUSE POD BAY

4 5 Working Warehouse Terminals

Read the Note from Management Regarding Sector B. This basically instructs workers to raise a cargo elevator when robots are ready to ship, but the hydraulics are malfunctioning. Access a nearby pod. Activate the Protectron inside, and it strides over to the elevator shaft, steps on where the elevator should be, and falls to the ground below!

6 Connecting Console Room

Access a wall terminal to shut the turrets down.

CONTROL ROOM

7 Ground Floor Junk Room

There are several Protectrons and parts, along with the following (including a Skill Book on the desk next to the conveyor belts):

- Ammunition Box (2)
- Nikola Tesla and You (11/25)

8 Generator Control Room

Access Sector A Terminal. You can shut down the turrets above you from here.

- First Aid Box

9 Control Cabin

Open the desk safe and take the Sector A Encryption Key. Access the Sector A Emergency Terminal. Now that you have the key, activate an Emergency Pulse Explosion, destroying all the robotic entities in this chamber.

- Desk Safe Items
- Sector A Encryption Key

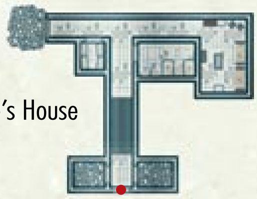
MECHANIST'S FORGE

10 Executive Office

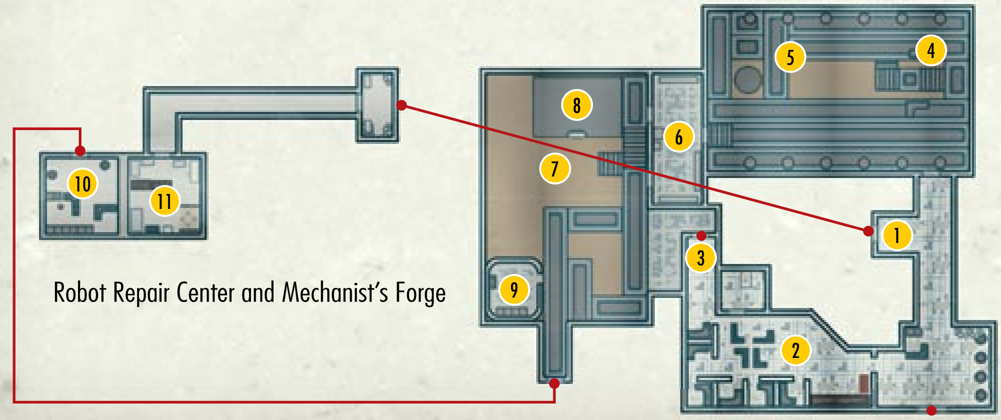
Check the Skill Book on the desk. Open the secret door by inspecting and activating the coffee brewer.

- Lying: Congressional Style (4/25)

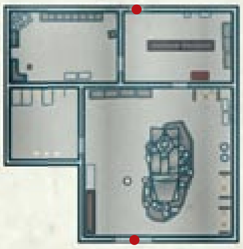
INTERIOR MAPS AND LOCATIONS



Ernest "Uncle" Roe's House



Robot Repair Center and Mechanist's Forge



Dominic and Machete's House

11 Mechanist's Lair

There's a Work Bench with a Nuka Grenade on it. The Costume and Helmet you recover from the Mechanist's body allow you to look rather unfortunate. He attacks with a Laser Pistol. If you are carrying the AntAgonizer's outfit after battling her with the Mechanist, you're given a unique Pistol.

- Work Bench
- The Mechanist's Costume (40/152)
- The Mechanist's Helmet (41/152)
- "Protectron's Gaze" Laser Pistol (42/152)

FREEFORM QUEST: MERCHANT EMPIRE

When you're speaking with Uncle Roe, bring the conversation around to the Traders who pass through here. Convince him to form a tighter organization and become the main point of contact. The following abilities allow this to occur:

A particularly adept comeback.

Your exceptional knowledge of Trading.

Your feminine charms and wiles.

Or, if you have 250 Caps or more, your experience in the Wastes convinces him.

Once the agreement occurs, you'll see that each merchant sells three "tiers" of equipment. Investing raises the variety and quality of the merchandise. It also allows the Trader to invest in an additional Bodyguard and Brahmin. Three days after your investment, return to the Trader in question, and you'll receive a useful item of the type you previously requested the Trader specialize in.

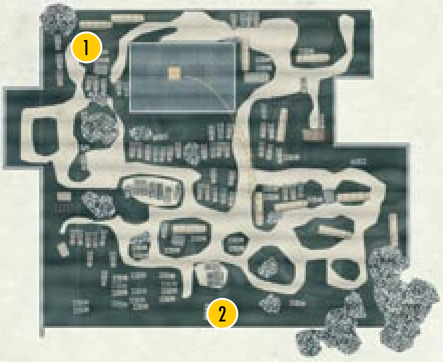
This is designed to increase the variety of goods the traveling merchants carry, allowing occasional "rare" items to appear for sale and for you to spend all those Caps you've been hoarding! For better purchases, here's what each Wandering Merchant focuses on selling:

- Lucky Harith: Weapons and ammunition
- Crow: Armor and clothing
- Doc Hoff: Food, drink, and Chems
- Crazy Wolfgang: Junk and miscellaneous items

6.03: SCRAPYARD
(LAT 05/LONG 09)

- Threat Level: 1
- Faction: Littlehorn And Associates
- Danger: Low Radiation
- Collectible: Skill Book (4)
- Follower
- Interior Exploration
- Lots O Caps
- Perk!
- Hostile: Raider
- Inhabitants: Daniel Littlehorn, Dogmeat, Littlehorn Secretary

Scrapyard



1 John's Stash

This large and sprawling scrapyard has dozens of vehicles rusting in the sun. Check the northwestern corner for John's Treasure Box; it has three Skill Books inside!

- U.S. Army: 30 Handy Flamethrower Recipes (6/25)
- Grognak the Barbarian (9/25)
- Guns and Bullets (11/25)

2 Littlehorn and Associates

The only building that's accessible is a small shack on the Scrapyard's south edge. It is sealed shut until the following happens:

1. You reach Level 14
2. Maintain negative Karma.
3. Choose the Contract Killer perk when you reach Level 14

You then receive a mysterious note called Littlehorn and Associates. Read it, and your Pip-Boy updates, revealing this to be the Scrapyard Office.

- Note: Littlehorn and Associates

SCRAPYARD OFFICE

The shack features four of Littlehorn's secretaries clacking away on typewriters. Daniel Littlehorn himself—sitting under a painting of Dante and Virgil in Hell—welcomes you. Check his wastebasket for a Skill Book

- Lying: Congressional Style (5/25).

FREEFORM QUEST: GETTING AN EARFUL

Now that you're an associate contract killer for the Littlehorn team, begin to slay those of sound mind and morals. Littlehorn is suitably vague about why he wants the few good and true inhabitants slain; you're just a cog in a machine—an incredibly evil, conspiratorial, and ultimately evil machine. Take an Ear from each corpse you kill, and return it to Littlehorn for 5–10 Caps and a negative Karma boost.

- Ear
- 5–10 Caps (per Ear)

FREEFORM QUEST: MAN'S BEST FRIEND

Search the Scrapyard's northeastern corner, and you'll hear gunshots and shouting. Watch as a black and white dog leaps and savages four Raiders, bringing them to the ground and killing them. The dog scampers over to you and barks. This is Dogmeat. He can be a fiercely loyal and trusted companion, ready to help you out in combat and forage for you.

- Follower: Dogmeat

Tip

For advice on utilizing your Follower, refer to page 37.

6.04: WHEATON ARMORY (LAT 10/LONG 08)

- Threat Level: 4
- Faction: Raider
- Danger: High Radiation
- Collectible: Skill Book
- Area Is Locked
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Rare Or Powerful Item
- Hostile: Raider, Turret

An old military base is now one of the major locations of power for the Raiders as they fan out from the nearby Bethesda Ruins. Once the Enclave arrive, expect the two factions to fight each other in this locale. There are the well-defended northern and southern gates and a gap in the fence to the west and southeast (the best way if you're Sneaking in here).

1 Ruined Concrete Building

This has Raiders everywhere, so take care and look up through the holes in the ceilings if you can't spot who's firing at you. On the top floor is a stash:

- Ammunition Box (3)
- First Aid Box (2)

2 L-Shaped Cabin (Outside Gate)

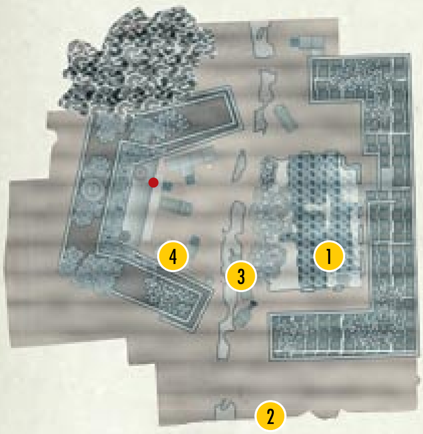
- Ammunition Box
- First Aid Box

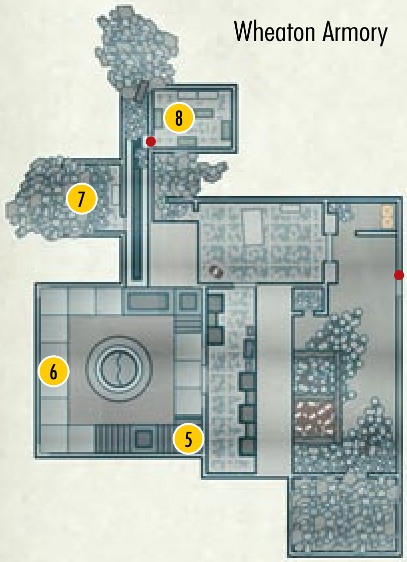
3 Parked Container Truck

Check the container for Ammo, Health, and Chems.

- Ammunition Box
- First Aid Box

MAPS AND LOCATIONS





④ L-Shaped Cabin (South; near Interior door)

Locate the safe to open.

- Cabin safe items

WHEATON ARMORY

⑤ Room with Metal Shelf

Warning! The background radiation is beginning to rise to unsafe exposure levels! Check the previous chamber's gun cabinets. Locate Rad-X, RadAway, and these items:

- Ammunition Box (2)
- First Aid Box

⑥ Silo Perimeter

- Ammunition Box

⑦ Rubble-Filled Room

Grab the items listed below, and deactivate the turrets at the terminal.

- Ammunition Box (4)
- First Aid Box

⑧ Armory

Access the locked terminal or door. Once the door is breached, a klaxon sounds. You find the items below (a few of the Ammo Boxes are locked).

- Frag Mine (3)
- Plasma Grenade (3)
- Ammunition Box(12)
- Rad Chems and Radiation Suits
- Pulse Mine (3)
- Assault Rifle (4)
- Minigun
- Sniper Rifle (2)
- Missile Launcher (2)
- U.S. Army: 30 Handy Flamethrower Recipes (7/25)

6.05: CORVEGA FACTORY

(LAT 16/LONG 05)

- Threat Level: 3
- Danger: Low Radiation
- Collectible: Skill Book (4)
- Health And Chems
- Interior Exploration
- Hostile: Giant Ant Genus, Giant Ant Queen

One of the two giant car conglomerates back before the bombs fell, the Corvega Factory still has a faded grandeur to it, although the place is now overrun with Giant Ants. Before you start your bug hunt, check the exterior surroundings and the irradiated container to the south, which has a Skill Book.

- Big Book of Science (8/25)

CORVEGA FACTORY (ENTRANCE)

① Foyer Desk

There are Giant Ants and Egg Clutches to tackle here.

- Lying: Congressional Style (6/25)

② Upper Open-Plan Office

- Big Book of Science (9/25)

CORVEGA FACTORY

③ East Warehouse

Locate the Metal Door on the western side.

- First Aid Box

④ Northern Warehouse

There are Giant Ants but only a few scattered items in the south alcove desk. There are Darts on the desk near the impassible west door.

⑤ Southern Warehouse

There's a Giant Ant Queen to defeat here. Stay on the upper catwalk lobbing grenades or firing weapons.

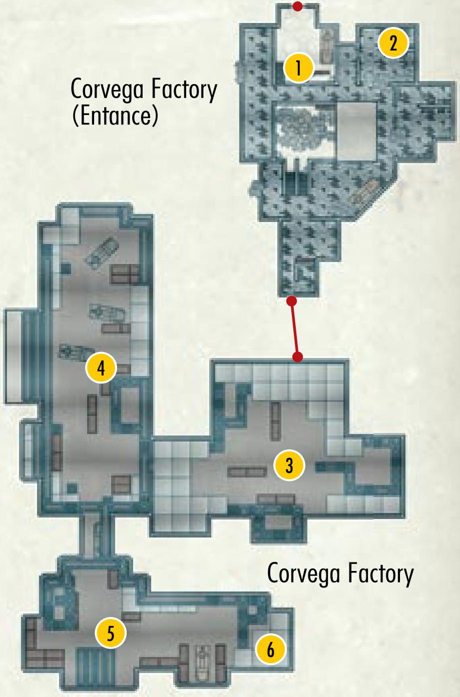
- Ant Queen Pheromones

⑥ Foreman's Office

There are bodies, Egg Clutches, two Stimpaks, and a Skill Book here.

- Dean's Electronics (8/25)

INTERIOR MAPS AND LOCATIONS



6.06: VAULT 108

(LAT 18/LONG 06)

- Threat Level: 2
- Faction: Vault Dweller
- Collectibles: Bobblehead, Nuka-Cola Quantum, Skill Book (3)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Hostiles: Gary 1, Gary 12, Gary 17, Gary 25, Gary 27, Gary 29, Gary 32, Gary 33, Gary 41, Gary 42 (Deceased), Gary 43, Gary 47, Mole Rat, Radroach

Near a small pond northeast of the Corvega Factory and south of Canterbury Commons is a rocky outcrop with a hidden vault entrance flanked by two trees. Aside from the bumpy terrain, this is easy to enter.

VAULT 108 (ENTRANCE)

① Entrance

Go into the entrance tunnel, stepping over some bodies (search the Wastelander), and head through the open vault door. This place is in serious disrepair—the door doesn't even close!

2 Small Reactor Room

Watch for a Mole Rat ambush! Check the area; there are items by the entrance to the living quarters.

- Stealth Boy
- Silenced 10mm Pistol

3 Connecting Passage

On the ground is a dead Vault Dweller, Gary 42.

- Vault 108 Jumpsuit

4 Reactor Room

There is a door to the Cloning Labs here. Check the storage room to the east; behind the stacked crates is a Quantum. Under the step ladder is a Skill Book that's almost impossible to obtain.

- Nuka Cola Quantum (42/110)
- Tumblers Today (13/25)

VAULT 108 (LIVING QUARTERS)

5 Send in the Clones

Head down the stairs, where you're accosted by Gary 33. It appears the Vault-Tec Company has turned this vault into a cloning facility! Alas, the clone "Gary" is now deranged and attacks while shouting his own name.

6 North Room

- First Aid Box

7 Atrium

Watch for Gary clones!

8 Cafeteria

Beware of Gary ambushes and Radroaches. There is also food in the fridge and a Skill Book in the corner. The two rooms to the south have a few food items but little else.

- Pugilism Illustrated (12/25)

9 Upper Atrium

Each room here has a bed, and one has a floor safe.

- Floor Safe Items

10 Corridor to Cloning Labs

Check the small room to the right to unlock another safe.

- First Aid Box
- Floor Safe Items

VAULT 108 (CLONING LABS)

Note

You can enter these labs from either direction.

11 Laboratory

Check the floor safe, and observe the Cloning Log Holotape, detailing attacks by an increasingly violent Gary 53 and 54.

- Floor Safe Items
- Holotape: Cloning Log

12 Central Observation and Medical Chamber

- First Aid Box
- Lying: Congressional Style (7/25)
- Bobblehead: Charisma (10/20)

13 Wrecked Room

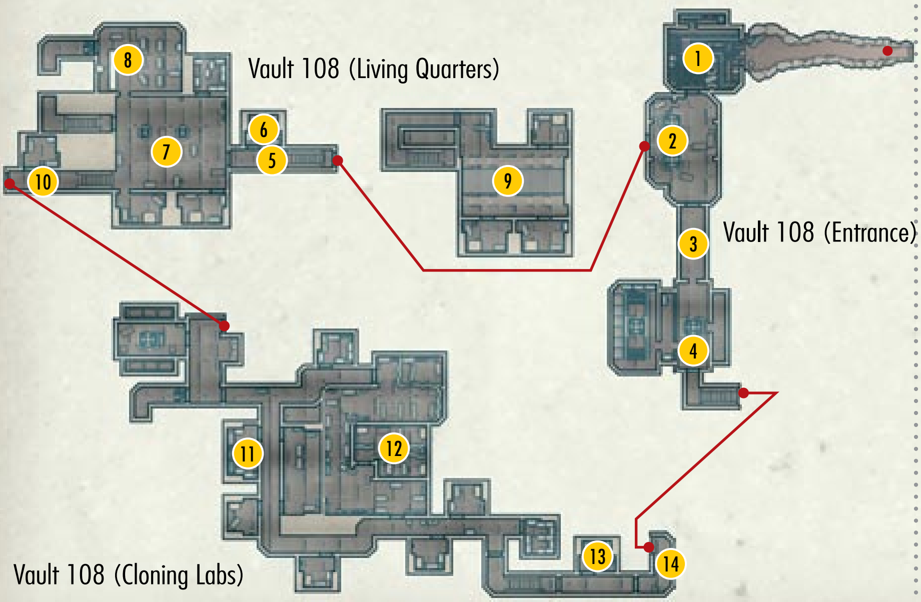
- First Aid Box

14 Exit Corridor

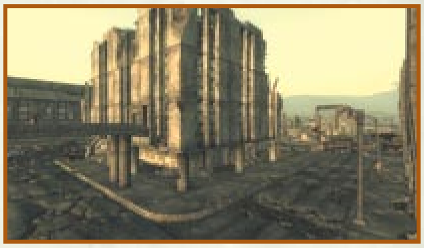
You can now exit this area. Never trust a man named Gary ever again.

- Ammunition Box (2)

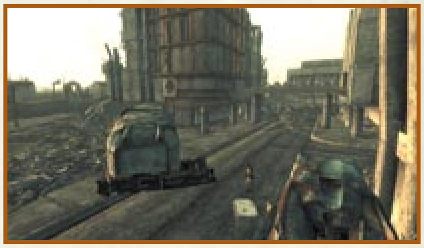
INTERIOR MAPS AND LOCATIONS



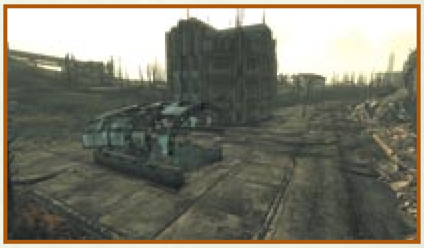
6.07: BETHESDA RUINS (LAT 05/LONG 03)



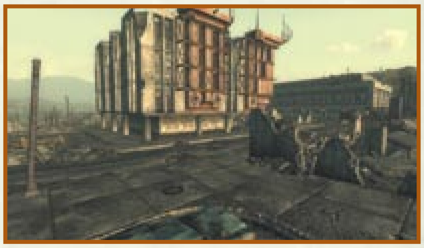
Bethesda Offices: East Entrance



Bethesda Offices: West Entrance



Bethesda Underworks: Metro Entrance



Bethesda Underworks: Manhole Entrance

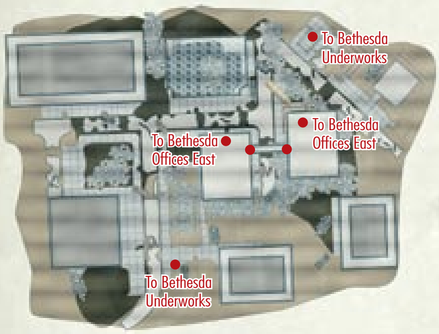
- Threat Level: 4
- Faction: Ghoul, Raider
- Danger: Grenade Bouquet (2), Low Radiation, Mines, Shotgun Trap (3)
- Collectibles: Bobblehead, Mini-Nuke (3), Nuka-Cola Quantum, Pre-War Book (2), Skill Book (6)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Work Bench
- Hostile: Ghoul Genus, Raider, Turret

Note

The following interior locations can be entered and exited from one of two directions. Where necessary, use the more obvious entrance.

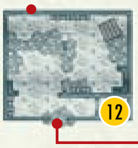
EXTERIOR MAP

Bethesda Ruins

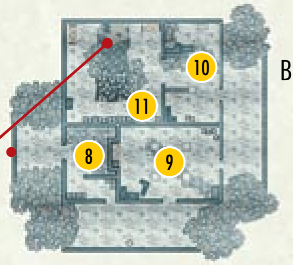


> **Note**
>
> The following assumes that you're entering Bethesda Ruins heading from west to east and that you're at the edge of town near the ruined freeway and Red Rocket Gas Station.

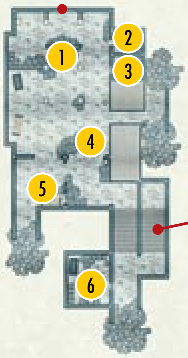
INTERIOR MAPS AND LOCATIONS



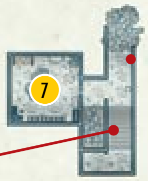
Bethesda Offices East floor 1



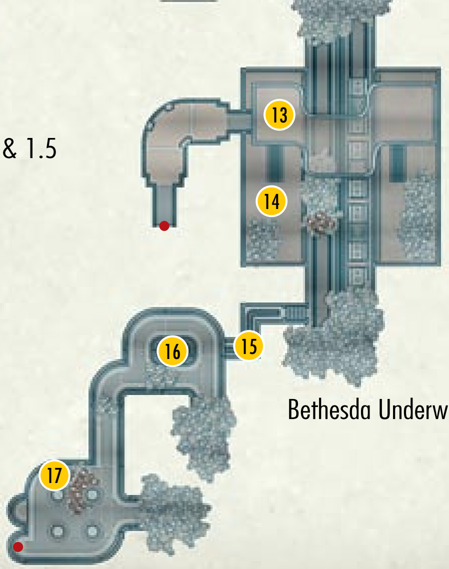
Bethesda Offices East floor 2



Bethesda Offices West floor 1 & 1.5



Bethesda Offices West floor 2



Bethesda Underworks

This is one of the largest urban areas outside of D.C. When navigating through this area, there is a main cluster of Raiders you should aim for. Head east along the main drag. Pass the huge billboard, the ruined building on your right, and fight Raiders on your way to the T-junction with the two burned-out halves of a Coach Liner. Two blocks south, near a blue car, is the manhole to the Bethesda Underworks. Keep going south, and you reach a radioactive drainage flow area, now little more than soggy ponds.

Back at the wrecked Coach Liner T-junction, head northeast, into the large ruined building with the concrete block balcony overlooking the Coach pieces. Sprint to the opposite staircase, and tear through the Raiders up here, backtracking on the upper floor to the balcony. There are two Ammo Boxes here. Head up a floor if you want to snipe from this location, especially at the Raiders to the east, on ground level by the truck container.

- Ammunition Box (2)

The western entrance to the Bethesda Offices is just south of you. Keep pushing east to another T-junction. There are Raiders everywhere, so use the truck container as cover, near the eastern entrance; grab the items listed below from inside. To the south is a Raider blockade and a concrete bridge linking the east and west offices, which you must access from inside either building. To the north is the Metro Station entrance to the Underworks.

- Ammunition Box (2)
- First Aid Box

BETHESDA OFFICES WEST (LOCATION 1)

> **Note**
>
> You can enter this area via the east office entrance or the west. The following assumes the latter.

1 Curved Front Desk

Prepare for combat (or an extra-quick Sneak) with more Raiders in an entrance foyer. Activate the Turret Control System terminal, deactivate the turret, then grab these items:

- Big Book of Science (10/25)
- First Aid Box

2 Small Restroom #1

- First Aid Box

3 Small Restroom #2

- Ammunition Box

4 Flaming Barrel

There's a mattress near here. Disarm or shoot the Frag Mine by the barrel, or shoot the fire extinguishers to help combat the Raiders.

- Frag Mine

5 Southwest Shelf

- Frag Mine
- Frag Grenade

6 Upstairs Room #1

There's a foe to kill, a lead pipe and Stimpak on the desk, and the following:

- Scribe Pre-War Book (37–38/103)
- Blood Pack (2)

7 Pressure Plate Room

This activates three Rigged Shotguns! Search for alcohol in the fridge and the following items (look in the crates next to the chest freezer for the Mini-Nuke):

- Combat Shotgun and Ammo (3)
- Stealth Boy
- Mini-Nuke (32/92)
- Dean's Electronics (9/25)

Rip through a lone Raider on the concrete bridge to the eastern offices, open the two Ammo Boxes, then enter the door to Bethesda Offices East.

- Ammunition Box (2)

TRAINING — FACTIONS & BESTIARY — CENSUS — GEAR — MAIN QUEST — MISC. QUESTS — TOUR — OPERATION: ANCHORAGE — THE PITT — BROKEN STEEL — POINT LOOKOUT — MOTHERSHIP ZETA — APPENDICES

Caution

Avoid stepping on the pressure plate, being struck by three Rigged Shotguns, and then falling through the hole in the room with the Rigged Shotgun; aside from the embarrassment, the fall dislodges six grenades in two bouquets, and you have those to worry about as you land: Run away!

BETHESDA OFFICES EAST (LOCATION 1)

8 Rubble-Filled Corridor

Check the rubble pile carefully to find a Mini-Nuke between two partially buried cabinets.

- Mini-Nuke (33/92)

9 Turret Control Room: Raider Leader

Dive at the back of the Turret Control terminal, deactivating it before backing up and slaying the Raider. Or, stay at the doorway and use it as cover. After you drop the Flamer Raider, search him for a Skill Book. Check the room for a wall safe and locate the Work Bench with junk and a Bottlecap Mine on it.

- Work Bench
- U.S. Army: 30 Handy Flamethrower Recipes (8/25)
- Melee Weapons
- Wall Safe Items
- Bobblehead: Lockpick (11/20)
- Ammunition Box (2)

10 Office

Check the northwest desk for the following items:

- Missiles (2)
- Chinese Army: Spec. Ops. Training Manual (6/25)

11 Mirelurk Cakes

Slay the Raider attempting to enjoy some delicious Mirelurk Cakes, then ransack the room for Darts, a Baseball Bat, and Health and Chems.

- First Aid Box

12 Restroom

Take the Scotch, Health, and Chems from here.

- First Aid Box

BETHESDA UNDERWORKS (LOCATION 2)

Note

You can enter this area via a sewer grating or a metro station entrance. The following assumes the latter.

13 Mezzanine

Head past the two vending machines and over the turnstiles, blasting a Ghoul in the face; then head onto the mezzanine, where more Ferals need flattening. Check the bucket on a stone bench near the baby carriage.

- Tales of a Junktown Jerky Vendor (8/24)

14 Lower Station Floor

Fight off the Glowing Ones (a sniped head-shot from the mezzanine is a good start). There's a makeshift mattress and some Rad Chems hidden in the tiny crates.

15 Connecting Corridor

Check the skeleton by the bucket for a couple of Stimpaks.

16 "Pillar" Storeroom

Watch out for the Ghoul! Then grab this bounty (don't forget the Mini-Nuke under the tiny crate):

- Nuka-Cola Quantum (43/110)
- Mini-Nuke (34/92)
- First Aid Box
- Frag Grenade (3)
- Ammunition Box (2)
- Grognak the Barbarian (10/25)

17 Radioactive Barrels and Skeleton

This dead guy has Buffout and a 2-Ball to snag too. There are nearby crates containing beer and Chems. Exit via the ladder.

- Chinese Assault Rifle

6.08: CHRYSLUS BUILDING (LAT 08/LONG -01)

- Threat Level: 4
- Faction: Super Mutant
- Danger: Bear Trap, Chain Trap, Shotgun Trap
- Collectible: Nuka-Cola Quantum, Pre-War Book, Skill Book (3)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Hostile: Centaur, Super Mutant Genus, Vicious Dog

»

On the southern outskirts of the large Bethesda Ruins is a concrete building that's seen better days; it was once the headquarters for the Chryslus Motor Company. There is a single entrance.

CHRYSLUS BUILDING RECEPTION AREA: GROUND FLOOR

1 Reception Area

As the dulcet tones of Three Dog waft through the air, step into the main reception area. The door to the west is locked and leads into the basement.

2 Large Ruined Offices (South)

Check the two bookcases here; one has a Carton of Cigarettes. Check the hole in the east wall for a desk with the following items:

- Nuka-Cola Quantum (44/110)
- Ammunition Box

3 Southwest Corridor Corner

There's a bookcase with another Carton of Cigarettes here.

4 Three "Open-Plan" Offices

The interior walls have been removed. There are only some common items here and the Health and Chems.

- First Aid Box

5 North Corridor T-Junction

You reach a wooden door that's locked and find an adjacent wall terminal. Unlock either to enter Location 6. Or, you can fall in from the second floor.

6 Locked Office

Find Buffout in the plastic bucket, a vending machine, and stairs down to the lower offices.

- Ammunition Box (2)
- Guns and Bullets (12/25)
- Scoped .44 Magnum

7 Northeast Office

Beware the Bear Trap, and take the Carton of Cigarettes.

SECOND FLOOR

8 Western Restrooms

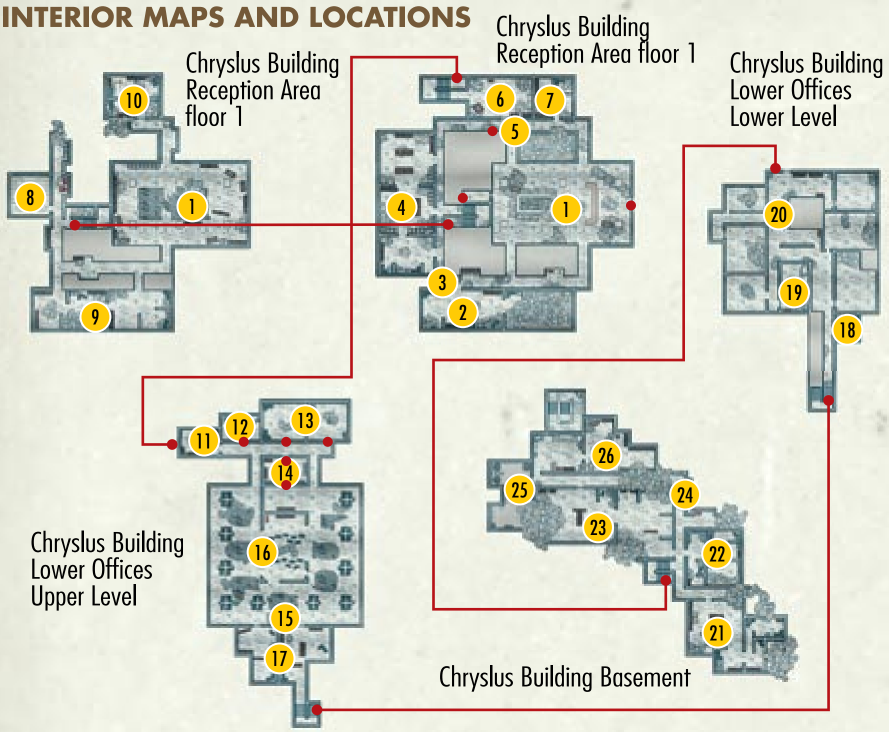
9 Southern Offices

The first office has a Carton of Cigarettes and Mentats on bookcases. There's also a Bear Trap near the wardrobe.

10 Large Office (without Floor)

Grab another Carton of Cigarettes. The radio is on the room's opposite side, as is a doorway. Beware of the Girder-on-a-Chain Trap! This leads to the room with the hole in the ceiling and a .44 Magnum; this is the other way to reach this area if you can't hack or pick the door.

INTERIOR MAPS AND LOCATIONS


Chryslus Building Reception Area floor 1
Chryslus Building Reception Area floor 1
Chryslus Building Lower Offices Lower Level
Chryslus Building Lower Offices Upper Level
Chryslus Building Basement
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26

CHRYSLUS BUILDING LOWER OFFICES (LOWER FLOOR 1: THE CORRIDOR OF LOCKED DOORS)

11 Trapped chamber

Locate the Carton of Cigarettes, but watch for the Bear Trap.

- Ammunition Box
- First Aid Box

12 Rotting Brahmin Office

Accessed down the corridor of locked doors.

13 Vicious Dog Offices

There are a few Chems in here too.

14 Mail Room

- Scribe Pre-War Book (39/103)

LOWER FLOOR 1: OPEN-PLAN DEVASTATION

15 Open-Plan Office South Wall

There's 10mm Ammo scattered here. Nearby is a desk with Chems and a Carton of Cigarettes. Expect to find a Minigun from one or more of the Super Mutants in the vicinity.

- Ammunition Box
- Minigun

16 Middle Area and West Cabinet

Locate the Skill Book in one of the postal crates (don't fall through the floor). There are Chems and melee tools to take at the cabinet.

- Pugilism Illustrated (13/25)

17 Executive Office Area

Search for a couple more Cartons of Cigarettes, common items, and stairs down.

LOWER FLOOR 2: OFFICES AND RECREATION AREA

18 Storage Room Trap

Beware the Rigged Shotgun.

- Combat Shotgun and Ammo
- Ammunition Box (2)

19 South Storage Room

- Stealth Boy

20 Northern Recreation Area

There's food in the fridge and an Eat-O-Tronic machine. You're looking for the wooden Door to Chryslus Building Basement, to the left of the Vault-Tec backlit sign.

CHRYSLUS BUILDING BASEMENT

> **Note**
>
> You can also enter this basement from the Reception Area, if you unlock the wooden door to the north.

21 Southern Office

There are a few bottles of Whiskey, food, and scattered Caps.

22 Eastern Office

23 Middle Office

- First Aid Box
- 308 Caliber Rounds

24 Corridor, Leading from Stairwell

There is some minor Ammo and a Carton of Cigarettes in an alcove.

25 Generator Room

Find a Skill Book and the following:

- Big Book of Science (11/25)
- First Aid Box

26 Northern Office

Open the two safes, one of which has a Stealth Boy in it. Grab the two Cartons of Cigarettes and leave.

- Office Safe Items (2)
- Stealth Boy

6.09: ROCK CREEK CAVERNS

(LAT 14/LONG -02)

- Threat Level: 4
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Mirelurk Genus

The northern edge of the D.C. Metro outskirts isn't the first place you'd expect to find a giant underground Mirelurk cavern, but access to this gloomy and dangerous locale is available, thanks to a large crater created after a gas explosion.

SEWER AND METRO TUNNELS

1 Small Storage Chamber

Attack the Mirelurk. Around the edge are shelves containing metal boxes and the following:

- Ammunition Box (3)
- First Aid Box (2)

2 Hole in the Metro Line

Descend down here into the Great Chamber. Optionally take RadAway before you go.

GREAT CHAMBER

3 Gigantic central Column

Climb the promontory in the southwestern area to gather food, beer, and the following:

- First Aid Box
- Ammunition Box
- Nuka-Cola Quantum (45/110)

4 Debris-Strewn Dead End

Mirelurks have slain the scavengers holed up here. There's a half-buried safe and the following:

- Half-Buried Safe Items
- First Aid Box
- Ammunition Box

5 Connecting Passage

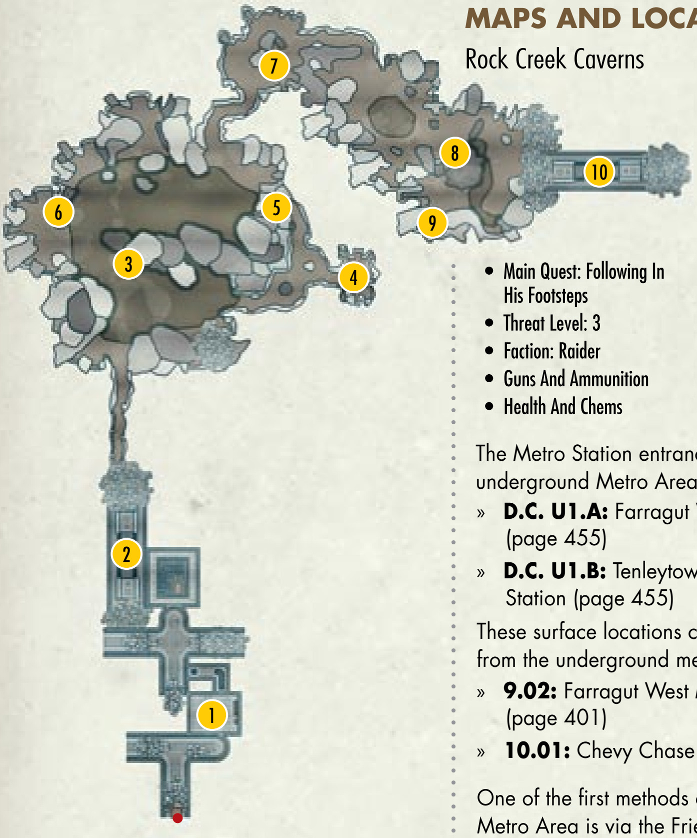
This brings you out, looking over a rocky path that winds north.

6 Alcove

This has a mattress in it.

MAPS AND LOCATIONS

Rock Creek Caverns



BACK CAVERNS

7 Wider Tunnel Area

There's both Mirelurk Meat (in the clutches) and Ant Meat to sift through here.

8 Larger Cavern

You can climb up onto the middle column and fire from here, or dodge the Mirelurks on the ground.

9 South Side Alcove

The following items and a half-buried safe are here:

- Laser Rifle
- Ammunition Box (3)
- Power Fist
- First Aid Box (2)
- Half-Buried Safe Items

10 Metro Tunnel Remnant

This is completely blocked (although there's a dead commuter and Stimpak to check out before you backtrack to the surface).

6.10: FRIENDSHIP HEIGHTS METRO STATION (LAT 14/LONG -03)

- Main Quest: Following In His Footsteps
- Threat Level: 3
- Faction: Raider
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostile: Raider, Super Mutant Genus

The Metro Station entrance leads to two linked underground Metro Areas:

» **D.C. U1.A:** Farragut West Station (page 455)

» **D.C. U1.B:** Tenleytown/Friendship Station (page 455)

These surface locations can be accessed from the underground metro tunnels:

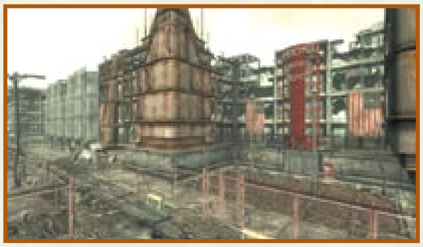
» **9.02:** Farragut West Metro Station (page 401)

» **10.01:** Chevy Chase North (page 416)

One of the first methods of entering the D.C. Metro Area is via the Friendship Heights Metro Station. It is currently a Raider camp, so expect clashes with these enemies as you close in on the entrance. Use the concrete buttress to the north of the entrance as cover, Sneak down the entrance escalators, or begin some running-and-gunning-style combat. These Raiders are likely to be well equipped, with Small Guns, Flamers, and perhaps a Missile Launcher. Head into the exterior mezzanine above the station entrance to claim Chems, Whiskey, beer, and Brahmin Steak. Sleep in the tent mattress and grab the items listed below. When you're ready, head down the escalator and enter the metal gate to Tenleytown/Friendship Station [U1.B].

- 10mm Pistol and Ammo (2)
- Frag Grenade (3)
- 10mm Submachine Gun (2)
- First Aid Box (2)

6.11: NATIONAL GUARD DEPOT (LAT 18/LONG -03)



- Threat Level: 4
- Danger: Gas Leak, Low Radiation
- Collectibles: Bobblehead, Mini-Nuke (5), Fat Man Launcher, Nuka-Cola Quantum, Pre-War Book (6), Skill Book (4)
- Area Is Locked
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Work Bench (3)
- Hostile: Glowing One, Mark V Turret, Robot Genus

> **Note**
>
> Before you enter this location, it is advisable to have the access code to the Bunker, available after you collect all five Keller Holotapes. All Keller Holotape locations are listed on page 745.

On the outskirts of the D.C. Metro Area is a National Guard Depot with two Guard Protectrons. The building looks study from the outside, but it is devastated inside. However, there is a huge amount of weaponry and ammunition hidden deep in the basement armory.

NATIONAL GUARD DEPOT: GROUND FLOOR

1 Work Bench

Beware of gas as you enter the building. Amid the broken flooring and leaking pipes is a Bottlecap Mine, scattered junk, and two Cartons of Cigarettes.

- Work Bench

2 Hole in Floor

Use this to drop down to the wall terminal [Location #4].

LOWER FLOOR

3 L-Shaped Chamber with Generator

Directly under the entrance door is a desk with another Work Bench, a mattress, and the radio you heard as you came in. The generator has Fission Batteries and other common items on it.

- Work Bench
- First Aid Box

4 Wall Terminal

Expect robotic adversaries here; hack into the Turret Control System and deactivate the turrets.

5 Storage Room

Access this via a metal door. The nearby utility hatch door is locked and activated elsewhere.

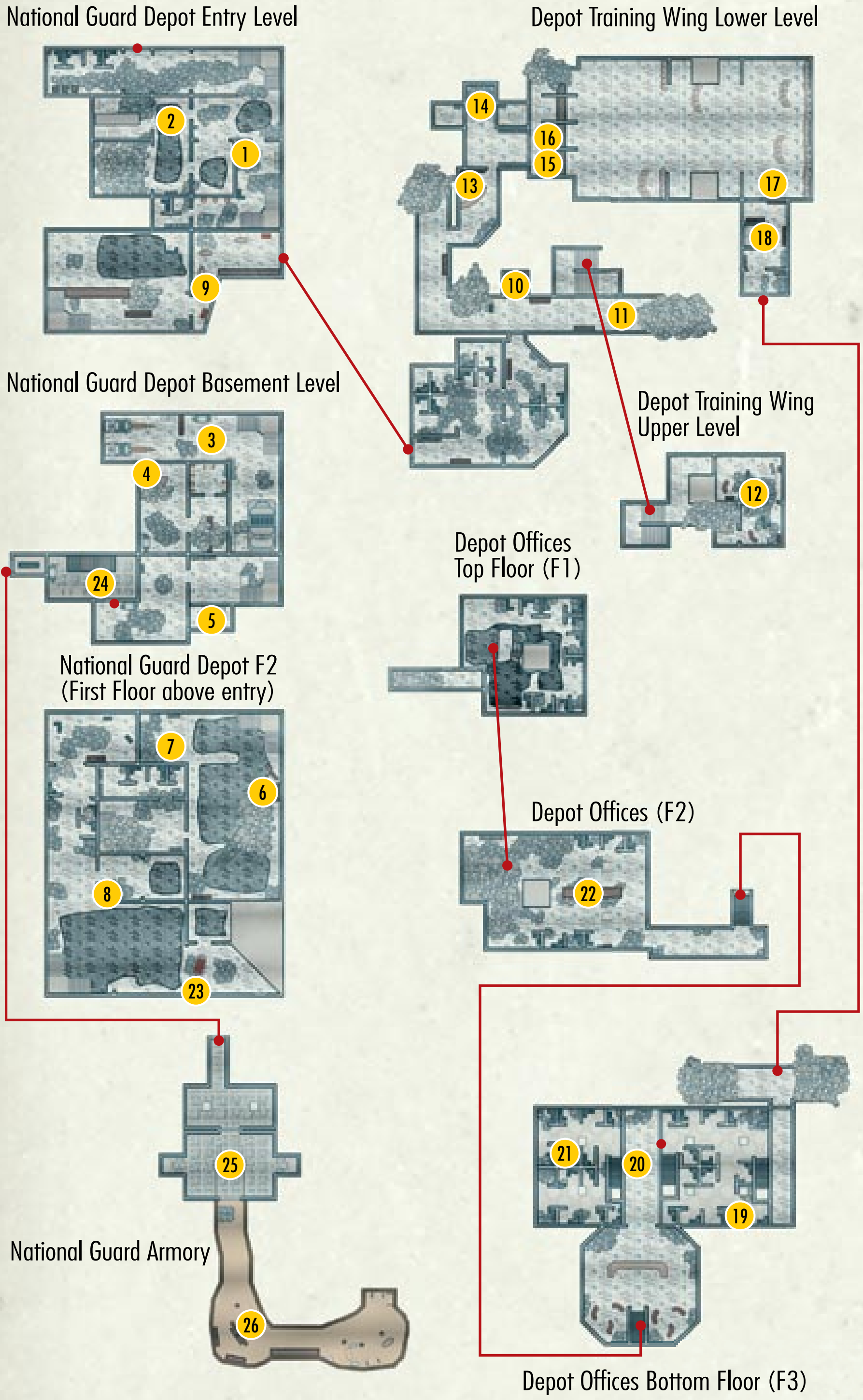
- Nikola Tesla and You (12/25)

UPPER FLOOR (TO DEPOT TRAINING WING)

6 Eastern Wall Bookcase

- Scribe Pre-War Book (40–41/103)

INTERIOR MAPS AND LOCATIONS


National Guard Depot Entry Level
1
2
9
Depot Training Wing Lower Level
13
14
15
16
17
18
10
11
National Guard Depot Basement Level
3
4
5
24
Depot Training Wing Upper Level
12
Depot Offices Top Floor (F1)
National Guard Depot F2 (First Floor above entry)
6
7
8
23
Depot Offices (F2)
22
National Guard Armory
25
26
21
20
19
Depot Offices Bottom Floor (F3)

7 Wrecked Room

Scramble onto the twisted radio mast and shimmy along the floor edge to reach here.

- First Aid Box

8 Turret Control Terminal

Hack it to switch the turret off.

9 Snack Machines

Exit to the door to Depot Training Wing.

DEPOT TRAINING WING

10 Alcove and Terminal

Deactivate the turret from here.

11 Dead End

- First Aid Box

12 Junk-Filled Office

Sift through debris to find a Skill Book, a Pre-War Book, and a wall safe.

- Tales of a Junktown Jerky Vendor (9/24)
- Scribe Pre-War Book (42/103)
- Wall Safe Items

13 Firing Range Desk

Behind the desk is a Combat Helmet and the following:

- 10mm Submachine Gun and Ammo (6)
- Assault Rifle and Ammo (6)

14 Restrooms

- First Aid Box

15 Booth #1

There are two Combat Helmets in here and the following:

- Assault Rifle and Ammo (2)
- Ammunition Box (2)

16 Booth #2

- Sniper Rifle
- Ammunition Box

17 Rear of Firing Range

- Ammunition Box

18 Firing Range Storage Room

- First Aid Box (4)
- Ammunition Box (3)

DEPOT OFFICES

19 Desk on South Wall

- Ammunition Box (2)

20 Locked Door to Second Balcony

Unlock the door, then hack the wall terminal to deactivate the turret.

21 Middle Cubicle by Pillar

- Ammunition Box

22 Archives Room

Check the area thoroughly for a Carton of Cigarettes. Clamber up over the fallen ceiling and edge around to the fallen floor area; there's a shelf attached to the central pillar with three Pre-War Books on it.

- First Aid Box
- Duck and Cover! (11/25)
- Scribe Pre-War Book (43–45/103)

NATIONAL GUARD DEPOT (REPRISE)

23 Electrical Switch

At last! You've reached the upper floor area that you couldn't access previously, directly above the Nuka-Cola machines. Pull the electrical switch.

24 Utility Door with Klaxons

Drop down, blast the robot behind the utility door (which is open), and head inside. Flip the electrical switch, head down the stairs after the flap-trap door opens, and open the door to the National Guard Armory.

TRAINING — FACTIONS & BESTIARY — CENSUS — GEAR — MAIN QUEST — MISC. QUESTS — TOUR — OPERATION: ANCHORAGE — THE PITT — BROKEN STEEL — POINT LOOKOUT — MOTHERSHIP ZETA — APPENDICES

NATIONAL GUARD ARMORY AND BUNKER

25 Outer Armory

Move south to the utility door and flip the switch. Make a clockwise sweep of this treasure trove!

- Missile Launcher and (10) Missiles
- Assault Rifle (4)
- Ammunition Box (6)
- Stimpak (4)
- Melee weapons
- Pulse Grenade (4)
- Pulse Mine (4)
- Combat Helmet (4) and Armor (2)
- 10mm Pistol and Ammo (2)
- Radiation Suit (2)
- Frag Mine (4)
- 10mm Submachine Gun and Ammo (2)
- Frag Grenade (4)
- Chems (Buffout, Rad-X, RadAway)
- Minigun
- Bobblehead: Small Guns (12/20)

26 Inner Armory

Input the access code you gleaned from listening to all five Keller Family Holotapes, and the utility door slides open. Inside the bunker, there's a Ghoul to tackle and a final scavenge; there are also two Cartons of Cigarettes, Darts, Chems, a Work Bench with a Bottlecap Mine on it, other common items, and the following collectibles:

- Work Bench
- First Aid Box
- Mini-Nuke (35–39/92)
- "Experimental MIRV" Fat Man (43/152)
- Nuka-Cola Quantum (46/110)
- U.S. Army: 30 Handy Flamethrower Recipes (9/25)

Secondary Locations

6.A: REGULATOR HEADQUARTERS (LAT 09/ LONG 11)

- Freeform Quest (2)
- Threat Level: 1
- Faction: Regulator
- Collectible: Nuka-Cola Quantum, Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Lots O' Caps
- Perk!
- Sleep Mattress
- Friendly: Brahmin
- Inhabitant: Sonora Cruz

GENERAL NOTES

Out in the dusty pastures north of Wheaton Armory is a large shack with a small herd of Brahmin in front of it. This place is completely inaccessible until you

1. reach Level 14;
2. maintain positive Karma;
3. choose the Lawbringer perk when you reach Level 14.

Read the note called The Regulators, then head here.

- Note: The Regulators

On your first visit to the headquarters, you meet a few Wastelanders clad in Regulator outfits. They instruct you to meet Sonora Cruz. But first, inspect the place for useful items: Buffouts, Whiskey, a Wrench, a Carton of Cigarettes, and the listed items below. Head upstairs to raid the fridge for food, then head into Sonora Cruz's chamber for more items and a Skill Book. Sonora welcomes you and asks whether you're ready to join the Regulators. You are awarded a Regulator Duster coat.

- Ammunition Box (3)
- First Aid Box (3)
- Nuka-Cola Quantum (47/110)
- Guns and Bullets (13/25)
- Regulator Duster

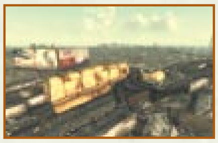
FREEFORM QUEST: THERE'S NO JUSTICE, JUST US

Now that you're a Regulator, patrol the Wastes and honor the tenets of the organization by slaying those deemed evil and slicing a finger from their corpse. Return each Finger to Cruz, and she rewards you with 5–10 Caps (depending on your Karma). You receive a positive Karma boost too.

- Finger
- 5–10 Caps (per Finger)

The following enemies are classified as "evil" by the Regulators: Enclave Officer, Enclave Scientist, Enclave Soldier, Raider, Slaver, Super Mutant, Talon Company Mercenary

6.B: JACKKNIFED FREEWAY TRUCK (LAT 11/LONG 10)

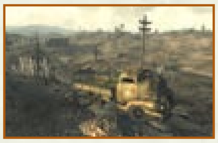


- Threat Level: 1
- Collectible: Skill Book

This truck is only accessible if you head north from this location to a section of ruined freeway you can climb onto. Take the Skill Book, then survey the vistas from this point.

- Chinese Army: Spec. Ops. Training Manual (7/25)

6.C: MILITARY TRUCK CHECKPOINT (LAT 13/LONG 12)



- Threat Level: 1
- Guns And Ammunition
- Health And Chems

On the main north–south road from the Temple of the Union, there's an abandoned military truck with some half-buried boxes:

- Ammunition Box
- First Aid Box

6.D: BRAHMIN PASTURES (LAT 14/LONG 10)

- Threat Level: 1
- Hostile: Radscorpion Genus
- Friendly: Brahmin

Out west of Canterbury Commons is a large Brahmin pasture. There's meat after you slay Brahmin, but little else until the Enclave arrive [E6.02].

6.E: CANTERBURY COMMONS WATER TOWER (LAT 15/LONG 10)

- Miscellaneous Quest: The Superhuman Gambit
- Threat Level: 1
- Landmark
- Hostile: Robot Genus

6.F: WRECKED MONORAIL TRAIN (LAT 07/LONG 07)

- Threat Level: 2
- Faction: Raider
- Hostile: Raider

Main roads in this zone converge on a crashed monorail between two rocky outcrops and have been commandeered by Raiders. Attack them from the rocky area above the road for easier combat.

6.G: RADIO MAST YANKEE BRAVO (LAT 16/LONG 07)

- Threat Level: 3
- Faction: Ghoul
- Danger: Low Radiation
- Collectible: Skill Book
- Guns And Ammunition
- Highly Visible Landmark
- Interior Exploration
- Radio Signal
- Hostile: Ghoul Genus

Activate the Electrical Switch atop this rocky hill to receive Radio Signal Yankee Bravo, a series of guttural murmurings and throaty growls. It is coming from a sewer grate to the west–southwest. Triangulate the signal to precisely locate it.

- Radio Signal Yankee Bravo
- Grocgnak the Barbarian (11/25)

6.H: ROBOT REPAIR CENTER (LAT 17/LONG 09)

- Miscellaneous Quest: The Superhuman Gambit
- Threat Level: 2
- Faction: Wastelander
- Highly Visible Landmark
- Interior Exploration

Another landmark in Canterbury Commons is Darren's Discount Electronics, known on your Local Map as the Robot Repair Center. This is also the Mechanizer's lair. For interior information (including the Unique Laser Pistol you can obtain), consult the Tour of Canterbury Commons [6.02].

6.I: JACKKNIFED TRUCK (LAT 17/LONG 07)

- Threat Level: 1

On the road that slopes down from Canterbury Commons, a truck has crashed into a car; there's only junk and tools to collect.

6.J: WHEATON ARMORY TRUCK (LAT 10/LONG 06)

- Threat Level: 2

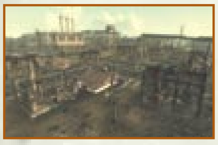
This parked truck blows up spectacularly, creating a distraction if you're wanting to infiltrate the Armory.

6.K: COACH LINER WRECKAGE (FREEWAY; LAT 11/LONG 05)

- Threat Level: 2

This is a stepping stone (literally) to the freeway overlooking the Wheaton Armory.

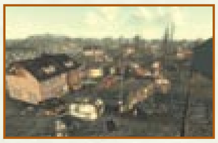
6.L: CORVEGA TOWNSHIP (LAT 14/LONG 05)



- Threat Level: 2

To the Corvega Factory's west are homes stripped of essential items.

6.M: BETHESDA SUBURBS (RAID SHACK; LAT 09/ LONG 03)



- Threat Level: 3
- Faction: Raider
- Danger: Mailbox Trap
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Radscorpion Genus, Raider, Yao Guai

East of the Bethesda Ruins are the suburbs, a large collection of ruined or boarded-up houses that contain nothing. However, there are common items in some of the mailboxes (except for one, which is booby-trapped; disarm using Explosives). Adjacent is the Raid Shack; search the area outside for a mattress and search the inside of a caravan for four Ammo Boxes and a Stimpak.

Inside the Raid Shack, kill enemies, check the area for food, Chems, Stimpaks, a Skill Book, and mattresses to sleep on.

- Ammunition Box (4)
- Tales of a Junktown Jerky Vendor (10/24)

6.N: BETHESDA ROUNDABOUT AND GAS STATION (LAT 13/ LONG 02)

- Threat Level: 2

This gas station and two adjacent ruined houses hold no items, but watch for an Enclave incursion [E6.04]

6.O: RED ROCKET GAS STATION (LAT 15/LONG 03)

- Threat Level: 1
- Friendly: Brahmin

There are two Red Rocket Gas Stations near each other [6.N is just west of here]. This one is opposite the Corvega Factory.

6.P: JACKKNIFED TRUCK (UNDER MONORAIL; LAT 16/ LONG 02)

- Threat Level: 1
- Collectible: Fat Man Mini-Nuke, Skill Book (2)

Enter the fallen container and move the metal boxes to the back for a Stimpak, a Mini-Nuke and Skill Book. There is also a footlocker containing a second Skill Book.

- Mini-Nuke (40/92)
- U.S. Army: 30 Handy Flamethrower Recipes (10/25)
- Chinese Army: Spec. Ops. Training Manual (8/25)

6.Q: WRECKED MONORAIL CARRIAGE (LAT 20/LONG 01)

- Threat Level: 1

A fallen monorail and carriages mark the edge of the Wasteland investigation area.

6.R: CHRYSLUS BASEBALL FIELD (LAT 08/LONG 00)

- Threat Level: 2
- Faction: Raider
- Hostile: Raider

A small baseball field erected by the Chryslus Corporation for its workers, now home to two filthy Raiders.

6.S: BETHESDA COACH STATION (LAT 10/LONG 00)

- Threat Level: 2
- Faction: Raider
- Collectible: Nuka-Cola Quantum
- Hostile: Raider

The Coach Station east of the Chryslus Building has two large store buildings with a small Raider contingent between them and little else. The Raiders are particularly hardy, which you'll discover if you return once the Enclave appear [E6.05]. Head east onto the freeway, turn north, and go to the end to secure the Nuka-Cola Quantum.

- Nuka-Cola Quantum (48/110)

6.T: JACKKNIFED TRUCK (LAT 12/LONG -01)

- Threat Level: 1

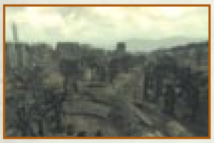
The truck is at a freeway junction here and has only metal boxes to sift through.

6.U: RED ROCKET GAS STATION (LAT 13/LONG -01)

- Main Quest: Galaxy News Radio
- Threat Level: 1
- Hostile: Enclave Eyebot, Raider

Use this as a landmark along one of the routes to the Friendship Street Station. Watch for nearby Raiders.

6.V: ROCK CREEK TOWNSHIP RUINS (LAT 19/LONG -01)



- Threat Level: 1
- Hostile: Enclave Eyebot

6.W: ROCK CREEK ROUNDABOUT (LAT 20/LONG -01)

- Threat Level: 1
- Hostile: Enclave Eyebot

The area is currently empty until the Enclave arrive [E6.06].

6.X: WASTELANDER MINE TRAP (UNDER BRIDGE; LAT 05/LONG -03)

- Main Quest: Galaxy News Radio
- Threat Level: 2
- Faction: Wastelander
- Danger: Low Radiation, Mines
- Collectible: Skill Book
- Guns And Ammunition
- Sleep Mattress

One of the few intact bridges across the Potomac has a secret underneath it. Disarm the Frag Mine, or the Skill Book may be destroyed! You can sleep here too.

- Frag Mine
- Frag Grenades (2)
- Ammunition Box
- Duck and Cover! (12/25)

6.Y: JACKKNIFED TRUCK (LAT 09/LONG -03)

- Main Quest: Galaxy News Radio
- Threat Level: 3
- Faction: Enclave, Super Mutant, Talon Mercenary
- Guns And Ammunition
- Hostile: Robot Genus, Super Mutant Genus, Talon Company Merc

Along the main road through the northern edge of the D.C. Ruins, there are Talon Mercs scouting the area. Use the truck as cover.

- Ammunition Box (3)

6.Z: SHELTER ENTRANCE (UNDER BRIDGE; LAT 10/LONG -03)

- Main Quest: Galaxy News Radio
- Threat Level: 2
- Faction: Ghoul
- Interior Exploration
- Health And Chems
- Hostile: Ghoul

Clear the area of Super Mutants and look for the door under the bridge, on the eastern end.

> **Note**
> If you've built the Rock-It Launcher, the Plungers make a perfect projectile!

6.AA: SUPER MUTANT BONFIRE (LAT 11/LONG -03)

- Main Quest: Galaxy News Radio
- Threat Level: 3
- Faction: Super Mutant
- Collectible: Mini-Nuke
- Guns And Ammunition
- Health And Chems
- Hostile: Centaur, Super Mutant Genus

In the remains of a sunken roadway section, Super Mutants have built a bonfire defense. You can loop around to the north and attack from over the edge of the raised concrete wall; this is preferable than a ground-level attack.

- First Aid Box (2)
- Ammunition Box (3)
- Mini-Nuke (41/92)

6.BB: COURTYARD FOUNTAIN (LAT 12/LONG -03)

- Threat Level: 2
- Faction: Super Mutant
- Wasteland Captive
- Hostile: Centaur

Close to Friendship Street Station is a forecourt with a fountain and sometimes a Wasteland Captive.

> **Tip**
> Rescue any captives and take their gift for a small boost to your Karma; refuse it for a larger boost.

6.CC: NATIONAL GUARD FORECOURT TRUCKS (LAT 18/LONG -03)

- Threat Level: 2
- Guns And Ammunition
- Health And Chems
- Hostile: Protectron Guard

Check the table in the concrete area for items. The fenced-off truck parking area has Ammo. The entrance forecourt leads to the depot interior [6.11].

- Assault Rifle
- First Aid Box
- Ammunition Box (5)

ENCLAVE CAMP LOCATIONS

CAMP E6.01 (LAT 05/LONG 07)

- Main Quest: Picking Up The Trail
- Threat Level: 2

A Vertibird lands at the Scrapyard's perimeter, depositing a small advance guard.

CAMP E6.02 (LAT 13/LONG 09)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Guns And Ammunition
- Friendly: Brahmin

There is a roadblock in the middle of the Brahmin pastures. On a table is a terminal where you can view a list of catalogued weapons, as well as transients they've logged (and probably executed).

- 10mm Pistol
- .32 Pistol
- Melee weapons
- Enclave Crate Items (3)

CAMP E6.03 (LAT 16/LONG 08)

- Main Quest: Picking Up The Trail
- Threat Level: 4
- Lots O' Caps
- Rare Or Powerful Item

This is known as Rho Camp. An officer has set up four turrets at this crossroads to guard him while he waits for field soldiers to report back. Kill the officer by using Sneak and a Stealth Boy, then Pickpocket him and drop in a grenade. Search him for the Experimental Rho ID. Access the terminal to read more about the chip in the ID. You can wander around this small camp unimpeded by the turrets. This means you can lure enemies back here and let the turrets do the firing for you.

- Experimental Rho ID
- Enclave Crate Items

CAMP E6.04 (LAT 12/LONG 02)

- Main Quest: Picking Up The Trail
- Threat Level: 3
- Faction: Raider
- Guns And Ammunition
- Health And Chems

A unit has successfully modified a caged Deathclaw under the freeway, near the gas station.

- Enclave Crate Ammunition (2)
- Enclave Crate Health and Chems

CAMP E6.05 (LAT 10/LONG 00)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Faction: Raider
- Guns And Ammunition
- Hostile: Raider

The Raiders fight back! A group of hearty (but deranged) individuals have killed and stolen the Enclave's weapons and armor, and they now face you in this area.

- Enclave Crate Ammunition (3)

CAMP E6.06 (LAT 20/LONG -01)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Faction: Enclave, Wastelander
- Health And Chems
- Ghoulish Wastelander (Deceased)

A small Enclave medical unit is rounding up Ghoulish Wastelanders and massacring them. Watch for the Flamer Soldier. There are Stimpaks in the mobile medical bay.

- Enclave Crate Health and Chems

CAMP E6.07 (LAT 09/LONG -03)

- Main Quest: Picking Up The Trail
- Threat Level: 2
- Collectible: Mini-Nuke

A Vertibird swoops in and lands on the bridge, dropping off troops and a Mini-Nuke.

- Mini-Nuke (42/92)

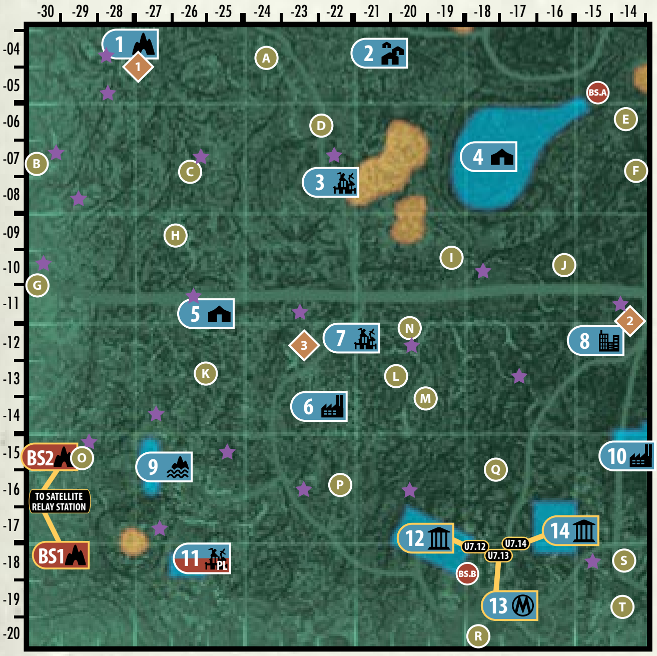
Zone 7: Southwest Territories

TOPOGRAPHICAL OVERVIEW

Divided by a large freeway skeleton, the southwest corner of the Wasteland features rocky and treacherous terrain that flattens out the farther east you go. The northern part of this zone is dominated by the massive Raider stronghold of Evergreen Mills, where your mettle is sure to be tested. Nearby is Smith Casey's Garage and the secrets it contains down below. Bring extra ammunition if you're venturing near the Yao Guai tunnels, and be prepared if you dare to disturb the unspeakable madness slowly stirring within the Dunwich Building! But the big draw is the largest structure outside the D.C. Mall—the monument to excess called Tenpenny Towers. It's a great place to live, whether your neighbors have smooth or lumpy skin....

AVAILABLE COLLECTIBLES

- Bobbleheads: 4/20
- Fat Men: 1/9
- Mini-Nukes: 5/92
- Unique Items: 4/152
- Nuka-Cola Quantum: 7/110
- Schematics: 5/21
- Pre-War Books: 5/103
- Skill Book (Barter): 3/24
- Skill Book (Big Guns): 1/25
- Skill Book (Energy Weapons): 4/25
- Skill Book (Explosives): 5/25
- Skill Book (Lockpick): 2/25
- Skill Book (Medicine): 1/25
- Skill Book (Melee Weapons): 1/25
- Skill Book (Repair): 3/25
- Skill Book (Science): 3/25
- Skill Book (Small Guns): 0/25
- Skill Book (Sneak): 0/25
- Skill Book (Speech): 5/25
- Skill Book (Unarmed): 4/25
- Work Bench: 7
- Holotapes: Replicated Man (2/19)



PRIMARY LOCATIONS

7.01: Yao Guai Tunnels (LAT -28/LONG -04)
7.02: Charnel House (LAT -21/LONG -04)
7.03: Smith Casey's Garage (LAT -22/LONG -08)
7.04: Evergreen Mills (LAT -18/LONG -07)
7.05: Girdershade (LAT -26/LONG -11)
7.06: VAPL-66 Power Station (LAT -23/LONG -14)
7.07: Jocko's Pop & Gas Stop (LAT -22/LONG -12)
7.08: VAPL-84 Power Station (LAT -15/LONG -12)
7.09: F. Scott Key Trail & Campground (LAT -27/LONG -15)
7.10: RobCo Facility (LAT -14/LONG -15)
7.11: Dunwich Building (LAT -26/LONG -18)
7.12: Warrington Trainyard (LAT -20/LONG -17)
7.13: Warrington Station (LAT -18/LONG -19)
7.14: Tenpenny Tower (LAT -16/LONG -17)
***BS7.01: Rockland Car Tunnel (LAT -30/LONG -18)**
***BS7.02: Satellite Relay Tower Exit (LAT -30/LONG -15)**

SECONDARY LOCATIONS

7.A: Broadcast Tower PN (LAT -24/LONG -04)
7.B: Wastelander Tent and Sniper Vista (LAT -30/LONG -07)
7.C: Rockopolis (LAT -26/LONG -07)
7.D: Military Checkpoint and Tent (LAT -22/LONG -06)
7.E: Ruined Chapel (LAT -14/LONG -06)
7.F: Ruined Calverton Village (LAT -14/LONG -07)
7.G: Overturned City Liner (LAT -30/LONG -10)
7.H: Irradiated Pond (LAT -26/LONG -09)
7.I: Captain Cosmos Billboard (LAT -19/LONG -10)
7.J: Abandoned Shack (LAT -16/LONG -10)
7.K: Ruined House (LAT -26/LONG -13)
7.L: Broadcast Tower SV (LAT -20/LONG -13)
7.M: Drainage Chamber (LAT -20/LONG -13)
7.N: Captain Cosmos Billboard (LAT -20/LONG -12)
7.O: Chinese Pilot's Shack (LAT -29/LONG -15)
7.P: Dot's Dunwich Diner (LAT -22/LONG -16)
7.Q: Warrington Township (LAT -18/LONG -16)
7.R: Lucky's Grocer (LAT -18/LONG -20)
7.S: Willy's Grocer (LAT -14/LONG -18)
7.T: Ruined Office Building (LAT -14/LONG -19)
***BS7.A: Free Water (LAT -15/LONG -05)**
***BS7.B: Warrington Caravan Ambush (LAT -18/LONG -18)**

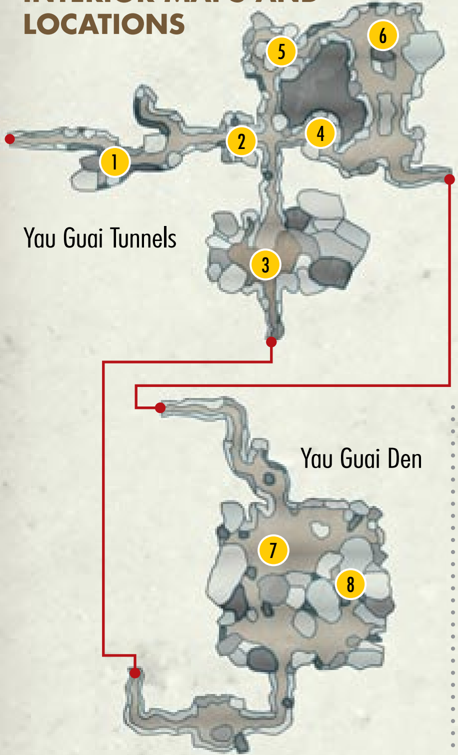
*These locations are detailed in the Tour section of Broken Steel.

Primary Locations

7.01: YAO GUAI TUNNELS (LAT -28/LONG -04)

- Threat Level: 4
- Danger: Low Radiation
- Collectible: Bobblehead, Nuka-Cola Quantum, Pre-War Book, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Yao Guai
- Inhabitants: Nan (Deceased)

INTERIOR MAPS AND LOCATIONS



YAO GUAI TUNNELS

① Picnic Table

There are Darts, food, and Pre-War Money.

- Scribe Pre-War Book (46/103)

② Small Chamber with Strewn Debris

Check the shelves for the following:

- Ammunition Box (2)
- Frag Mines

③ Large South Cavern

There's a Yao Guai in here, and debris strewn everywhere. To the south is a door to the den, but it is in an upper alcove and only accessible from the den. A Skill Book is on the ledge next to the traffic cone and dead Raider. Lob a grenade to dislodge it (although it's difficult to see where it lands).

- Grognak the Barbarian (12/25)

④ Dead-End Lean-to

There's junk, Chems, a Carton of Cigarettes, and a First Aid Box Health and Chems.

⑤ Smaller Cavern

- Nuka-Cola Quantum (49/110)

⑥ Columned Cavern

- Ammunition Box (3)

YAO GUAI DEN

⑦ Main Chamber

Slay any foes as you go. Here you'll find the corpse of an old lady bobbing in the water. Check her to find a Holotape Note on her body.

- Yao Guai Den Note*

Note

*This note admonishes Nan for freaking the children out with stories on "beasts" that roam here. This place is better than the Wasteland and its Raiders, the note-taker mentions—to his eventual cost.

⑧ East Metal Box

- Bobblehead: Sneak (13/20)

7.02: CHARNEL HOUSE (LAT -21/LONG -04)

- Threat Level: 3
- Faction: Raider
- Danger: Mines
- Collectible: Skill Book
- Guns and Ammunition
- Hostile: Brahmin, Raider, Raider Guard Dog

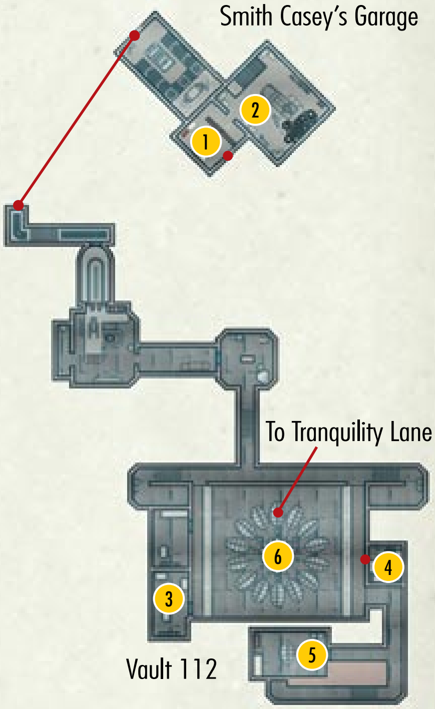
This residence is a Raider base, complete with a couple of Brahmin in a pen. Try approaching from the rocky outcrop above the house, and quickly dispatch the Raider sniper. Beware—the grounds have Mines. Search the place, disarming any Mines you find, and open the three Ammo Boxes on the upper floor, grabbing the Skill Book too.

- Ammunition Box (3)
- Duck and Cover! (13/25)
- Frag Mines

7.03: SMITH CASEY'S GARAGE (LAT -22/LONG -08)

- Main Quest: Scientific Pursuits; Tranquility Lane
- Threat Level: 2
- Faction: Vault Dweller
- Collectible: Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Mole Rat, Radroach, Robobrain
- Inhabitants: Doctor Stanislaus Braun/Betty

INTERIOR MAPS AND LOCATIONS



SMITH CASEY'S GARAGE

Smith Casey's Garage is a crumbling, nondescript building, but it holds an amazing secret: it is the entrance to Vault 112, which in turn is an entrance to a virtual reality known as Tranquility Lane.

① Shop Floor

Watch for Radroaches. There's a skeleton on a mattress and an open safe; grab the following:

- Nuka-Cola Quantum (50/110)
- Tumblers Today (14/25)

② Garage

Beware of Mole Rats. Check both gun cabinets and flip the electrical switch to open the flap-trap door to head downstairs.

- First Aid Box

VAULT 112

Vault-Tec assembled Vault 112 with just the core commodities to sustain inhabitants in the Tranquility Lane simulation. A small corps of housekeeping Robobrains keep everything working, and Immersion Recliners keep inhabitants in a state of stasis.

③ Clinic (Southern Room)

Both rooms have lockers to rummage in.

- First Aid Box

④ Equipment Room

Hack the wall terminal. Inside, grab Chems and the items listed below. The password allows access into the Overseer's Office.

- Assault Rifle and 5.56mm Rounds
- First Aid Box (1)
- Laser Rifle and Microfusion Cells
- Pulse Grenades
- Overseer's Room Password

⑤ Overseer's Office

Break into a wall safe, and view Doctor Braun in a state of suspended animation.

- Wall Safe Items

⑥ Tranquility Loungers

Sitting in an empty lounger is the only way to access Tranquility Lane.

TRANQUILITY LANE

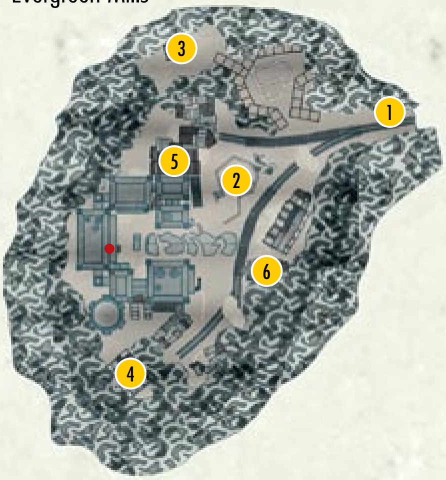
This is an approximation of a prewar cul-de-sac, where it's always sunny and everyone is happy. At least on the surface. None of the items you pick up are real, nor are the people you meet. They are listed in **Main Quest: Tranquility Lane** (page 173).

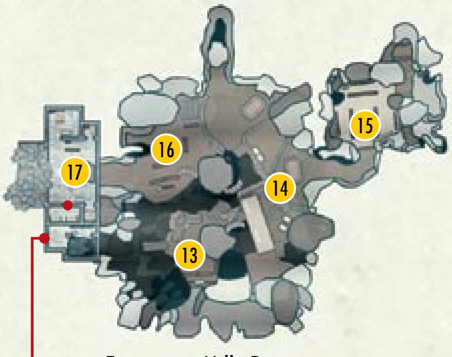
7.04: EVERGREEN MILLS (LAT -18/LONG -07)

- Main Quest: Scientific Pursuits
- Threat Level: 5
- Faction: Raider
- Services: Repairer, Trader
- Danger: Behemoth, Grenade Bouquet
- Collectible: Bobblehead, Fat Man Launcher, Nuka-Cola Quantum, Skill Book (3)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Lots o' Caps
- Rare or Powerful Item
- Sleep Mattress
- Work Bench (3)
- Hostile: Raider, Super Mutant Behemoth
- Inhabitants: Smiling Jack

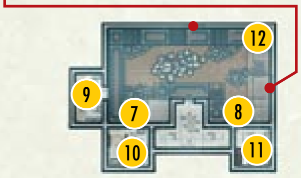
MAPS AND LOCATIONS

Evergreen Mills





Evergreen Mills Bazaar



Evergreen Mills Foundry

One of the most dangerous locations outside the D.C. Metro Area, Evergreen Mills is a massive Raider stronghold, and you'll need to tool up and use a mixture of Sniping and Sneaking. You can either snipe from the rocky promontories surrounding the main buildings or head southwest, along the rocky ledges above the railroad track. Stay elevated; you don't want to be shot at while you're on the ground, as it is difficult to hit the aggressors. The following sweep was made traveling along the railroad, toward the outer buildings.

① Stay on the track's north side, on the rocky ledge. Near a rusting bridge and Raider lookout balcony is a small shack; search it for items. Stay on the northern ledge (ideally with a Stealth Boy employed) until the entire exterior opens up. Inspect the catwalk, with Slave Pens below.

- Ammunition Box (2)
- First Aid Box

Drop to the Slave Pens, ideally after the Raiders are all dead; open the two gates, and free the slaves.

② Back on the catwalk above the pens; from the catwalk's upper southwest end, peer into a massive, secure cage. A sparking generator is keeping the doors closed. Inside is a Super Mutant Behemoth! Snipe the generator from a safe and high location, and watch the Behemoth rampage through the Raiders!

Continue around the upper ledge to the north, moving to the Guard House ③. Disarm the Grenade Bouquet, and enter the Guard House shack. Inside find three Ammo Boxes, a Carton of Cigarettes, food, and a place to sleep. Head back outside, and either continue around the rock wall's outer lip to the Southern Shack ④, or drop to the ground. You can also leap into the main courtyard in front of the Mills building.

- Ammunition Box (3)
- Frag Grenades (3)

Search the corrugated metal shanty camp to the north of the Mills building. Head past the campfire, and locate the Northern Shack ⑤. You'll find two Raiders "getting it on," Whiskey, food, Chems, a Bottlecap Mine, and the following:

- 10mm Pistol
- .32 Pistol
- Ammunition Box (5)
- First Aid Box (2)
- Police Baton
- Work Bench

Inspect the ground-level area to Mills' south. Pass the Behemoth enclosure and check the corrugated shacks; move around to the southern shack. Outside, there are planks leading to the roof of an exterior building that has vats on it (a good sniping spot).

Inside the southern shack is a mattress; there is also food and drink in the fridge, and the following:

- Ammunition Box (3)
- First Aid Box (2)
- Missile Launcher
- U.S. Army: 30 Handy Flamethrower Recipes (11/25)

Back out of the southern shack, head around the lower rock wall to planks leading atop the train cargo containers. There's a Grenade Bouquet ⑥ below; the trip wire is between the first train carriage and lean-to. Disarm it, then enter the lean-to, which has the listed items below. Pass the overturned shopping cart full of split skulls. This concludes the exterior reconnoiter.

- Ammunition Box
- First Aid Box (2)
- Frag Grenades (3)

EVERGREEN MILLS FOUNDRY

7 Southwest Corner

There are mattresses, three fridges with food, Chems, tools and junk, two Cartons of Cigarettes on shelves near the broken terminal, and a floor safe to unlock.

- Floor Safe Items
- Duck and Cover! (14/25)

8 Southeast Corner

There's an undercounter safe here. Scrabble around for the following:

- Ammunition Box (3)
- Counter Safe Items
- First Aid Box (2)

9 Upper Floor Chamber with Mattresses

- First Aid Box

10 Upper Chamber with Queen-Size Bed

There are Chems, detergent, a Carton of Cigarettes, a Nuka Grenade on a Work Bench, Tools, and a wall safe.

- Wall Safe Items
- Work Bench

11 Locked Storage Room

The locked wooden door leads to a small storage room with a wall safe to unlock, a gun cabinet, Chems, and the following:

- Ammunition Box
- Fat Man (6/9)

12 Mattresses and Broken Terminal

- First Aid Box

EVERGREEN MILLS BAZAAR

13 Entrance Bar

Grab food, beer, and the following items behind the counter:

- .32 Pistol and Ammo
- First Aid Box
- Nuka-Cola Quantum (51/110)

14 Dining Area and Pool Table

Claim more food, beer, Whiskey, a Baseball Bat, and the Lead Pipe.

15 Smiling Jack's Workshop

There's a main workshop area and a side tunnel with a Work Bench and a Bottlecap Mine to find. Smiling Jack is the only person who isn't immediately hostile to you; he can Repair or Trade with you. Or, you can gun him down and take his Vendor Key and his special weapon: the Terrible Shotgun. Check this area for four Cartons of Cigarettes, Chems, and a safe under the Work Bench. Use the Vendor Key to open Jack's locker, which has his store inventory and a massive amount of Caps.

- 300+ Caps
- Ammunition Box
- Bobblehead: Barter (14/20)
- First Aid Box
- Smiling Jack Vendor Key
- Terrible Shotgun (44/152)
- Work Bench

16 Strip Club Bar

There's food and little else here.

17 "Good Time" Cells

Complete a thorough search of this back room and cells; check the counter safe and gather the following:

- Ammunition Box (2)
- Counter Safe Items
- First Aid Box
- Hunting Rifle
- Melee Weapons (3)
- Nikola Tesla and You (13/25)
- Raider Blastmaster Armor

7.05: GIRDERSHADE

(LAT -26/LONG -11)

- Miscellaneous Quest: Those!; The Nuka-Cola Challenge
- Freeform Quest (2)
- Threat Level: 1
- Faction: Wastelander
- Collectible: Nuka-Cola Quantum, Schematic
- Interior Exploration
- Lots o' Caps
- Rare or Powerful Item
- Friendly: Brahmin
- Inhabitants: Sierra Petrovita, Ronald Laren

Girdershade is a tiny settlement located under an overpass. It got its name from the broken-off portion of the bridge and the exposed girders: all that's left of its superstructure. The population of Girdershade numbers two, Sierra Petrovita and Ronald Laren. They are both long-time residents of the settlement, Sierra having been the "founder" of the place and Ronald occupying the second house after its original occupants were slain.

RELATED INTERACTIONS

Collect Nuka-Cola Quantums for Sierra, and she awards you 40 Caps per Quantum.

Fill her Pristine Nuka-Cola Vending Machine with 30 Quantums, and you are awarded a Schematic.

- Schematic: Nuka Grenade (11/23).

Collect Nuka-Cola Quantums for Ronald, and he awards you 40 (or 80 with a Speech Challenge) Caps per Quantum. Ronald warns you about weird happenings at the Dunwich Building.

Ronald can award you handsomely for completing **Freeform Quest: Grady's Package.**

Enter Sierra's house, and you can begin a Miscellaneous Quest. She only has Nuka-Cola (and a toy Nuka-Cola truck) in here to steal—and a lot of it! Enter Ronald's house, and there are a few Caps to steal, but little else, although he carries a Unique Sawed-Off Shotgun you can loot from his corpse.

- Nuka-Cola Bottle (45)
- "The Kneecapper" Sawed-Off Shotgun (45/152)

FREEFORM QUEST: MISSISSIPPI QUANTUM PIE

After you complete the Quest, bring Flour, Vodka, and a Nuka-Cola Quantum, and Sierra can bake you a Mississippi Quantum Pie. This gives you an exceptional (but temporary) boost to your abilities, while making you just that little bit more stupid. Weigh the pros and cons of this.

- Mississippi Quantum Pie (when consumed: Rads +5, AP +20, INT -1, STR +1)

FREEFORM QUEST: GRADY'S PACKAGE

At any time during your exploration (ideally during **Miscellaneous Quest: Those!**), enter Marigold Metro Station [Location 9.10] and locate a Holotape called Grady's Last Recording. It tells of a locked room in this underground tunnel. Also, open the fire-hose box to uncover Grady's Safe Key. Enter his storage chamber and unlock his safe. Claim the Naughty Nightwear and slay (or Speech Challenge) Lug-Nut, a Raider who wants the smooth silk for himself. Meet with Ronald in Girdershade, and sell the Nightwear to him for 300 Caps (assuming you succeeded in a Speech Challenge).

- 300 Caps

7.06: VAPL-66 POWER STATION

(LAT -23/LONG -14)

- Threat Level: 1
- Faction: Raider
- Collectible: Fat Man Mini-Nuke, Skill Book

The power substation interior is where you should scavenge. There's a desk with a copy of *Dean's Electronics* on it. There is also a Mini-Nuke on the floor, as well as Chems, a bit of food, and Stimpaks.

- Dean's Electronics (10/25)
- Mini-Nuke (43/92)

7.07: JOCKO'S POP & GAS STOP
(LAT -22/LONG -12)

- Threat Level: 2
- Collectible: Nuka-Cola Quantum, Schematic, Skill Book
- Interior Exploration
- Work Bench

Adjacent to a rusting Red Rocket Gas Station and south of the freeway is a shack that used to sell pop and gas. There are still a few items to collect: food and beer, a Carton of Cigarettes, a Work Bench with a Bottlecap Mine, and the following:

- Nikola Tesla and You (14/25)
- Nuka-Cola Quantum (52/110)
- Schematic: Bottlecap Mine (12/23)
- Work Bench

7.08: VAPL-84 POWER STATION
(LAT -15/LONG -12)

- Threat Level: 2
- Collectible: Fat Man Mini-Nuke
- Guns And Ammunition
- Hostile: Yao Guai

This power station is a gated transformer cluster and a parked truck. Fight a Yao Guai that mauled a group of Raiders. Search them and the back of the truck:

- Ammunition Box (3)
- Mini-Nuke (44/92)

7.09: F. SCOTT KEY TRAIL & CAMPGROUND
(LAT -27/LONG -15)

- Threat Level: 4
- Collectible: Schematic, Skill Book
- Health and Chems
- Sleep Mattress

This is arguably the most dangerous of the scenic campgrounds in the Wasteland. Surrounding this central area are a small series of paths with rocky crags on each side, essentially hemming you in when an enemy pounces. Since Yao Guai, robots, and a Deathclaw are active in this area, such maneuvering can be deadly! The reward is worth it, though:

- Duck and Cover! (15/25)
- First Aid Box
- Schematic: Deathclaw Gauntlet (13/23)

7.10: ROBCO FACILITY
(LAT -14/LONG -15)

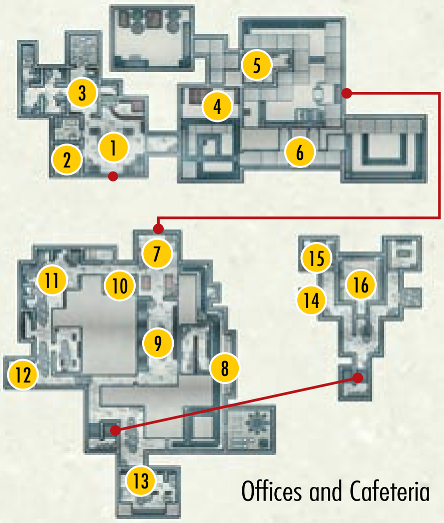
- Miscellaneous Quest: The Wasteland Survival Guide
- Threat Level: 3
- Collectible: Pre-War Book (3), Skill Book (4)
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Work Bench
- Hostile: Mole Rat, Radroach, Turret

Tip

For best results, wait to begin the Quest until Moira Brown sends you here.

INTERIOR MAPS AND LOCATIONS

RobCo Factory Floor



Note

Tinker Joe, a traveling robot salesman, is in the vicinity of the RobCo building, where you can purchase a Follower named Sergeant RL-3 (Mini-Encounter 082: Tinker Joe's Sergeant of Slaughter).

Close to Tenpenny Tower is a sprawling factory where the RobCo Company used to produce the nation's finest automatons for domestic and military use. The facility remains intact, and the surrounding exterior is actually rather safe. There's only one entrance.

ROBCO FACTORY FLOOR

1 Entrance Foyer

Don't worry, the Robotrons aren't active!

- First Aid Box
- Lying: Congressional Style (8/25)
- Scribe Pre-War Book (47/103)

2 Restroom

There's a RadAway and Stimpak here.

3 Mole Rat and Radroach-Infested Office Area

There are Darts on a shelf near the half-buried Protectron and the following to hunt for:

- Ammunition Box (2)
- First Aid Box

4 Raised Area

Watch for the turret! Check the shelves here for Darts and Ammo Box Ammunition (6).

5 Northeast Protectron Pod

- Big Book of Science (12/25)
- First Aid Box
- Scribe Pre-War Book (48/103)

6 Raised Gantry Workshop

There's a Bottlecap Mine here and these items to grab:

- RobCo Jumpsuit
- Work Bench

OFFICES AND CAFETERIA (SECOND FLOOR)

7 Recreation Room and Protectron Pod

8 Connecting Corridor

Check behind the mannequin for:

- Ammunition Box (3)

9 Cafeteria

The fridges have food in them.

- First Aid Box

10 Restrooms

One has a couple of Chems to scavenge.

11 Open-Plan Office

Check the table for the Skill Book, and check the bookcase for the Stealth Boy and Mentats.

- Nikola Tesla and You (15/25)
- Stealth Boy

12 Southwest Corner Storage Room

- First Aid Box

13 Computer Office Room

There's Jet and the following items in here:

- D.C. Journal of Internal Medicine (15/25)
- First Aid Box
- Stealth Boy

OFFICES AND CAFETERIA (THIRD FLOOR)

14 Storage Room

Inspect the personal footlocker for common items.

15 Small Office

There are Darts in here but little else.

16 Mainframe Chamber

The RobCo Production Mainframe requires a Processor Widget to function, and the only known one is in the hands of a woman named Moira Brown, over in Megaton.

- First Aid Box
- Scribe Pre-War Book (49/103)
- Stealth Boy

7.11: DUNWICH BUILDING

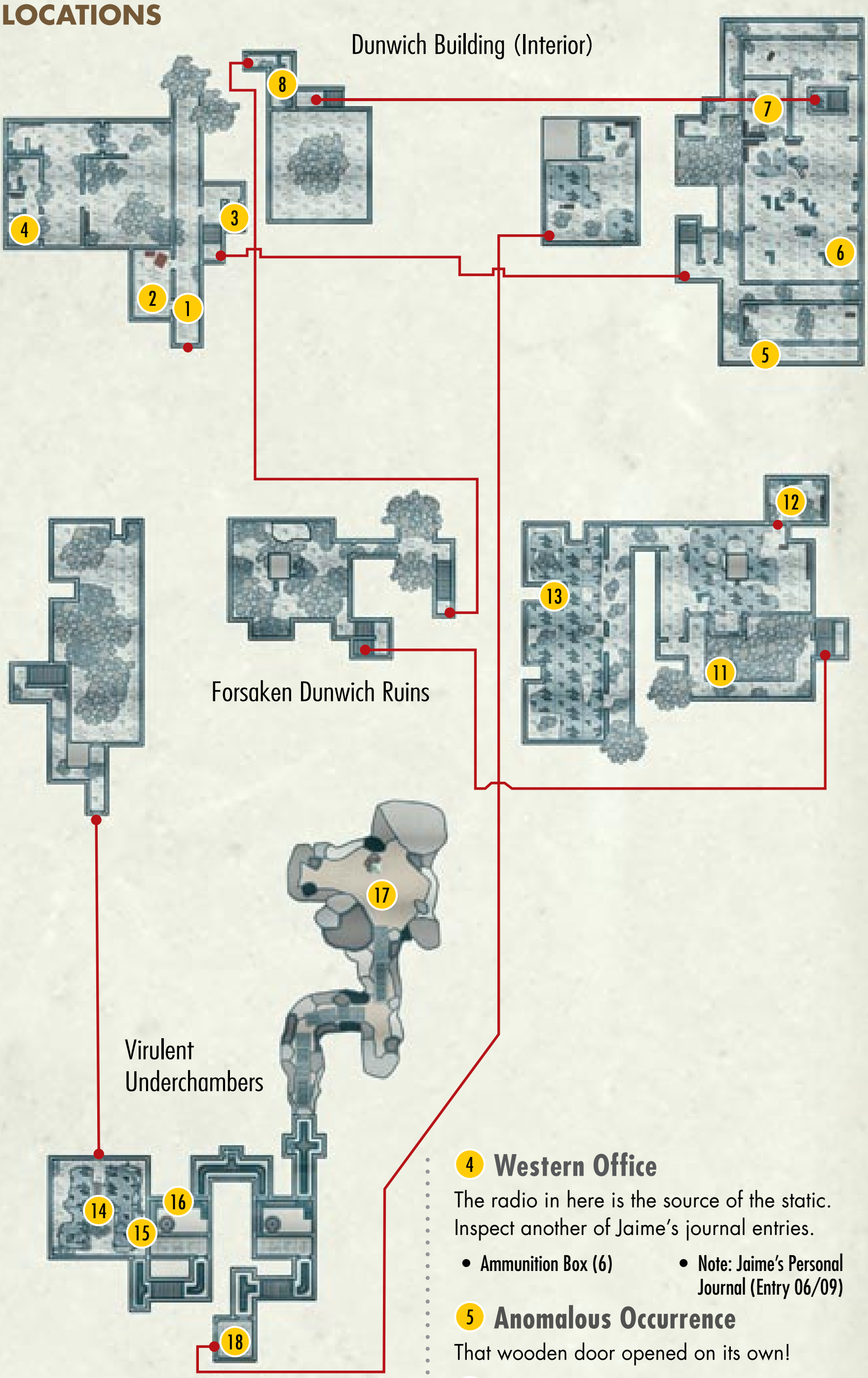
(LAT -26/LONG -18)

- Threat Level: 4
- Faction: Ghoul
- Danger: Low Radiation, Terminal Trap
- Collectible: Bobblehead, Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostile: Feral Ghoul Genus
- Inhabitants: Jaime Palabras, Ug-Qualtoth

DUNWICH BUILDING

In a remote and blasted heath surrounded by rocky terrain in the southwest corner of the Wasteland is the Dunwich Building. Once a thriving complex forming part of the Dunwich Borers Corporation, it has fallen into ruins. Raiders and Scavengers are rarely ready to risk venturing into this structure, and those surviving a look inside are never quite the same again. Ronald Laren, over at Girdershade, mentions the strangeness of this structure. Enter the main (and only) entrance.

INTERIOR MAPS AND LOCATIONS



1 Billy the Skeleton

- Ammunition Box (2)

2 Small Foyer of Scattered Tables

There are five Holotapes to listen to, all of them entries in Jaime's Personal Journal. Listen to the tale of Jaime's journey.

- Note: Jaime's Personal Journal (Entry 01-05/09)

3 Storage Room under the Stairs

- Ammunition Box (4)
- Assault Rifle
- Nuka-Cola Quantum (53/110)

4 Western Office

The radio in here is the source of the static. Inspect another of Jaime's journal entries.

- Ammunition Box (6)
- Note: Jaime's Personal Journal (Entry 06/09)

5 Anomalous Occurrence

That wooden door opened on its own!

6 Lonely Office

There is a single working terminal to the east, but it is a trap; disarm and claim the Frag Grenade.

- Frag Grenade

7 Other Lonely Office

It, too, is booby-trapped, so disarm the terminal and pocket the Grenade.

- Frag Grenade

8 Grisly Office

On the desk next to the human torso and head lies another Holotape.

- Note: Jaime's Personal Journal: Entry 07/09

Note

If you wear the Ghoul Mask that Roy Phillips gave you for helping him in **Miscellaneous Quest: Tenpenny Tower**, there will be neither suffering nor death.

FORSAKEN DUNWICH RUINS

9 Bizarre Hallucination!

Beware the Glowing One!

10 Work Terminal

Hack it, take another Holotape, and read auto-dictation messages from a man named Herman Granger. The six messages on the terminal hint at unspeakable things.

- Note: Jaime's Personal Journal (Entry 08/09)

11 Pipe and Storage Room

- Dean's Electronics (11/25)
- First Aid Box

12 Last Stand Chamber for the Scavenger

Break into the room. Step over the skeleton, grab the items, then access the terminal. It has the last note from a long-dead Scavenger (the skeleton at your feet). It speaks of terror and Billy.

- Ammunition Box (3)

Note

You might be using Billy's ammo; his are the skeletal remains you almost tripped over at the front door.

13 Northwest Restroom

It has a skeleton and some Jet.

VIRULENT UNDERCHAMBERS

14 Office with Precarious Flooring

Jaime's Personal Journal (Entry 09): "Sharp knife descend into deep temple. Flay! Athul comes again on the feast of the weaker! Born again! Alhazared!"

- Note: Jaime's Personal Journal (Entry 09/09)

15 Fire Hose

The air is getting thicker and radioactive.

- First Aid Box

16 Stairwell

- First Aid Box

17 Shrieking Cavern

Jaime Palabras and a contingent of Ghouls await and attack! Fight them off, then inspect the chamber. It features a very odd carved obelisk in the middle, with a body and skulls fused to it. It also gives off radiation. There's Ammo Boxes but no sign of the "book" that Jaime ranted about.

- Ammunition Box (3)

18 Lone Chamber

Retrace your steps to the stairwell (the second one you find), and ascend to the small connecting passage and back into the Dunwich Building. It opens into an upper office area you couldn't previously reach. Drop down into the western offices; from here you can quickly exit and never speak of this again.

- Bobblehead: Melee Weapons (15/20)

7.12: WARRINGTON TRAINYARD

(LAT -20/LONG -17)

- Miscellaneous Quest: Tenpenny Tower
- Threat Level: 3
- Faction: Ghoul
- Danger: Gas Leak, Low Radiation
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostile: Feral Ghoul Genus

Note

Locations 7.12, 7.13, and 7.14 are all linked to each other via underground metro tunnels:

- U7.12: Warrington Tunnels
- U7.13: Warrington Station
- U7.14: Metro Access and Generator

Pack your Hunting Rifle; it's Feral Ghoul hunting time! The perimeter fencing has fallen in at so many different places that it is simple to breach. You can run in, guns blazing, Sneak around to the tunnel entrance, jump onto the top of the concrete tunnel, and snipe from here, or you can investigate the trainyard. There are catwalks to leap to; all are slightly irradiated but the exposure is worth it! Check the cluster of skeletons with RadAway and the following, accessed by jumping across from the concrete buttress wall to the northeast:

- Ammunition Box (3)
- Missile Launcher
- First Aid Box

To the southwest is a cabin with great views overlooking the yard, with Rads and the following:

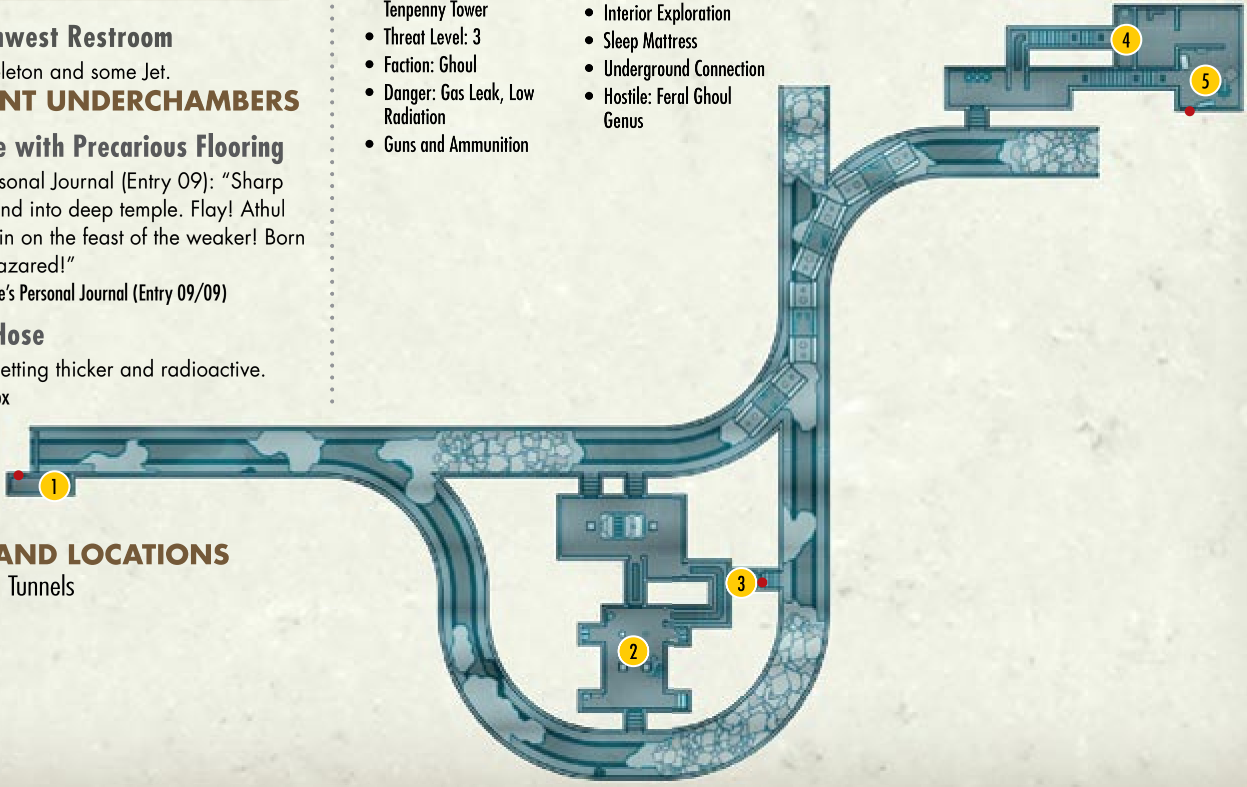
- Ammunition Box
- Sniper Rifle
- First Aid Box

There's also a third L-shaped cabin near the railroad lines.

- Ammunition Box
- First Aid Box

Tip

You can escape Ghouls chasing you by leaping from the catwalks onto the top of the L-shaped cabin or carriages.



MAPS AND LOCATIONS

Warrington Tunnels

U7.12 WARRINGTON TUNNELS

Note
Access this from either the Warrington Station [U7.13] or Warrington Trainyard (Exterior) [7.12].

1 Entrance Chamber

- Assault Rifle and Ammo

2 Connecting Room

If you quickly shoot the fire extinguisher, you can wound both Ghouls.

- First Aid Box (2)
- Ammunition Box (2)

3 Locked Storage

- First Aid Box (3)
- Ammunition Box (2)

4 Warning: Escaping Gas!

5 Pump Room

This has a mattress and a door to Warrington Station.

- First Aid Box (2)

Note
The Warrington Station Interior is described in the next location.

7.13: WARRINGTON STATION

(EXTERIOR; LAT -18/LONG -19)

- Miscellaneous Quest: Tenpenny Tower
- Threat Level: 3
- Faction: Ghoul
- Danger: Gas Leak, Low Radiation
- Collectible: Nuka-Cola Quantum, Skill Book (3)
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostile: Feral Ghoul Genus
- Inhabitants: Roy Phillips, Bessie Lynn, Michael Masters

Note
Locations 7.12, 7.13, and 7.14 are all linked to each other via underground metro tunnels:

- U7.12: Warrington Tunnels
- U7.13: Warrington Station
- U7.14: Metro Access and Generator

RELATED INTERACTIONS

Michael Masters: You can gain a chaperone to Roy Phillips's hidey-hole if you're civil.

Bessie Lynn: You can chitchat with her about her lot in life.

Roy Phillips: You can side with him against the residents of Tenpenny Tower.

Roy Phillips: Or you can placate him into a more civilized solution of coexistence.

The Warrington Station entrance, close to Lucky's Grocers [7.R], is locked and cannot be entered from the outside. To reach the Warrington Station Interior [U7.13], enter via the Warrington Tunnels [U7.12], as the gate isn't locked from this direction. Then you can come and go as you please.

U7.13 WARRINGTON STATION

Note
This can be accessed from either the Warrington Tunnels [U7.12] or Warrington Station Exterior [7.13]. Entering from the Wasteland is only possible after you unlock the station gate from the interior.

1 Michael Masters's Mezzanine

You're halted by a Ghoul who doesn't exhibit Feral tendencies. This is Michael Masters, a once-brilliant scientist, now cast out and living in a small camp he's built with the help of Roy Phillips. Stay civil and you can follow Masters to the Ghoul hideout. Get violent, and make your own way there. Try the ticket booth for these items:

- Ammunition Box (2)

2 Roy Phillips's Ghoul Hidey-hole

Here you'll find a couple of (reasonably) friendly Ghouls who want to gain entry into Tenpenny Tower. You're allowed to sleep in this hidey-hole. Grab the Quantum, but you'll have to Steal the following:

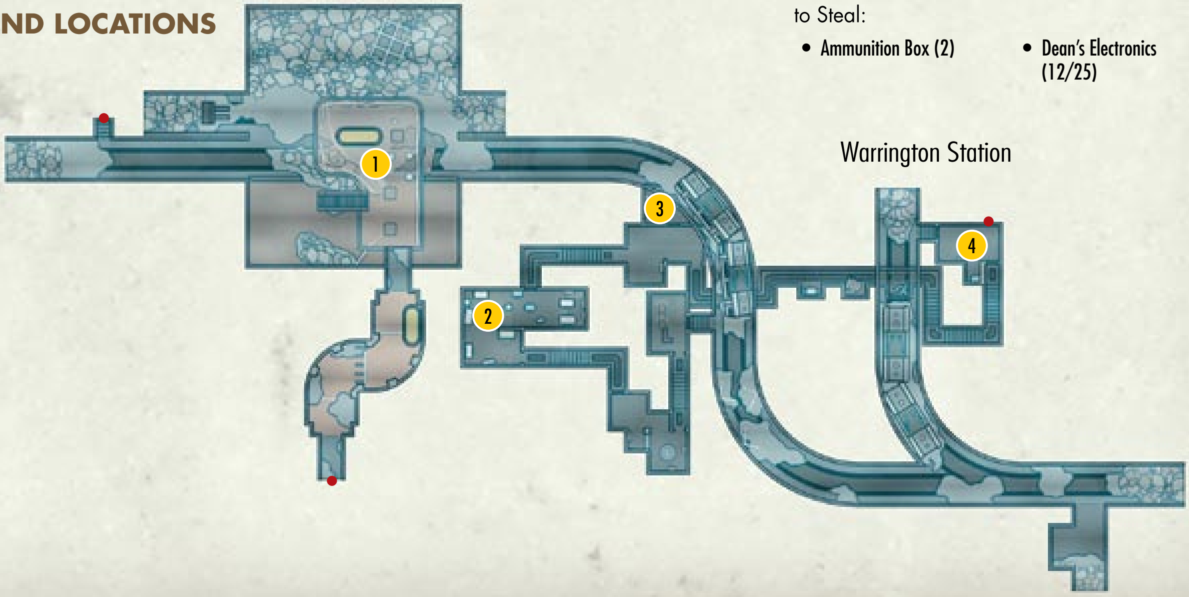
- Ammunition Box
- Nuka-Cola Quantum (54/110)
- Pugilism Illustrated (14/25)

3 Storage Room and Connecting Chamber

There are Darts and the following items to Steal:

- Ammunition Box (2)
- Dean's Electronics (12/25)

MAPS AND LOCATIONS



4 Three-Door Room

Check the desk.

- Big Book of Science (13/25)

Note

The Metro Access and Generator Interior is described in the next Location: Tenpenny Tower.

7.14: TENPENNY TOWER (LAT -16/LONG -17)

- Miscellaneous Quest: The Power of the Atom; Tenpenny Tower; Strictly Business; You Gotta Shoot 'Em in the Head
- Freeform Quest (4)
- Threat Level: 1
- Faction: Wastelander, Ghoul
- Services: Healer, Repairer Trader
- Collectible: Mini-Nuke, Holotape: Replicated Man, Schematic (2), Skill Book (6)
- Health and Chems
- Highly Visible Landmark
- Home Sweet Home
- Interior Exploration
- Lots o' Caps
- Sleep Mattress
- Underground Connection
- Work Bench
- Inhabitants: Allistair Tenpenny, Anthony Ling, Doctor Julius Banfield, Edgar Wellington II, Millicent Wellington, Irving Cheng, Tiffany Cheng, Lydia Montenegro, Margaret Primrose, Michael Hawthorne, Shakes, Susan Lancaster, Security Chief Gustavo

INHABITANTS

Tenpenny Tower is a shining beacon on D.C.'s new urban landscape. However, Allistair Tenpenny only offers this new life to those tenants he personally deems "worthy"—which excludes the majority of those living in the Capital Wasteland. The front gate is heavily guarded; you must bribe or Speech Challenge Security Chief Gustavo into the forecourt.

TENPENNY TOWER LOBBY

1 The Front Desk

Chief Gustavo is usually here. His security guards patrol the building. He can sell you weapons and armor.

2 Cafe Beau Monde

Run by Margaret Primrose. You can eat here. Kill Margaret, take her key, and ransack the cooler, for her food and Caps.

3 Boutique Le Chic

Run by Lydia Montenegro. Her snooty and high-minded manner is legendary. You can Trade with her here. Or, kill Lydia, take her key, and open her locker for free. Hack her terminal or open her wall safe, and expect annoyance at the very least (if you're not spotted) or outright hostility (if you are), and a load of Caps.

Talk with her after she notices her safe has been cracked to make her leave the Tower. This is one way to get rid of her and allow the Ghouls to move in "nonviolently."

If you succeeded in a pro-Ghoul solution to Tenpenny Tower, Michael Masters provides service here. In addition to the miscellaneous items Lydia sells, he will also sell weapons and armor.

- Schematic: Dart Gun (14/23)

4 Doctor Banfield's Surgery

You can get fixed up or have your Radiation sickness Healed here. The doctor knows about the Replicated Man too. Or kill Banfield, take his key, and open the medical supplies.

- Holotape—The Replicated Man (11/24)

5 New Urban Apparel

Run by Anthony Ling. Buy clothing (and Stimpaks) here. Or, kill Anthony, take his key, and open his locker. You can also hack his terminal or open his wall safe, and expect annoyance at the very least (if you're not spotted) or outright hostility (if you are), and a load of Caps.

Talking with Anthony after he notices his safe has been cracked will get him to leave the Tower. This is one way to get rid of him and allow the Ghouls to move in "nonviolently."

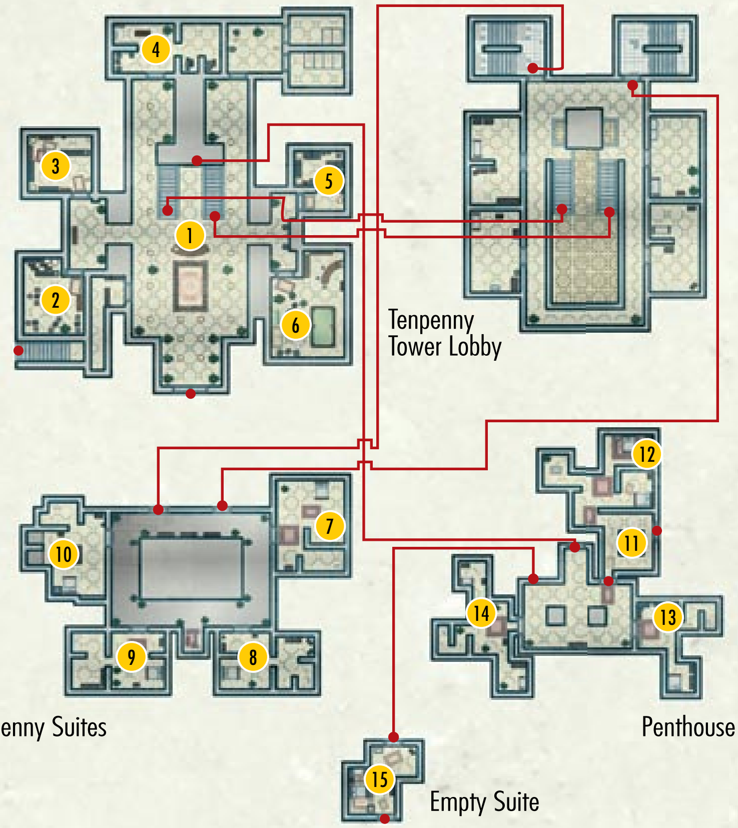
If you succeeded in a Pro-Ghoul solution to Tenpenny Tower, Bessie Lynn provides service here.

6 Federalist Lounge

Shakes is your bar-droid. You can request a drink. There are shelves of alcohol to steal too.

Before you do, Hack into the counter terminal and change the drinks prices; you can save up to 50 percent!

INTERIOR MAPS AND LOCATIONS



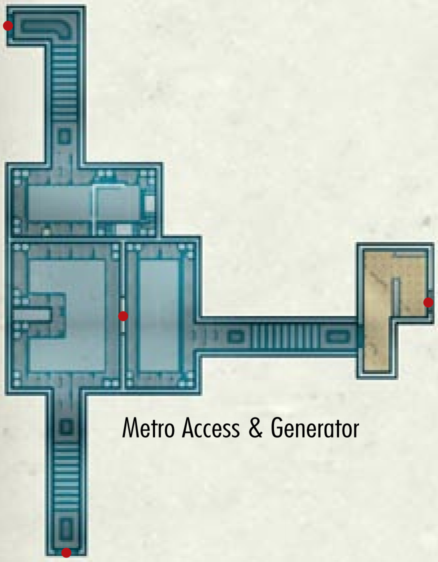
U7.14 METRO ACCESS AND GENERATOR

Note

Access this from either the Warrington Station [U7.13] or Tenpenny Tower [7.14].

This basement area has three distinct locations; if you head north from Warrington Station, you reach a Metro Access chamber with a large utility door on your right (east). Access the utility door from the west side via the Tenpenny Tower lobby. It cannot be opened from this point. In addition, there's a third passage accessed via the outside basement door (which requires the key to Tenpenny's generator room. In here is a small window you can peer through into the utility door area. This location is where Roy Phillips amasses his Ghoul army if you're siding with the Ghouls during **Miscellaneous Quest: Tenpenny Tower.** Complete this on the side of the Ghouls, and you're awarded a unique item:

- Ghoul Mask (46/152)



Metro Access & Generator

TENPENNY SUITES

7 Susan Lancaster's Suite

Giving the Love Letter to Millicent Wellington results in her reminding her husband about the "until death do us part" section of their marriage vows.

- Love Letter
- Tales of a Junktown Jerky Vendor (11 & 12/24)*

Note

*There is a Skill Book at this location prior to a Ghoul invasion and after the lights go out. To obtain both, claim the first book and then make the Ghouls break into the Tower, as part of **Miscellaneous Quest: Tenpenny Tower.**

8 Michael Hawthorne's Suite

Somebody may have a drinking problem.

9 Edgar and Millicent Wellington's Suite

These two are always at each other's throats. There is a safe here.

- Wall Safe Items

10 Herbert Dashwood's Suite

This adventurer has an exploration database. You can learn about the following:

People: King Crag, Miss Penelope Chase, Destiny Chao, Argyle (Dashwood's Ghoul manservant), and Harmon Jurley (the psychotic cannibal slaver).

Places: Notes on Paradise Falls, Rockopolis, Blue Destiny Brothel, Underworld, and Megaton.

Pests: Notes on Mirelurks, Feral Ghouls, Radscorpions, Yao Guai, and Robobrains.

You can also ask him about the Replicated Man and about getting into the basement, as part of the Tenpenny Tower Quest.

- Floor Safe Items (see the Freeform Quest below)
- Holotape: The Replicated Man (12/24)
- Hunting Rifle

PENTHOUSE SUITES

11 Allistar Tenpenny's Suite

The door is locked and a guard is posted. You need to be attempting a relevant Quest, using a Speech Challenge, using the Suite Key you got from Chief Gustav (or a key on the pedestal you can snatch while the guard stretches his legs), or resorting to violence to infiltrate this chamber.

12 Allistar Tenpenny's Desk

ROOFTOP BALCONY (EXTERIOR)

Tenpenny is usually up here. Speak to him about any Quests and how he founded the towers, or execute him from miles away using a missile from the ground.

13 Mister Burke's Suite

It looks neat, tidy, and not lived in.

- Lying, Congressional Style (9 & 10/25)*

Note

*There is a Skill Book at this location prior to a Ghoul invasion and after the lights go out. To obtain both, claim the first book and then make the Ghouls break into the Tower as part of **Miscellaneous Quest: Tenpenny Tower.**

14 The Cheng Suite

Home to Irving Cheng. His wall terminal proves he's a closet totalitarian!

15 Empty Suite/My Tenpenny Suite

FREEFORM QUEST: HOUSE DECORATION IN MY TENPENNY SUITE

The final "empty suite" in Tenpenny is only available once you complete **Miscellaneous Quest: Power of the Atom** and decide to detonate the bomb. Mister Burke then offers you My Tenpenny Suite Key. You can come and go as you please, using this as a base camp. Additional assets are all purchased from Lydia Montenegro (or Michael Masters if the Ghouls are running the place). Manage the following assets here:

FEATURE	DESCRIPTION
Bed, chairs, tables, and shelves	Bed for sleeping; furnishing for display
Promotional Bobblehead display case	This holds all the Bobbleheads you have found.
Work Bench	Required for the construction of Schematic-based items
Mr. Handy "Godfrey"	A robotic butler that tells jokes, cuts your hair, and pours you a drink
Scientist theme†	Decorations a laboratory scientist would be at home in
Wasteland Explorer theme	A variety of gun racks and trophies
Vault theme	A taste of home, without the crushing depression and lack of sunlight
Pre-War theme	It's as if you never left Tranquility Lane
Raider theme	Strap on your bondage armor and hang up a corpse
Love Machine theme‡	For the discerning manimal or hellcat around town
Jukebox	Streams music around your abode
Pristine Nuka-Cola Machine	Dispenses ice-cold Nuka-Colas
My First Laboratory	Dispenses random drugs over time and acts as an automatic drug detox
My First Infirmary	Heals wounds and repairs damaged limbs automatically

- †Big Book of Science (when Scientist Theme purchased) (14/25)
- ‡Lying, Congressional Style (when Love Machine Theme purchased) (11/25)

BIG TICKET ITEMS

Work Bench: This functions exactly like a standard Work Bench found elsewhere and allows you to construct Schematic weapons.

- Work Bench

Robotic Butlers: They can tell you a (usually terrible) random joke.

They can dispense Purified Water on command (note that the robot can dispense up to five of these before it needs a week to recharge its "condensation collectors"); they can give you a haircut; and they can explain any house purchase you have bought.

Jukebox: Functions exactly like a standard jukebox found across the Wasteland. The music cannot be selected.

Nuka-Cola Machine: This machine comes with eight "ice-cold" Nuka-Colas that have Rads +2 and HP +20 (better than warm Nuka-Cola). If you are carrying Nuka-Cola Bottles, you can chill them.

My First Laboratory: This can instantly cure you of any drug addictions and can concoct a random compound. This second process takes about a day or so. When you return, the set will dispense a random Chem and then be ready for a new command. Note that while it is "Brewing" (which cannot be interrupted), the detox system is unavailable. The random drug is one of the following: Buffout, Jet, Mentats, Psycho, Med-X, Rad-X, Stimpak, RadAway, or Unpurified Water.

My First Infirmary: Instantly heal yourself to maximum health; restore any and all damaged limbs or body parts; remove all Rads.

FREEFORM QUEST: LOVE LETTER

Assuming you discover the Love Letter in Susan Lancaster's suite, hand it to Millicent. She goes crazy, murders both Susan and her husband, and flees into the Wasteland. That'll clear the place of Ghoul-haters!

FREEFORM QUEST: FINDERS KEEPERS

If you break into Lydia's or Anthony's shop safes, they are furious and decide to leave the premises and look for superior accommodation. If you're having difficulty getting them to accept Ghouls into their lives, this is a good alternate strategy.

FREEFORM QUEST: A MANHANDLED MANSERVANT

Herbert Dashwood's terminal mentions his manservant Argyle and wonders what became of him. Well, out in the southwestern wastes, you'll find your answer; visit Rockopolis [7.C], locate the dead Ghoul, and report back to Dashwood. He's overcome but offers you his key as a reward. This opens the floor safe in his room; there are Chems, Stimpaks, and a few rare items:

- Dashwood's Safe Key
- Mini-Nuke (45/92)
- Schematic: Bottlecap Mine (15/23)

Or, you could just kill him and take the key.

Secondary Locations

7.A: BROADCAST TOWER PN (LAT -24/LONG -04)

- Threat Level: 1
- Collectible: Pre-War Book, Skill Book
- Highly Visible Landmark
- Interior Exploration
- Radio Signal
- Hostile: Mole Rat, Radscorpion Genus

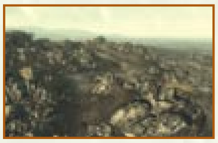
North from Smith Casey's Garage is a radio mast you can easily access via the open mesh gates or by heading over the rocks. Locate the electrical switch to find the Drainage Chamber Sewer Grate [4.R]. Technically, the following items are in this location but are referenced for this zone.

- Radio Signal Papa November

By the exit ladder is a Pre-War Book and *Pugilism Illustrated*. Over by the corpse are scattered food, Purified Water, and Darts.

- Blood Pack
- Pre-War Book (50/103)
- Pugilism Illustrated (15/25)

7.B: WASTELANDER TENT AND SNIPER VISTA (LAT -30/ LONG -07)



- Threat Level: 1
- Faction: Wastelander
- Guns and Ammunition
- Health and Chems
- Sleep Mattress

Skirt the western Wasteland perimeter; there's a small Wastelander tent, with two grumpy inhabitants and their dog. Their tent includes a place to sleep and has food, Darts, and a Carton of Cigarettes. Close by is a sniping spot with excellent views to the east and south.

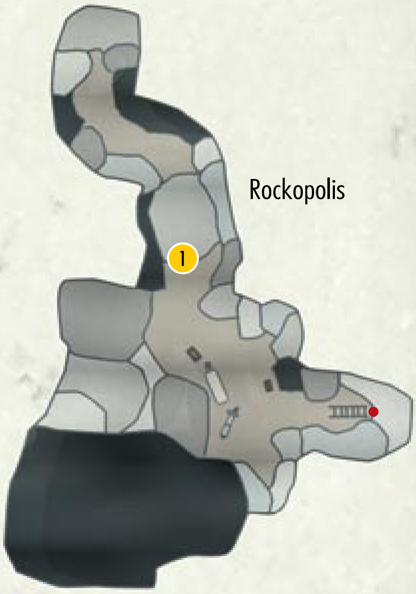
- .32 Pistol and Ammo
- Ammunition Box
- First Aid Box (2)
- Sniper Rifle

7.C: ROCKOPOLIS (LAT -26/ LONG -07)

- Threat Level: 1
- Faction:, Ghoul, Slaver
- Collectible: Bobblehead
- Guns and Ammunition
- Interior Exploration
- Argyle (Deceased)

The only exterior clue to this place is a hat stand and faded banner. Once inside, you can inspect Argyle's corpse ① and read a Holotape message from a Slaver to Rollings about rounding up slaves to sell up north.

- 10mm Pistol
- Bobblehead: Unarmed (16/20)
- Note: Rollings: We're Done



Tip

Can't find Rockopolis? Three Dog and Dashwood both mention this place, and you can search at night; there's a glow behind the rock door you can see in the dark.

7.D: MILITARY CHECKPOINT AND TENT (LAT -22/LONG -06)

- Threat Level: 2
- Danger: Low Radiation
- Guns and Ammunition
- Sleep Mattress

North of Smith Casey's Garage is a small military blockade. The radiation the military was sent to clear up—a small pool across the road—is just north.

- Ammunition Box (6)
- First Aid Box
- Laser Rifle

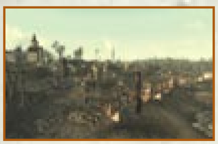
7.E: RUINED CHAPEL (LAT -14/LONG -06)

- Threat Level: 2
- Faction: Raider
- Danger: Grenade Bouquet, Shotgun Trap
- Collectible: Mini-Nuke, Skill Book (2)
- Guns and Ammunition
- Highly Visible Landmark
- Sleep Mattress

On the outskirts of Jury Street [5.13] is a chapel overrun by Raiders. Enter in the back to avoid the Rigged Shotgun trap, deactivate the Grenade Bouquet hanging from the middle crossbeam, and then conduct a thorough sweep. There's a mattress, scattered Ammo and Chems, and a Carton of Cigarettes. By the pulpit are Caps and more mattresses. Search for the following before you leave:

- Combat Shotgun and Ammo
- Frag Grenade (3)
- Lying, Congressional Style (12/25)
- Mini-Nuke (46/92)
- Pugilism Illustrated (16/25)

7.F: RUINED CALVERTON VILLAGE (LAT -14/LONG -07)



- Threat Level: 2
- Faction: Raider
- Collectible: Skill Book
- Sleep Mattress

South of the ruined chapel is a ruined village of six homes, known as Calverton. Work your way from west to east; the house nearest the ruined chapel has a floor safe. The house south of this has a Skill Book. Those items and a Carton of Cigarettes in a bathtub are all there is. To the west is a jackknifed truck [8.I].

- Floor Safe Items
- Nikola Tesla and You (16/25)

7.G: OVERTURNED CITY LINER (LAT -30/LONG -10)

- Threat Level: 1

7.H: IRRADIATED POND (LAT -26/LONG -09)

- Threat Level: 2
- Danger: Low Radiation

7.I: CAPTAIN COSMOS BILLBOARD (LAT -19/LONG -10)

- Threat Level: 1
- Highly Visible Landmark

7.J: ABANDONED SHACK (LAT -16/LONG -10)

- Threat Level: 1

7.K: RUINED HOUSE (LAT -26/LONG -13)

- Threat Level: 1

7.L: BROADCAST TOWER SV AND 7.M: DRAINAGE CHAMBER (LAT -20/LONG -13)

- Threat Level: 3
- Danger: Grenade Bouquet, Mines, Shotgun Trap, Terminal Trap
- Collectible: Mini-Nuke, Skill Book
- Guns and Ammunition
- Highly Visible Landmark
- Interior Exploration
- Radio Signal
- Work Bench

DRAINAGE CHAMBER

One of the rusting radio masts atop a craggy and rocky hillside is still functioning. Flip the electrical switch and find the Drainage Chamber Sewer Grate [7.M] to the southeast. Use triangulation, but beware of the gaps in the ground; don't fall down a fissure to the dirt path below!

- Radio Signal Sierra Victor

Floor Pads

Step on either, and a Rigged Shotgun in the right-side alcove activates. Duck and disarm.

- Combat Shotgun and Ammo (2)

Locker Barricade

A Grenade Bouquet is triggered when you move the barrel.

- Frag Grenade (3)

East Hatch Door

There are two Frag Mines that require lightning-fast disarming!

- Frag Mine (2)

Skeletal Prankster

Disarm the dummy terminal, then gather items from the room.

- Ammunition Box (2)
- Assault Rifle
- Frag Grenade
- Frag Mine

Work Bench

There's a Bottlecap Mine here and more Frag Mines on a nearby table, plus:

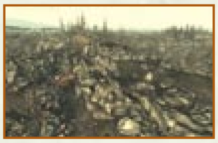
- Duck and Cover! (16/25)
- Frag Mines
- Mini-Nuke (47/92)
- Work Bench

7.N: CAPTAIN COSMOS BILLBOARD (LAT -20/LONG -12)

- Threat Level: 1
- Highly Visible Landmark

Don't confuse it with the other one [7.H]!

7.O: CHINESE PILOT'S SHACK (LAT -29/LONG -15)



- Threat Level: 1
- Faction: Chinese Remnant

7.P: DOT'S DUNWICH DINER (LAT -22/LONG -16)

- Threat Level: 1

7.Q: WARRINGTON TOWNSHIP (LAT -18/LONG -16)

- Threat Level: 1
- Collectible: Skill Book
- Sleep Mattress
- Hostile: Enclave Eyebot

Seventeen ruined houses make up this township. Search the buildings from north to south; the second house has a Neighborly Letter in the mailbox. The fourth has a mattress. Some of the mailboxes contain a few common items. There are two Ammo Boxes by the burned-out car, just south of the sealed but intact house. Near Tenpenny Tower, there's a safe in the debris of the second house. The third house contains a few Bottle Caps and a mattress. The house (which is more of a debris pile) opposite the intact dwelling has a copy of Duck and Cover! on the surviving shelving. You cannot enter either of the intact houses in this township. There's a 5 percent chance of finding a letter from Vault-Tec in any mailbox.

- Ammunition Box (2)
- Debris Safe Items
- Duck and Cover! (17/25
- Neighborly Letter

7.R: LUCKY'S GROCER (LAT -18/LONG -20)

- Threat Level: 2
- Faction: Wastelander
- Services: Repairer, Trader
- Collectible: Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Mole Rat, Radscorpion Genus, Scavenger

Lucky probably died screaming as the skin melted from his face, but his store still survives. Once inside, you're greeted by a Scavenger who trades here. There's a Skill Book you can take, but anything else is seen as stealing. You can Trade and Repair here.

There's junk, food, drink, and Darts, including missiles near the mannequin. Hack into the counter terminal or floor safe. Then look for the following to steal (including some unique shades):

- First Aid Box
- Floor Safe Items
- Lucky Shades (47/152)
- Nuka-Cola Quantum (55/110)
- Pugilism Illustrated (17/25)

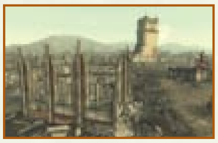
7.S: WILLY'S GROCER (LAT -14/LONG -18)

- Threat Level: 1
- Collectible: Skill Book
- Health and Chems
- Interior Exploration
- Hostile: Enclave Eyebot, Radroach, Robot Genus

Close by are empty, ruined houses. Enter the grocer building and collect beer, food, and two Cartons of Cigarettes. Also open the counter safe and grab the following:

- Counter Safe Items
- First Aid Box
- Tales of a Junktown Jerky Vendor (13/24)

7.T: RUINED OFFICE BUILDING (LAT -14/LONG -19)



- Threat Level: 1
- Faction: Chinese Commando
- Collectible: Skill Book
- Guns and Ammunition

The ground floor is mainly rubble, and there's the corpse of a Chinese Commando. Search him, then head up the rubble pile to the second floor, where a bookshelf holds a Skill Book, a couple of Stimpaks, an Ammo Box, and a Scoped .44 Magnum next to a skeleton.

- Tumblers Today (15/25)
- Ammunition Box
- Scoped .44 Magnum
- Stimpaks

Note

Using a Sniper Rifle, try hitting Allistair Tenpenny on his upper balcony!

ENCLAVE CAMP LOCATIONS

CAMP E7.01 (LAT -28/LONG -04)

- Main Quest: Picking up the Trail
- Threat Level: 4
- Guns and Ammunition

Two soldiers attempt to keep a Modified Deathclaw in check; with limited success.

- Enclave Crate Ammunition

CAMP E7.02 (LAT -14/LONG -11)

- Main Quest: Picking up the Trail
- Threat Level: 3

A Vertibird drops a small squad of Enclave troops just northwest of the VAPL-84 Power Station [7.08].

CAMP E7.03 (LAT -23/LONG -12)

- Main Quest: Picking up the Trail
- Threat Level: 3

A Vertibird drops a small squad of Enclave troops to commandeer the area around Jocko's Pop & Gas Store [7.07].

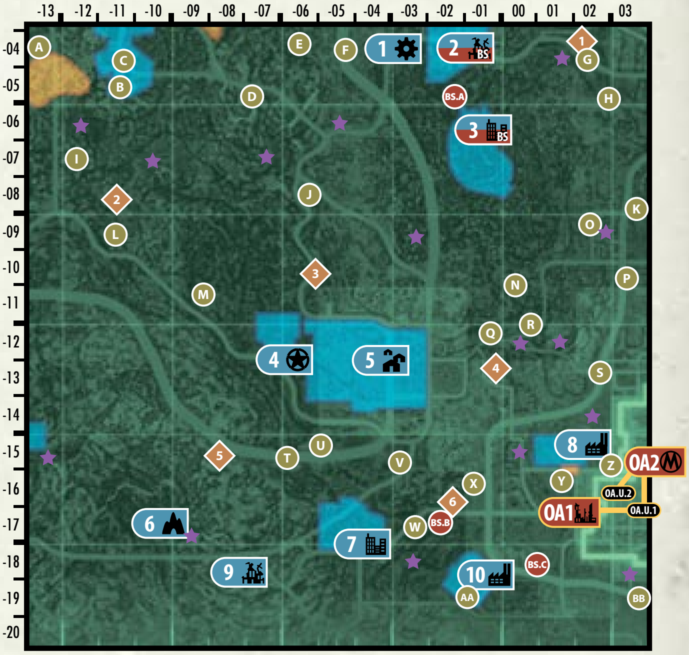
Zone 8: Southern Plains and D.C. Outskirts

TOPOGRAPHICAL OVERVIEW

Your first experiences out in the Wasteland begin here, in the local area around and south of Vault 101. After trudging through Springvale, your first place to investigate has to be Megaton; there's a huge amount to discover, and a variety of improvements you can make to your inventory and Cap collection. Press farther south to reach Fort Independence, the seat of power for those Brotherhood Outcasts who abhor the leadership of Elder Lyons. Head into more rural areas and stay a spell at the delightful hamlet of Andale. Could this be America's perfect township? Then, just for the taste of it, check out the place where soda and radioactive isotypes combine—the Nuka-Cola Plant!

AVAILABLE COLLECTIBLES

- Bobbleheads: 2/20
- Mini-Nukes: 5/92
- Unique Items: 9/152
- Nuka-Cola Quantum: 8/110
- Schematics: 4/23
- Pre-War Books: 7/103
- Skill Book (Barter): 1/24
- Skill Book (Big Guns): 4/25
- Skill Book (Energy Weapons): 2/25
- Skill Book (Explosives): 1/25
- Skill Book (Lockpick): 2/25
- Skill Book (Medicine): 1/25
- Skill Book (Melee Weapons): 6/25
- Skill Book (Repair): 3/25
- Skill Book (Science): 3/25
- Skill Book (Small Guns): 1/25
- Skill Book (Sneak): 5/25
- Skill Book (Speech): 3/25
- Skill Book (Unarmed): 1/25
- Work Bench: 4
- Holotape: Replicated Man (3/19)



PRIMARY LOCATIONS

8.01: Vault 101 (LAT -04/LONG -04)
8.02: Springvale (LAT -02/LONG -04)
8.03: Megaton (LAT -01/LONG -06)
8.04: Fort Independence (LAT -06/LONG -13)
8.05: Fairfax Ruins (LAT -04/LONG -12)
8.06: Cliffside Cavern (LAT -10/LONG -17)
8.07: Andale (LAT -05/LONG -17)
8.08: Red Racer Factory (LAT 02/LONG -15)
8.09: The Overlook Drive-in (LAT -08/LONG -18)
8.10: Nuka-Cola Plant (LAT -01/LONG -19)
***OA1: Outcast Outpost Entrance (LAT 02/LONG -16)**
***OA.U.1: Bailey's Crossroads Station (LAT 03-04/LONG -16)**
***OA2: Bailey's Crossroads Metro (LAT 03-04/LONG -15)**
***OA.U.2: Outcasr Outpost Entrance Elevator (LAT 03/LONG -16)**

*These locations are detailed in the Tour section of Operation: Anchorage.

SECONDARY LOCATIONS

8.A: Jury Street Tunnels (Blocked; LAT -13/LONG -04)
8.B: Radio Mast Oscar Tango and Hamlet (LAT -11/LONG -05)
8.C: Drainage Chamber (LAT -11/LONG -04)
8.D: Military Truck Checkpoint (LAT -07/LONG -05)
8.E: Ruined Farmhouse (LAT -06/LONG -04)
8.F: Freeway Drain (LAT -05/LONG -04)
8.G: Ruined Farmhouse (LAT 02/LONG -04)
8.H: Water Tower (LAT 02/LONG -05)
8.I: Jackknifed Truck (LAT -12/LONG -07)
8.J: Captain Cosmos Billboard (LAT -06/LONG -08)
8.K: Crumbling Statuary (LAT 03/LONG -08)
8.L: Independence Hamlet (LAT -11/LONG -09)
8.M: Independence Ruins (LAT -09/LONG -11]
8.N: Ruined House (LAT 00/LONG -10)
8.O: Talon Company Camp (LAT 02/LONG -09)
8.P: Raider Underpass (LAT 03/LONG -10)
8.Q: Car Dealership (LAT -01/LONG -12)
8.R: Red Rocket Gas Station (LAT 00/LONG -12)
8.S: Scavenger's Bridge (LAT 02/LONG -13)
8.T: Freeway Wreckage (LAT -06/LONG -15)
8.U: Overturned Truck (LAT -05/LONG -15)
8.V: The Concrete Treehouse (LAT -03/LONG -15)
8.W: Jackknifed Truck (LAT -03/LONG -17)
8.X: Dot's Diner (LAT -01/LONG -16)
8.Y: Parked Red RacerTrucks (LAT 01/LONG -16)
8.Z: Raider Camp (LAT 03/LONG -16)
8.AA: Parked Nuka-Cola Trucks and Drainage Outlet (LAT -02/LONG -19)
8.BB: Traffic Pileup (LAT 03/LONG -19)
****BS8.A: Wastelander Water Request (LAT -02/LONG -05)**
****BS8.B: Enclave Outcasts (LAT -02/LONG -16)**
****BS8.C: Talon Company Crate (LAT 00/LONG -18)**

**These locations are detailed in the Tour section of Broken Steel.

Primary Locations

8.01: VAULT 101

(LAT -04/LONG -04)

- Freeform Quest (4)
- Threat Level: 2
- Faction: Vault Dweller
- Collectible: Bobblehead, Skill Book
- Area Is Locked
- Follower
- Health and Chems
- Interior Exploration
- Radio Signal
- Rare or Powerful Item
- Hostile: Radroach
- Inhabitants: Allen Mack, Officer Steve "Stevie" Mack, Wally Mack, Susie Mack, Overseer Alphonse Almodovar, Amata Almodovar, Stanley Armstrong, Andy, Beatrice Armstrong, Butch DeLoria, Ellen DeLoria, Dad, Officer Herman Gomez, Pepper Gomez, Freddie Gomez, Officer John Kendall, Christine Kendall, Old Lady Palmer, Jonas Palmer, Edwin Brotch, Security Chief Paul Hannon, Paul Hannon (II)

GENERAL NOTES

Your home for almost the last two decades is ready to be visited, but things can never be as they were. The best time to attempt this is after you hear Amata's voice over the Vault 101 emergency frequency. Tune your Pip-Boy and head back home.

- Vault 101 Emergency Frequency

As you visit this location only the layout is static, and inhabitants may be in different locations. Refer to the Main and Miscellaneous Quests for further information (including which doors are locked). This simply shows the Vault layout, starting with the area nearest the surface.

VAULT 101 ENTRANCE

① Entrance

② Secret Wall

This slides down (but only if you're approaching from the Atrium) to the northeast; you use this during Main Quest: Escape.

VAULT 101 ATRIUM/UPPER LEVEL

③ Storage

④ Cafeteria

⑤ Security Room and Cell

⑥ Overseer's Office

This includes two bedrooms and a secret access corridor under the Overseer's desk, leading back to the entrance room.

VAULT 101 LOWER LEVEL

⑦ Classroom

⑧ Your Father's Clinic

Check the wall plaque featuring your mother's favorite Bible verse for the Schematic.

- Bobblehead: Medicine (17/20)
- Schematic: Rock-It Launcher (16/23)

⑨ Diner

This is where you received a *Grognak the Barbarian* from Amata.

- Grognak the Barbarian (13/25)

⑩ Restrooms

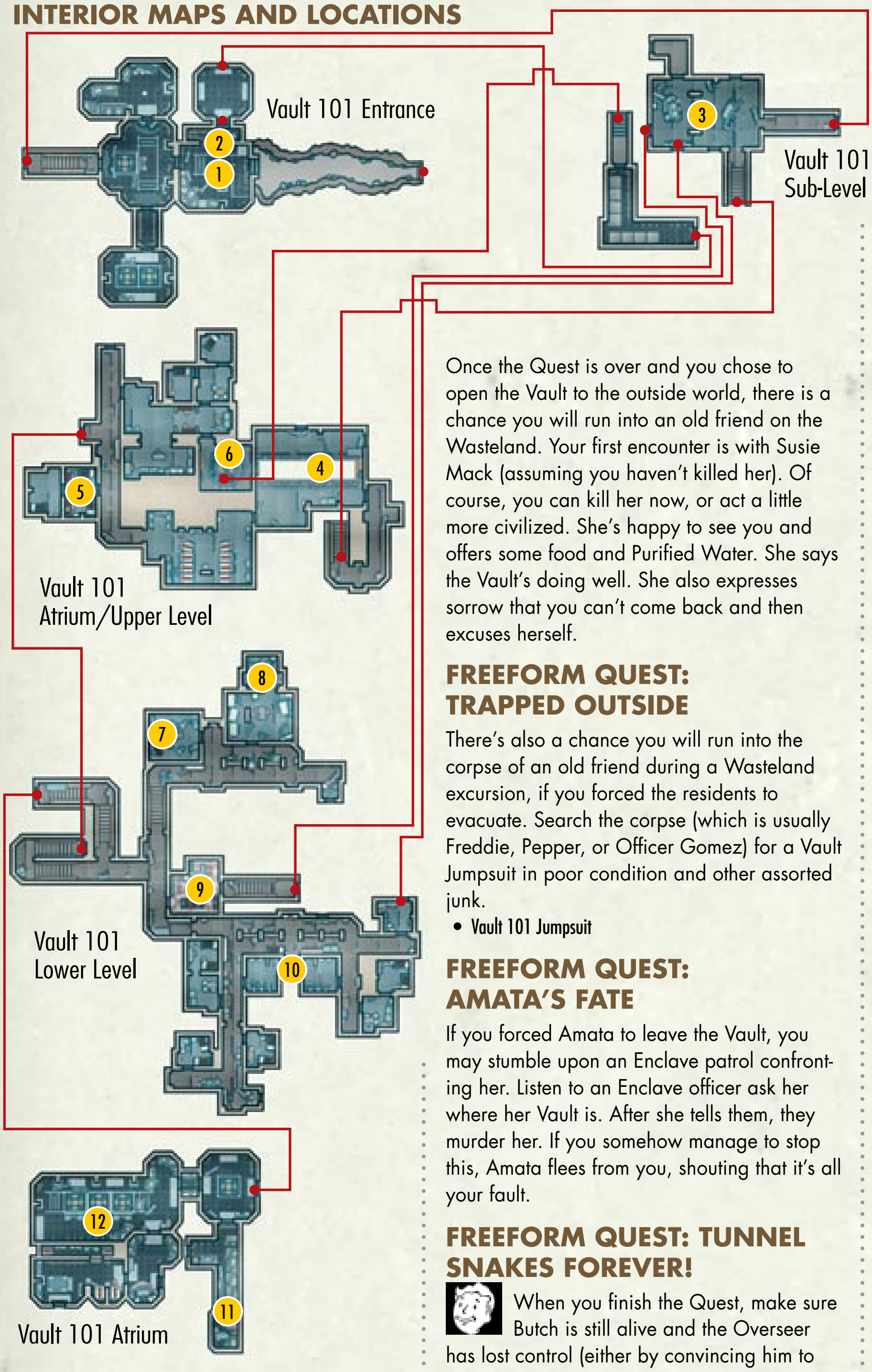
SUBLEVEL

⑪ BB Gun Practice Range

⑫ Reactor

- First Aid Box

INTERIOR MAPS AND LOCATIONS



FREEFORM QUEST: OUT OF THE VAULT

Note

All these Freeform Quests take place only after you complete Miscellaneous Quest: Trouble on the Homefront.

Once the Quest is over and you chose to open the Vault to the outside world, there is a chance you will run into an old friend on the Wasteland. Your first encounter is with Susie Mack (assuming you haven't killed her). Of course, you can kill her now, or act a little more civilized. She's happy to see you and offers some food and Purified Water. She says the Vault's doing well. She also expresses sorrow that you can't come back and then excuses herself.

FREEFORM QUEST: TRAPPED OUTSIDE

There's also a chance you will run into the corpse of an old friend during a Wasteland excursion, if you forced the residents to evacuate. Search the corpse (which is usually Freddie, Pepper, or Officer Gomez) for a Vault Jumpsuit in poor condition and other assorted junk.

- Vault 101 Jumpsuit

FREEFORM QUEST: AMATA'S FATE

If you forced Amata to leave the Vault, you may stumble upon an Enclave patrol confronting her. Listen to an Enclave officer ask her where her Vault is. After she tells them, they murder her. If you somehow manage to stop this, Amata flees from you, shouting that it's all your fault.

FREEFORM QUEST: TUNNEL SNAKES FOREVER!

When you finish the Quest, make sure Butch is still alive and the Overseer has lost control (either by convincing him to step down, killing him, or sabotaging the Vault). Move to the Muddy Rudder, a watering hole at the gigantic rust bucket known as Rivet City [9.15]. You can convince him to join you—but only if your Karma is at a neutral level. Note that if you kill Butch at any time, you can collect his Unique Switchblade:

- Follower: Butch
- "Butch's Toothpick" Switchblade (50/152)

8.02: SPRINGVALE

(LAT -02/LONG -04)

- Main Quest: Following in His Footsteps
- Threat Level: 2
- Faction: Raider, Wastelander
- Collectible: Skill Book
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Lots o' Caps
- Hostile: Raider
- Inhabitants: Silver

GENERAL NOTES

The township of Springvale is one of the first areas of devastation you may witness after exiting Vault 101. This derelict and pitiful hamlet is close to Megaton. Check all the mailboxes and drop-off boxes for items; one contains a Skill Book. One of the four ruined houses has a safe to open, another has food in a fridge. The water tower to the south is a source of irradiated water.

- Pugilism Illustrated (18/25)
- Floor Safe Items

The remaining buildings to the north of the Red Rocket Gas Station are empty. There is a small ranch and a nearby Raider camp, pushed back into the Springvale Elementary School [5.14] by the well-defended folks at Megaton. The Small Ranch is home to Silver, with scattered Chems, Food, and a First Aid Box (all must be stolen, with a Karma hit each time you grab anything).

- First Aid Box

FREEFORM QUEST: 300 PIECES OF SILVER

You can complete this independently or as part of the Main Quest, you don't need to visit Moriarty to try this. Speak with Silver:

You can simply kill her, ransack her home, and return to Moriarty.

You can goad her into attacking you and then kill her, then return to Moriarty. With either of the first two choices, you can grab Jet and Psycho, plus Health and Chems from a First Aid Box.

You can also reason with her and request she give you Caps to pay off Moriarty (300).

Or, you can use **Speech** convince her to hand over what she owes, and you'll convince Moriarty she left town. She agrees and hands over 400 Caps.

- Caps (300; if you reasoned with Silver)
- Caps (400; if you Speech Challenged Silver)

8.03: MEGATON

(LAT -01/LONG -06)

- Main Quest: Following in His Footsteps
- Miscellaneous Quest: The Wasteland Survival Guide; The Power of the Atom
- Freeform Quest (4)
- Threat Level: 2
- Faction: Ghoul, Regulator, Wastelander
- Services: Healer, Repairer, Trader
- Danger: Low Radiation
- Collectible: Mini-Nuke, Nuka-Cola Quantum, Pre-War Book (4), Schematic, Skill Book (5)
- Follower
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Home Sweet Home
- Interior Exploration
- Lots o' Caps
- Main Trading Route
- Rare or Powerful Item (4)
- Sleep Mattress
- Work Bench (2)
- Holotape: Replicated Man (3)
- Inhabitants: Deputy Weld, Deputy Steel, Stockholm, Lucas Simms, Harden Simms, Walter, Moira Brown, Doc Church, Confessor Cromwell, Mother Maya, Colin Moriarty, Gob, Nova, Mister Burke, Billy Creel, Maggie, Nathaniel Vargas, Manya, Lucy West, Jenny Stahl, Andy Stahl, Leo Stahl, Jericho

Megaton is an odd-looking, sprawling settlement, surrounded by thick, impenetrable walls. It features a sliding front gate guarded by a Sniper named Stockholm and a rusty robot named Deputy Weld. You can head in and out as you like, and it is wise to holster your weapon.

RELATED INTERACTIONS

All settlers: You can inquire about locations in town. All other questions are covered below.

A TOUR AROUND MEGATON

1 Sheriff Lucas Simms's Shack

Sheriff Simms's place is locked. Simms's son Harden is sometimes inside here or playing with Maggie. Downstairs is a small amount of food. Upstairs, there are the items listed below, but up in Lucas's bedroom is the real prize: a Bobblehead: Strength! Take this without penalty. For a spectacular view of Megaton, go through the ceiling hatch just behind the stairs on the upper floor; this leads to the fuselage balcony.

Although you'll turn the town Hostile, the sheriff is wearing a Unique hat and coat; take them if you wish.

- Hunting Rifle
- Bobblehead: Strength (18/20)
- Sheriff's Duster (49/152)
- Sheriff's Hat (50/152)

2 Water Processing Plant

Walter is usually taking a smoke break outside or is inside tinkering. Speak to him, and you can begin **Freeform Quest: Treatment**. In the back room is Leo Stahl's desk; you can speak with him about his drug problem (Freeform Quest) or break open the desk.

3 Craterside Supply

Arrive during business hours so the place is open, and you're warmly greeted by Moira Brown (and less so by her bodyguard). You can begin **Miscellaneous Quest: The Wasteland Survival Guide** here, as well as Repairing and Trading. A quick rummage reveals a Holotape: The Replicated Man behind the counter. There's a 10mm Pistol to steal, a Work Bench to tinker on, and a shelf stocked with food. Hack Moira's terminal. You can read her Survival Guide Progress here and track the two experiments she's also attempting. Expect the townsfolk to turn Hostile if you do this and if you pry the Key to Craterside Supply from Moira's cold, dead fingers: You can open the locker behind the counter and gather all her inventory; note the more exotic items below:

- Work Bench
- Holotape: The Replicated Man (13/24)
- 10mm Pistol
- Key to Craterside Supply
- Schematic: Rock-It Launcher (17/23)

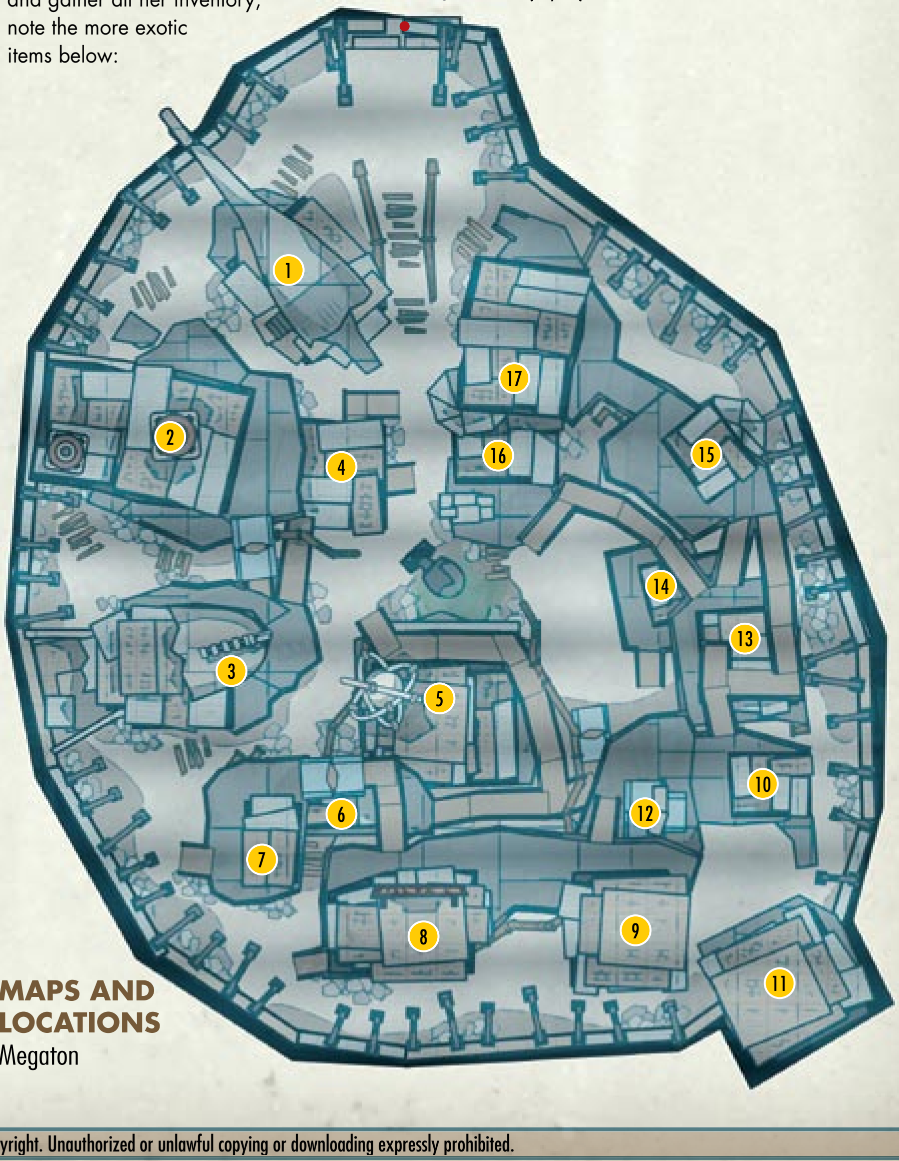
Moira awards you the following collectibles during **Miscellaneous Quest: The Wasteland Survival Guide**:

- Armored Vault 101 Jumpsuit (51/152)
- Shady Hat (52/152)
- Schematic: Bottlecap Mine (18/23)
- Mini-Nuke (48/92)
- Big Book of Science (15/25)
- Lying: Congressional Style (13/25)

4 Megaton Clinic

Doc Church is the physician in charge, and you can purchase medical supplies and heal your wounds or radiation. There are two First Aid Boxes to steal from and three Stimpaks in his shack, a Holotape about the Replicated Man on his desk (which you can talk to the Doc about), and the clinic medical supplies (only accessible if you kill Doc and steal the key). In the back room are two unconscious patients.

- First Aid Box (2)
- Holotape: The Replicated Man (14/24)
- Key to Clinic Medical Supplies



MAPS AND LOCATIONS
Megaton

5 Children of Atom Church

These believers pray for a special kind of savior. Find out more when you speak with Confessor Cromwell (he's usually standing by the bomb) or Mother Maya (who's usually inside the church). You can give generously (a Freeform Quest) and ask more about this religion and about the residents. Cromwell has a key on him, but this is only useful for entering the church at night.

- Confessor Cromwell's Key

6 The Armory

The place holds the town's supply of weapons and is locked. Break in and expect to be attacked by Deputy Steel, a Mister Gutsy programmed by Lucas. Survive the battle and gather the listed items; hack the armory terminal, where you can deactivate Deputy Steel (and Deputy Weld outside the gate) instead of combating them. Open a floor safe.

- Hunting Rifle (3)
- Combat Shotgun
- Chinese Assault Rifle (3)
- Floor Safe Items
- 10mm Pistol (2)

7 Men's Restroom

Lots of plungers and lockers.

8 Moriarty's Saloon

Enter Moriarty's Saloon (there's a back entrance, which isn't necessary to pick unless Moriarty's office is locked). This dive is home to several characters. You can ask Nova how much she charges...for a room. You can speak to Gob at the bar. There's the mysterious Mister Burke with a terrifyingly intriguing proposition. You can speak to Moriarty about your father; he knows more than he lets on and possibly gets you to complete a task regarding a runaway prostitute named Silver. Billy Creel and Lucy West (with a request) might be here. Finally, Jericho might be drinking when he's not roaming the catwalks.

Gob and Moriarty both have keys to Moriarty's office, allowing access to this room when Moriarty isn't around. There's a terminal here, which you can access with Moriarty's Password (found on his body) or by hacking. Kill Gob and you obtain Moriarty's Saloon Supply Key, allowing access into the cooler containing a large amount of Caps and beer. Finally, head upstairs, where there are four rooms; two are locked and none have much to take except some items inside a locked cabinet.

Hack into Moriarty's terminal: There are three submenus to read through: Residents, Visitors, and Tabs. The first two are of most interest to you.

Residents

Jericho: He has some dirt on the "Jenny incident." Perhaps you can use this on Jericho too!

Leo Stahl: He's a junkie and part of the Stahl clan with Andy and Jenny.

Andy Stahl: Hated for opening up a rival bar in town. Fortunately, Moriarty still has the best draw around for customers looking for a good time, and it isn't Gob.

Billy Creel: He swigs Nuka-Cola and looks after little orphan Maggie. Moriarty is suspicious of his motives.

Doc Church: The town quack has a secret—he used to tend the wounds of the hated Slavers at Paradise Falls.

Visitors

Mr. Burke: Some weirdo in a sharp suit staying at the saloon, waiting for an "opportunist."

James (Vault 101): He made contact! He's heading to Galaxy News Radio. Shockingly, he met Moriarty 20 years ago, then sought out and entered Vault 101.

- Key to Moriarty's Office (2)
- Moriarty's Password
- Moriarty's Saloon Supply Key
- Caps

9 Billy Creel's House

It is locked. If Billy isn't in Moriarty's, he's usually here. He wants you to leave, ideally in around 30 seconds before he starts firing. On his body is his Housekey. Also in the house is a well-stocked fridge and the following:

- Billy's Housekey
- Holotape: Song of the Lightman; The Guardians of Gillyfrond
- Scribe Pre-War Book (51–54/103)

10 Women's Restroom

Not much other than a steak in a bathtub.

11 Common House

This is the only place where you can gather food from a fridge and the odd Whiskey bottle lying around and not worry about stealing. Try Pickpocketing [Sneak] the resting settlers if you're adept enough.

12 Nathan and Manya's House

Crafted from the shells of two old buses, Nathan and Manya's house is easy to break into. If you're hungry for Iguana Bits, risk entering here. Talk to Nathan and Manya where you find them; she provides a copious amount of history about Megaton, while he extols the virtues of the Enclave. There's a Holotape: Replicated Man here, and you can talk to Manya about it.

- Holotape: The Replicated Man (15/24)

13 Lucy West's House

When she's not wandering around town or at Moriarty's, Lucy West can be found at her dwelling. Normally, this place is locked, but you can Sneak in and steal her Squirrel Stew and other "delicious" foodstuffs.

14 Mister Burke's House

Within earshot of Confessor Cromwell is a ground-level shack that's difficult to break into—the lock is complex and you're almost always being watched. Try Sneaking with a Stealth Boy. Aside from the Whiskey and Tortoiseshell Glasses, there's a Sawed-Off Shotgun to steal and little else. There's little chance of Burke coming home.

- Sawed-Off Shotgun

15 Jericho's House

When he's away you can try to enter his locked home, take the items listed below. These become much easier to obtain if you've hired Jericho as a Follower.

- Chinese Officer's Sword
- Grognak the Barbarian (14/25)
- 10mm Pistol

16 The Brass Lantern

Offering a selection of edible almost-radiation-free food. Running the outside food court is Jenny Stahl. You can purchase food from her. Head inside, and you can interrupt Andy Stahl who grudgingly informs you where everything is in town. There's a variety of food and Darts on the counter, but those require stealing. You can speak to Leo Stahl and begin a Freeform Quest. Unlock the floor safe to obtain 300 Caps, and hack the old terminal to read four entries, all about Leo.

FREEFORM QUEST: HOUSE DECORATION IN MY MEGATON HOUSE

17 Empty House/My Megaton House

The final "empty house" in Megaton is sealed completely and is only available after you complete **Miscellaneous Quest: Power of the Atom** and diffuse the bomb. Sheriff Lucas Simms is most impressed and offers you My Megaton Housekey and the Property Deed: Megaton House. You can now come and go to this location as often as you please, using it as a "base camp." Purchase additional assets from Moira Brown (their prices depend on your Barter skill). The following assets can be managed here:

House Assets

FEATURE	DESCRIPTION
Bed, Chairs, Tables, and Shelves	Bed for sleeping. Furnishing for display
Promotional Bobblehead Display Case	This holds all the Bobbleheads you have found.
Work Bench	Required for the construction of Schematic-based items.
Mr. Handy "Wadsworth"	A robotic butler that tells jokes, cuts your hair, and pours you a drink.
Scientist theme*	Decorations a laboratory scientist would be at home in
Wasteland Explorer theme	A variety of guns racks and trophies
Vault theme	A taste of home, without the crushing depression and lack of sunlight
Pre-War theme	It's as if you never left Tranquility Lane
Raider theme	Strap on your bondage armor and hang up a corpse
Love Machine theme†	For the discerning manimal or hellcat around town
Jukebox	Streams music around your abode
Pristine Nuka-Cola Machine	Dispenses Ice-Cold Nuka-Colas
My First Laboratory	Dispenses random drugs over time and acts as an automatic drug detox
My First Infirmary	Heals wounds and repairs damaged limbs automatically

Note

*Nikola Tesla and You (when Scientist theme purchased; 17/25)

†Lying, Congressional Style (when Love Machine theme purchased; 14/25)

Big Ticket Items

Work Bench: This functions exactly like a standard Work Bench found elsewhere and allows you to construct Schematic weapons.

Robotic Butler: They can tell you a (usually terrible) random joke; they can dispense Purified Water on command (note that the robot can dispense up to five of these before it needs a week to recharge its "condensation collectors"); they can give you a haircut; and they can explain any house purchase you have bought.

Jukebox: Functions exactly like a standard jukebox found across the Wasteland. The music cannot be selected.

Nuka-Cola Machine: Sierra Petrovida would be proud. This machine comes with eight "Ice-Cold" Nuka-Colas that have Rads +2 and HP +20 (better than warm Nuka-Cola). If you are carrying Nuka-Cola Bottles, you can chill them to become Ice-Cold.

My First Laboratory: This can instantly cure you of any drug addictions, and it can concoct a random compound. This second process takes about a day or so. When you return, the set will dispense a random Chem and then be ready for a new command. Note that while it is "Brewing" (which cannot be interrupted), the detox system is unavailable. The random drug is one of the following: Buffout, Jet, Mentats, Psycho, Med-X, Rad-X, Stimpak, RadAway, or Unpurified Water.

My First Infirmary: Instantly heal yourself to maximum health. Restore any and all damaged limbs or body parts, and remove all Rads.

FREEFORM QUEST: PIOUS GENEROSITY

Seek out Confessor Cromwell or Mother Maya. Keep the conversation polite, and ask about the church. You can ask whether donations are accepted. Naturally, they are. You have three options, each with a positive Karma reward:

10 Caps donation
50 Caps donation
100 Caps donation

There can be no end to your generosity: This is an excellent way to redeem yourself and shift your Karma back into positive territory if you've done some bad, bad things in your past.

TREATMENT

The water treatment plant is beyond Walter's ability to fix it. Megaton's water supply is running out. With spare parts and some upkeep, the plant's life could be extended for a while. You're tasked with locating and **Repairing** three pipe joints.

Pipe Joint #1 is halfway down the main steps from the entrance, near the Brass Lantern.

Pipe Joint #2 is below the women's restrooms and Nathan and Manya's House.

Pipe Joint #3 is on the roof of the church, just by the large "atom" sign. Leap from Craterside Supply to reach it.

Return to Walter, and he rewards you with Caps (and 5 XP) and requests you find scrap metal. You can choose to receive 10 Caps for every scrap metal you bring.

Or a simple thank-you for every scrap metal you bring.

- 200 Caps

FREEFORM QUEST: LEO'S DRUG HABIT

Leo Stahl is a Chem addict, a fact that he hides, although Doc Church lets it slip if you have a high enough Medical Skill. Sheriff Lucas also mentions Leo knows about Chems if you use his help to disarm the bomb during **Miscellaneous Quest: The Power of the Atom.** When you're speaking to Leo, pick the dialog choice "I understand you have quite a Chem habit...." From this point on, you have the following options:

Choose "It's okay, Leo. I want to help," then tell him he's hurting his family, Jenny, and Andy. If your **Speech** is successful and you don't choose "Never mind, Leo. It's not my business anyway," either of the other options causes Leo to renounce his destructive lifestyle. He hands you a key to his private stash in the water treatment plant. Look for the locked desk in the plant and open it (use key).

Choose "What's it worth to you to keep it out of the public eye?" Leo quickly tells you he can hook you up, but only after his shift at the Lantern is over. He tells you to meet him at the water treatment plant. Head there after 20:00 hours. Leo is sitting at his desk, offering Buffouts, Jets, Mentats, Med-X, and Stimpaks.

- Leo's Stash Key
- Bottle Caps
- Chems

FREEFORM QUEST: TIME TO GO, JERICHO!

You might overhear the gruff tones of a retired old Raider named Jericho. He's been in more than a few close scrapes. If your Karma is low enough, he can be convinced to resume his life as a terror of the wastes. He'll need 1,000 Caps for "supplies" before he joins you, though.

- Follower: Jericho

FREEFORM QUEST: A GIFT FROM GRANDMA

Due South and slightly west of Megaton on your Local Map, there's a hollowed-out rock. Inside is a stash of random items, especially helpful if you've just fled from Vault 101. There's a note from Grandma along with the cache.

8.04: FORT INDEPENDENCE
(LAT -06/LONG -13)

- Freeform Quest
- Threat Level: 4
- Faction: Brotherhood Outcast
- Services: Trader
- Collectible: Nuka-Cola Quantum, Mini-Nuke (2)
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare Weapon or Item
- Sleep Mattress
- Work Bench
- Hostile: Brotherhood Outcast
- Inhabitants: Defender Anne Marie Morgan, Defender Rococo Rockfowl, Protector Henry Casdin

GENERAL NOTES

Battling Raider incursions in Fairfax Ruins, the Brotherhood Outcasts have a stronghold of their own, a place sealed except for the front entrance. Approach along the road heading north, and you're stopped by Defender Morgan under the bridge defenses. Ask who she is; she collects technology so it doesn't fall into the hands of idiots. She suggests you speak with Protector Henry Casdin (Freeform Quest).

The other way to reach Fort Independence is via the bridge, the location of Defender Rockfowl. You can also pry open the door to Fort Independence or the door to the lower level. Either results in the Outcasts turning immediately Hostile. Or, try Pickpocketing [Sneak] any of the three Outcasts for an Independence Access Key that opens either door.

- Fort Independence Access Key

You can ask Morgan and Casdin about the Outcast's history and background, and you can Trade items with Casdin.

FORT INDEPENDENCE

As soon as you pick the lock and enter Fort Independence, the Outcasts turn Hostile!

① Storage Room

- First Aid Box

② Wrecked, Open-Plan Office (Northwest Corner)

- First Aid Box

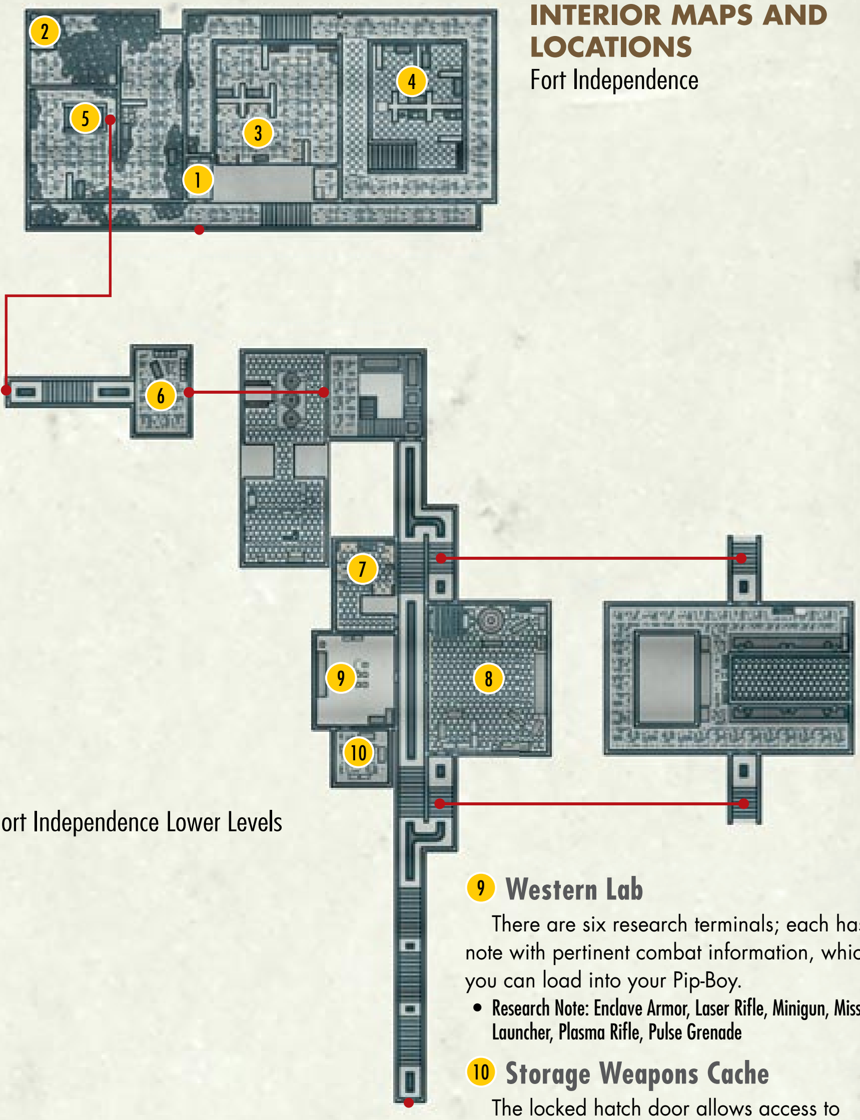
③ Barracks

There are bunk beds, food in the fridge and on the shelves, and a Nuka-Cola Quantum on the table.

- Nuka-Cola Quantum (56/110)

INTERIOR MAPS AND LOCATIONS

Fort Independence



Fort Independence Lower Levels

④ Eastern Office Area

There are two locked safes and a terminal containing field reports to read. There are two entries: <Data Log—Prot. Casdin> and <Data Log—Def. Rockfowl>; they transfer to your Pip-Boy as audio notes.

- Floor Safe Items (2)
- Note: Fort Independence Field Report 1
- Note: Fort Independence Field Report 2

⑤ Entrance to Lower Level

Hack a wall terminal or use the Fort Independence Access Key.

FORT INDEPENDENCE LOWER LEVEL

⑥ Turret Terminal

Disengage the turret here.

⑦ Barracks

⑧ Eastern Laboratory

There's a Work Bench with a Bottlecap Mine in here.

- Work Bench
- First Aid Box (4)

⑨ Western Lab

There are six research terminals; each has a note with pertinent combat information, which you can load into your Pip-Boy.

- Research Note: Enclave Armor, Laser Rifle, Minigun, Missile Launcher, Plasma Rifle, Pulse Grenade

⑩ Storage Weapons Cache

The locked hatch door allows access to steal these exceptional items:

- Ammunition Box (5)
- "Miss Launcher" Missile Launcher (53/152)
- Minigun
- Laser Rifle and Ammo
- Plasma Rifle and Ammo
- First Aid Box (3)
- Mini-Nuke (49–50/92)

FREEFORM QUEST: THE OUTCAST COLLECTION AGENT

Protector Henry Casdin speaks to you if you've been polite to Defender Morgan. He okays a set of tasks involving the location of technology in return for payment; relics like Power Armor and Power Cells are what Casdin needs. The resulting trade amount is greater than any other regular Trader but are specific to Power Armor, Power Armor Helmet, Laser Rifle, Plasma Rifle, Plasma Pistol, Pulse Grenade, Alien Blaster, Alien Power Cell, Enclave Power Armor, Enclave Power Armor Helmet, Tesla Armor, Sensor Unit, and Scrap Metal.

For each item you bring, you receive .556 Ammo, Frag Grenades, Stimpaks, or RadAway. You can also speak to Casdin about the Brotherhood of Steel (on the West Coast), the Lyons Brotherhood (whom Casdin despises), and the Outcasts themselves.

Note

Make sure you bring back something from the Crashed Anomaly [2.G]; it might really excite Protector Casdin!

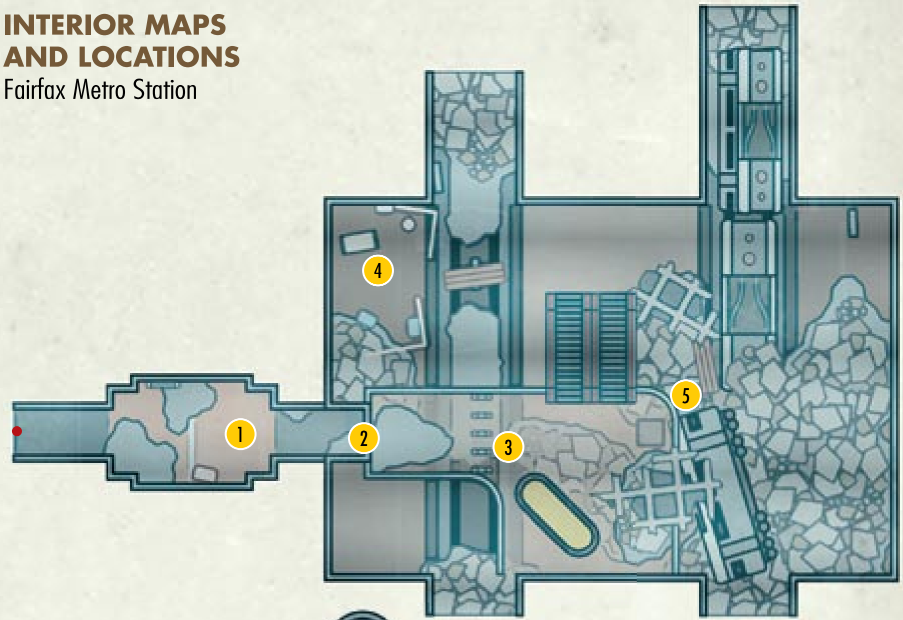
8.05: FAIRFAX RUINS (LAT -04/LONG -12)

- Threat Level: 3
- Faction: Raider
- Danger: Grenade Bouquet (3), Low Radiation, Mines, Shotgun Trap
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Raider

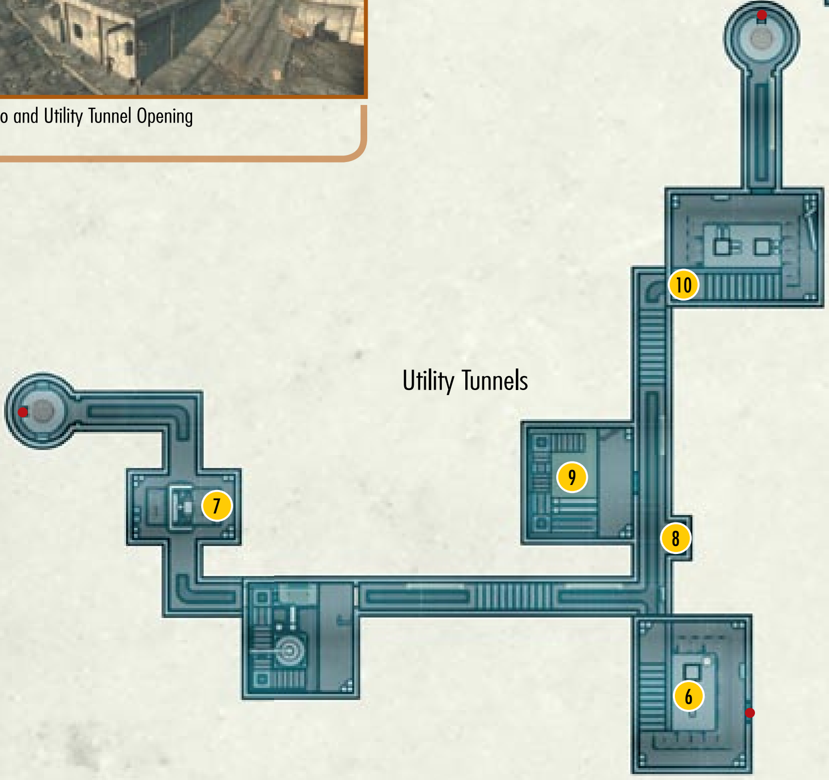
Metro and Utility Tunnel Opening

INTERIOR MAPS AND LOCATIONS

Fairfax Metro Station



Utility Tunnels



Although this Raider stronghold can be approached from any direction, you should travel along main street from east to west, as you're on higher ground with more shooting or Sneaking options. About a block in from the intact buildings is a north–south road, and at the southern end is a large brick building with Raider graffiti on a doorway. Sneak through and up the stairs of this shell to reach an upper area with a Raider guarding four boxes of Ammo and some Chems. You can tag Raiders down a long east–west alley running parallel of the main drag.

- Ammunition Box (4)

Back on the ground floor, run around the corner to the metro station entrance. Don't enter until you cross the street heading north and run around the large concrete building into an alley, where you find a trash bin and three Ammo Boxes. Head west, then north around the corner, and snipe the remaining Raiders across the street, near the metro station. You can lob Grenades or fire on foes below you as the road dips down below the concrete buttress you're on. This clears out the majority of the Raiders on the surface.

- Ammunition Box (3)

Inspect the metro entrance and the utility tunnel entrance, which is a grating that falls down, leaving you no method of climbing back up (if you step on the edge, the grating falls, but you remain on the concrete). There are two manhole covers around, too, but they serve as exit points if you're following the optimal route through the tunnels. Beware of the Grenade Traps; there are two trip wires just to the side of the utility grating; if you hit either one, Grenades tumble out of the air-conditioning vents and explode. Disarm the wires instead. There are now two separate underground areas to explore, a self-contained metro station, and the utility tunnels. Try the station first.

FAIRFAX METRO STATION

1 Entrance Concourse

Look at the ground for two Mines and disarm them.

- Frag Mines (2)

2 Grenade Bouquet

- Frag Grenades (3)

3 Mezzanine Turnstile Trip Wire and Ticket Booth

Watch for the Rigged Shotgun trap.

- Combat Shotgun and Ammo
- First Aid Box)
- Ammunition Box (2)

4 Small Raider Camp

Tear through here; locate a mattress and grab Chems, food from the fridge, and:

- Ammunition Box (2)

5 Skill Book

This is on the rubble between two wrecked carriages to the east.

- Chinese Army: Spec. Ops. Training Manual (9/25)

UTILITY TUNNELS

This assumes you entered via the grating trapdoor near the metro station entrance.

6 Weapons Storage Room

Grab the following items, then activate the switch to open the flap-trap door.

- Sawed-Off Shotgun (2)
- 10mm Pistol (2)
- Frag Grenade (2)
- Ammunition Box (6)
- First Aid Box

7 Generator Room

Disarm the Frag Mine so it doesn't blow the generator up.

- Frag Mine

8 Corridor Alcove

- First Aid Box (2)

9 Flooded Stairwell

10 Flap-Trap Door Chamber

Disarm the Frag Mine so you're not caught in the blast.

- Frag Mine

8.06: CLIFFSIDE CAVERN (LAT -10/LONG -17)

- Threat Level: 4
- Faction: Raider
- Danger: Grenade Bouquet, Low Radiation, Mines, Shotgun Trap
- Collectible: Mini-Nuke, Nuka-Cola Quantum, Pre-War Book, Schematic, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Raider, Yao Guai

Amid some treacherous craggy rocks overlooking an impressive vista, locate a small trail down to a cave festooned with chains, graffiti, and tricycles. There are Raiders in this cave system, but you're not the only one mauling them and eating their boxed edibles. Enter here or search farther up the crags for an optional second entrance.

RAIDER OUTPOST (GROUND LEVEL)

You can enter this location from either cave entrance.

1 Raider Decoration

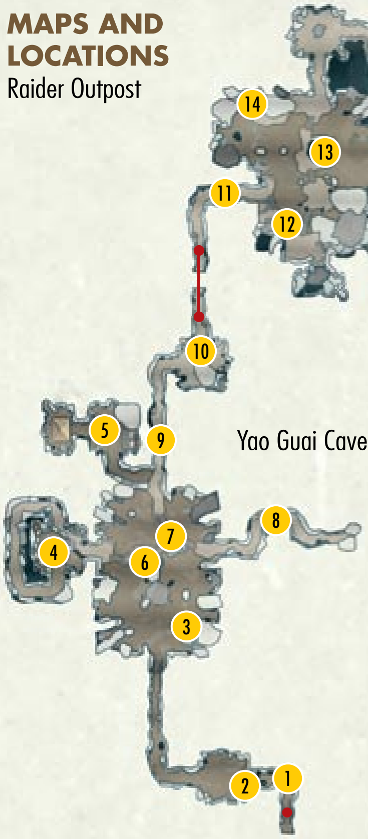
You're greeted by a dead body light.

2 Rigged Shotgun Trap

- Combat Shotgun and Ammo

MAPS AND LOCATIONS

Raider Outpost



3 Generators Platform

- Nuka-Cola Quantum (57/110)

4 Large Oval Cavern

There's food, beer, and spirits in here. Watch out for the Grenade Bouquet.

- First Aid Box
- Frag Grenade (3)

5 Smaller Adjacent Cavern (Raider Recreation Area)

There's junk, a Skill Book, some cabinets, and a footlocker. And a maniac with a Missile Launcher to dodge inside the tent to the west. Check the tent for two safes and a cabinet that contain the following:

- Chinese Army: Spec. Ops. Training Manual (10/25)
- Missile Launcher
- Scribe Pre-War Book (55/103)
- Mini-Nuke (51/92)

UPPER LEVEL

6 Sandbags and Flaming Barrel Defenses

- Ammunition Box (2)
- First Aid Box

7 Sandbags and Generator Defenses

Disarm the Frag Mine before it explodes and sends the Skill Book flying!

- Frag Mine
- Ammunition Box
- Grognak the Barbarian (15/25)

8 Eastern Tunnel

Disarm two more Frag Mines here. The exit door leads outside.

- Frag Mine (2)

9 Upper Trail

Disarm three more Frag Mines.

- Frag Mine (3)

10 Raider and Yao Guai Battle

YAO GUAI CAVE

11 Tunnel to Main Chamber

There are three Frag Mines to watch for as you head through.

- Frag Mine (3)

12 Southeastern Cache

- Ammunition Box
- Combat Shotgun

13 Fungus Cave

14 Northwest Skeleton Pile

- Schematic: Nuka Grenade (19/23)

8.07: ANDALE (LAT -05/LONG -17)

- Threat Level: 3
- Faction: Wastelander
- Collectible: Skill Book
- Interior Exploration
- Perk!
- Rare or Powerful Item
- Inhabitants: Jack Smith, Linda Smith, Junior Smith, Bill "Willie" Wilson, Martha Wilson, Jenny Wilson, Old Man Harris

Initial Interactions

Andale Residents: You can ask about the place and how great it is living in America's best town.

Jack Smith: You can ask him about Andale. You can also receive an invitation for dinner.

Linda Smith: You can ask her about Andale, "the best little town there is."

Junior Smith: You can ask how he likes living in Andale.

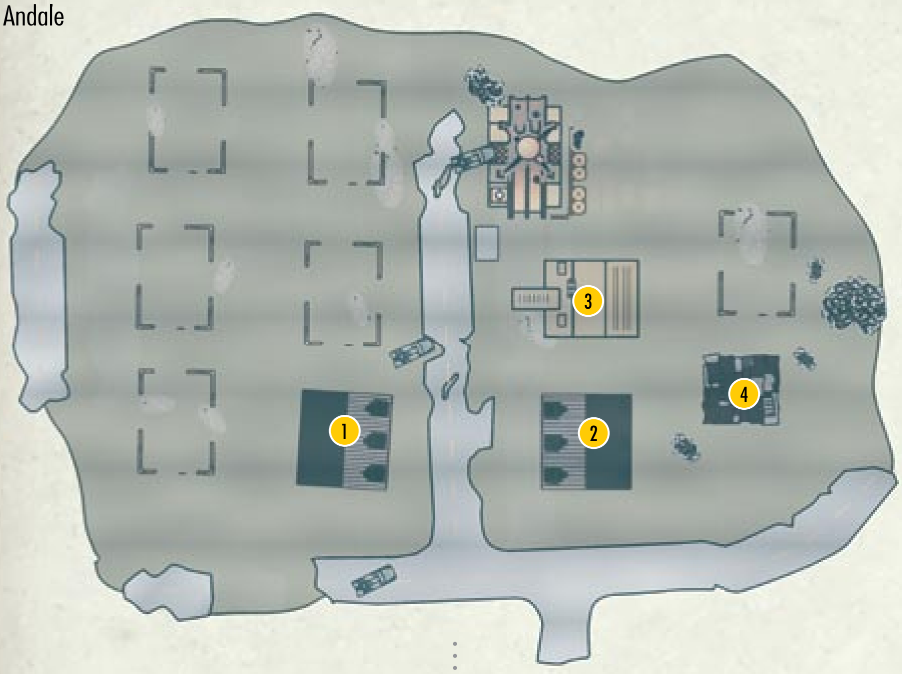
Martha Wilson: You can ask what she thinks of Andale. She's surprised, as no one ever asks her opinion on anything.

Bill Wilson: You can ask what he does around here. He feeds his family and loves his wife and daughter.

Old Man Harris: He tells you to leave immediately. Ask him what's wrong and whether the families are friendly.

EXTERIOR MAP AND LOCATIONS

Andale



GENERAL NOTES

Welcome to Andale, winner of the Best Town in the USA contest. At least, that's what the two families who live here want you to believe. While the rest of the settlement of ruins is devoid of items (aside from the mailboxes), there are three intact structures, which house the Smith and Wilson families, plus Old Man Harris, who's a bit of a kook. You may run into Junior Smith or Jenny Wilson, the two kids, playing outside.

Note

Moriarty's Saloon in Megaton has a couple of keys you might find useful if you don't want to grab them from this location.

① The Smith House

The Smith's House has a couple of cabinets, some Abraxo Cleaner in the fridge, and more in the bath. Upstairs is a Baseball Bat and other items in Junior's room, and an Andale Basement Key on the side table in the master bedroom. Be sure to snag this key and use it to enter the basement, where...dear God, the stench!

The basement is a horror, with human remains strewn everywhere. There are two Rippers, two Combat Knives, two Baseball Bats, two well-stocked fridges (with Abraxo, naturally), and a *Grognak the Barbarian*.

- Grognak the Barbarian (16/25)

② The Wilson House and ③ Shed

The Wilson abode is similarly appointed, although it doesn't feature a basement. The kitchen is immaculate. Search the fridge and bathroom. Upstairs, there are more cabinets to search, and on the table in the master bedroom is an Andale Shed Key. Grab it; it's worth taking the Karma hit. In the shed it's as grisly as the basement. There's two Combat Knives and Rippers here.

④ Old Man Harris's House

There's a theme in this house: alcohol. Grab the Whiskey if you need it, then check out the fridge; there's actual food in there! Other than that, the place is empty, aside from a footlocker in the bedroom.

FREEFORM QUEST: OUR LITTLE SECRET

FREEFORM QUEST: ONE BIG HAPPY FAMILY

Investigative work is in order. Talk to any resident about how great it is to live here. Get on Jack Smith's good side, and you receive an invitation for dinner. Head outside and speak to Junior; ask what his parents do for a living. He mentions two items of interest:

Our Little Secret: His dad and Bill work on the "family business" in either the Smith's basement or the Wilson's shed.

One Big Happy Family: Junior says he doesn't want to marry little Jenny Wilson. Since his dad and Jenny's were brothers!

Both the Smith basement and the Wilson shed are locked. Although you can pry the lock open, a much easier plan is to steal the Andale Basement Key from the Smith master bedroom and the Andale Shed Key from the Wilson master bedroom. Or, you can Pickpocket a key each from Smith and Wilson.

Note

You might already have picked up both these keys if you killed Gob back in Megaton, got his key, and ransacked Moriarty's Cooler.

Go into either the basement or the shed. When you return outside, Jack Smith is waiting, and all four of the adults are armed. Jack asks if you found what you were looking for in there. For a friendly response, choose:

Use **Speech** to bluff by stating you were there for a snack. Jack is happy you're not bothered about the family's "needs" and recommends you speak with Linda for a special pie.

Or, admit you were in the shed or basement. Then reply that there were a bunch of bodies in there. Then you can try:

This is a much easier **Speech** Challenge, where you state, "Everyone does what they have to." That pleases Jack, and he tells you to grab a slice of Linda's special pies.

Any other chatter or failure of Speech Challenge results in combat.

One big happy family ending: Once you're friendly with the "two" families, ask Martha Wilson about that old coot Harris. She reveals she's his daughter! So the two families are... no, it's too terrifying to work out!

Our little secret ending #1: If you're happy that the families are gnawing on hapless Wastelanders, you can leave them to it. Grandpa is locked up in his house, but before you go, speak with Linda Smith. She has a hot steaming pie, made from the finest ingredients! You can come back once every 24 hours to get another slice. Yum!

- Strange Meat Pie

Our little secret ending #2: If you threatened the families or couldn't stand the thought of them murdering any more innocent folk, kill all four of them. Then head to see Old Man Harris, who thanks you for killing his kids; he can now raise Jenny and Junior right!

8.08: RED RACER FACTORY (LAT 02/LONG -15)

- Miscellaneous Quest: The Nuka-Cola Challenge
- Freeform Quest
- Threat Level: 4
- Faction: Ghoul, Super Mutant
- Danger: Low Radiation
- Collectible: Nuka Cola Quantum, Collectible: Skill Book (3)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item (2)
- Sleep Mattress
- Work Bench
- Hostile: Ghoul Genus, Stefan, The Surgeon, Super Mutant Genus

On the outer western edge of the D.C. Interior is a large factory that used to manufacture cute little Red Racer Tricycles. Production stopped 200 years ago, and the place is remarkably intact, especially as the surrounding area is so dilapidated. It is said that the factory is home to a mad scientist who works on radiation experiments and has an army of radio-controlled Ghouls and Muties to protect the place.

There are a few Raiders outside, and if you've already visited the Nuka-Cola factory, there's a trio of Raiders called the Sudden Death Overtime Gang here to bargain with you (**Freeform Quest: Just for the Taste of It**). Check the nearby trucks for some interesting swag [8.Y] before you enter via the double metal doors.

FACTORY FLOOR

The factory floor is in the middle of this area, surrounded by offices. Check the foyer and desk first; there are four doorways to choose from.

① Southern Conveyor Belt Room

Look up to see a giant teddy bear riding a tricycle! Stack barrels and jump up onto the metal pod building to reach it, some Mentats, and a Skill Book; or use explosives to blow it down.

- Giant Teddy Bear (55/152)
- Dean's Electronics (13/25)

② Southwest Office

There's a Carton of Cigarettes and a wall safe here.

- Floor Safe Items

③ Dark Factory Area (North)

Check the raised bookcase area.

- Ammunition Box (2)

④ North East–West Linking Corridor

Locate the trash bin.

- Ammunition Box

⑤ North Conveyor Belt Chamber

Climb to the higher catwalk and look for two turbine generators atop one of the lower pods. Look for some clutter, jump down there, and use the stepladder to climb between the turbines; there's a Skill Book under a bucket.

- D.C. Journal of Internal Medicine (16/25)

⑥ Work Bench Alcove

There's a Bottlecap Mine and Grenades here, near two water fountains.

- Work Bench
- Frag Grenades (2)

⑦ Western Cafeteria

Ransack the place for two Cartons of Cigarettes, food in the fridge, and First Aid Box Health and Chems.

⑧ Northeast Restroom (Upper Catwalk)

- Ammunition Box
- First Aid Box

⑨ Office (Upper Catwalk)

There's a safe in here.

- Safe Items

⑩ Precarious Planks

Move southwest to the broken catwalk leading to the CEO Offices door; fight the tough old Ghoul here and head inside.

CEO OFFICES

⑪ North Office

Inspect the area for a Chip Broadcast Terminal. There are two entries; one mentions that this terminal will detonate all "chips," implanted into some crazy scientist's "experiments." You can disable the chips: All enemies' heads explode!

- Ammunition Box

⑫ South Locked Storage Room

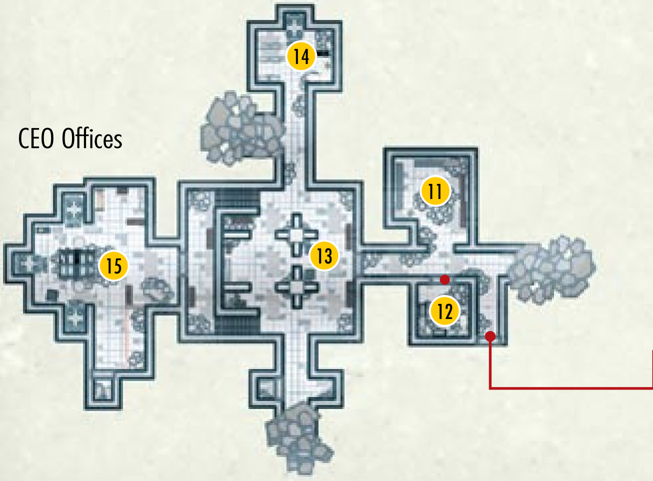
There's a Carton of Cigarettes in here, as well as the following:

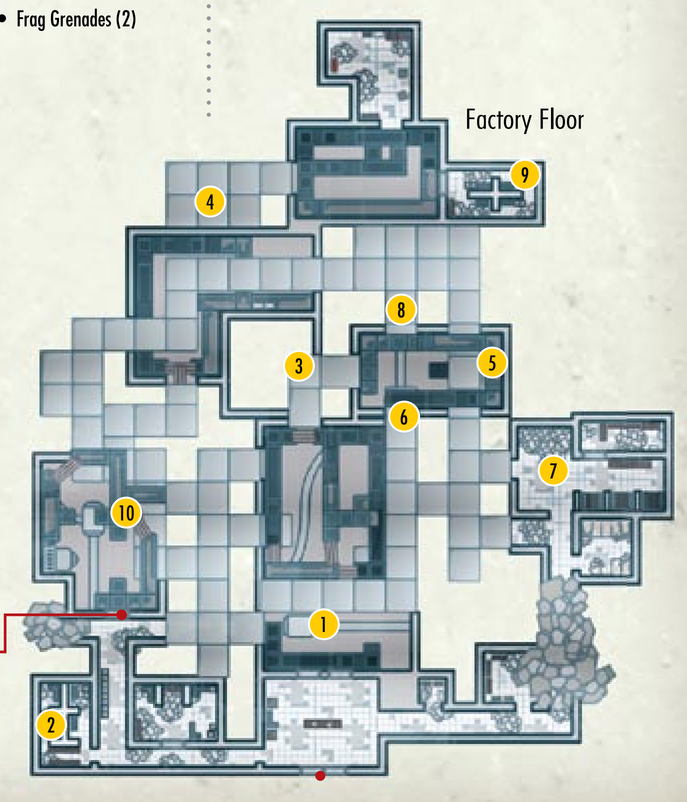
- Ammunition Box (3)
- First Aid Box
- Nikola Tesla and You (18/25)

⑬ Open Staircase Chamber

- Ammunition Box (3)

INTERIOR MAPS AND LOCATIONS





⑭ Sparking Generator Room (South)

Locate the wrench and a terminal with surgeon's notes on it. There are two entries to read here:

Entry 2R-A0: The scientist is experiencing overheating problems with his chip prototypes.

Entry 64D-A3: The Super Mutants are excellent at being controlled, despite their size.

- Ammunition Box

⑮ The Surgeon's Laboratory

Meet the madman at the top of this factory! Engage the surgeon, who isn't willing to chat about those mind-controlling experiments. When dispatched, a cage door flies open, revealing Stefan! Back up and blast him, then make a thorough search of his laboratory (yes, that includes the shotgun ammo in the bath). There's a Carton of Cigarettes, Chems, food in the fridge, and a Nuka-Cola Quantum in Stefan's cage. The surgeon's corpse also contains his Lab Coat and a key that opens both safes. Before you leave, check his terminal. You can disable the test subjects, and read notes on Stefan.

- Ammunition Box (2)
- First Aid Box
- The Surgeon's Lab Coat (56/152)
- The Surgeon's Key
- Floor and Wall Safe (2)
- Nuka-Cola Quantum (58/110)

8.09: THE OVERLOOK DRIVE-IN (LAT -08/LONG -18)

- Threat Level: 3
- Faction: Raider
- Danger: Low Radiation
- Guns and Ammunition
- Health and Chems
- Hostile: Raider, Raider Guard Dog

GENERAL NOTES

Inflict massive damage on the Raiders using car explosions. Then grab these items behind the ruined projector booth:

- First Aid Box
- Ammunition Box

8.10: NUKA-COLA PLANT (LAT -01/LONG -19)

- Miscellaneous Quest: The Nuka-Cola Challenge
- Freeform Quest
- Threat Level: 3
- Danger: Gas Leak!, Low Radiation
- Collectible: Nuka-Cola Quantum (3), Skill Book (5)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Lots o' Caps
- Hostile: Nuka-Cola Security Protectron, Nukalurk, Radroach
- Inhabitants: Goalie Ledoux, Winger Gervais, Winger Mercier (Deceased), Centre Dubois, Milo, Shipping Foreman

GENERAL NOTES

This large factory has a familiar iconic logo: the delicious and only partially irradiated Nuka-Cola! There's a courtyard with a crumbling fountain and giant Nuka-Cola bottle, and there are some parked trucks at the property's rear [8.AA]. The only entrance is into the factory floor, on the structure's north side.

FACTORY FLOOR: INITIAL SWEEP (SOUTH AND WESTERN AREAS)

① Foyer

There are locked doors ahead. Look in the ceiling for a filing cabinet holding a Skill Book.

- First Aid Box
- Chinese Army: Spec. Ops. Training Manual (11/25)

② Large East Office

- Deans Electronics (14/25)

③ Research Office

Pick one of the computers to access. There are five entries to read that detail the progress of that famous flavor. Thirsty?

There is also a wall safe here that requires the Research Dept. Safe Key to access; inside is the Nuka-Cola Clear Formula.

- Nuka-Cola Clear Formula

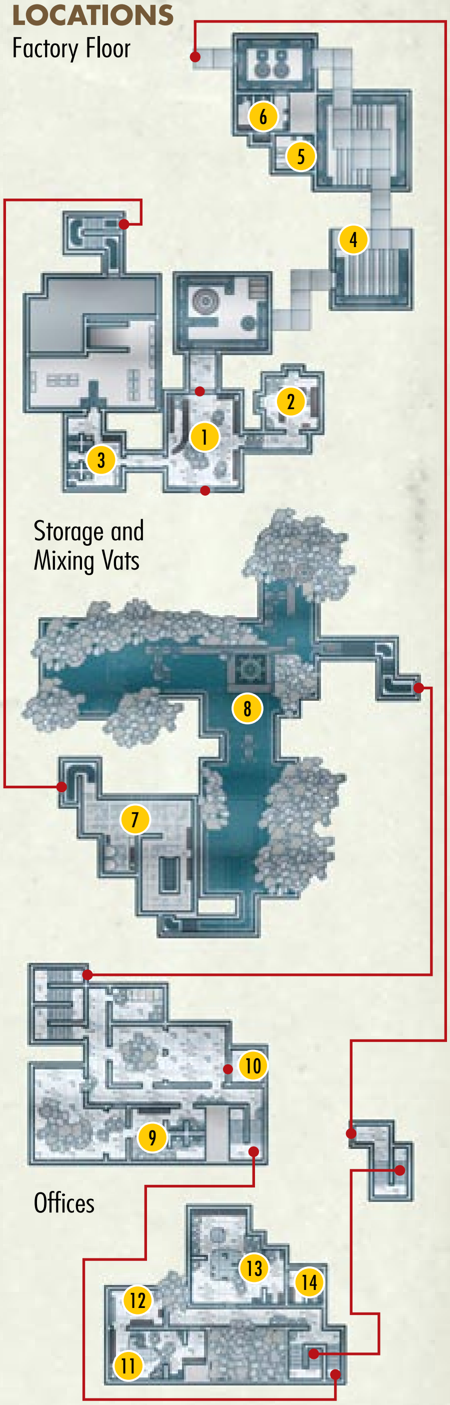
FACTORY FLOOR (NORTHERN AREAS)

This is accessed via the double metal doors in the foyer or from the offices after you move through the storage and mixing vats.

④ Upper Corridor

- First Aid Box

INTERIOR MAPS AND LOCATIONS



⑤ Packing Line Terminal and Office

Access the Packing Line Terminal. There are six options, but the only ones that work are "Load Quantum into Sorting Unit" and then "Activate Packing Line." The conveyor belt deposits three Nuka-Cola Quantums for you to take.

- Nuka-Cola Quantum (59–61/110)

⑥ Milo's Office

Milo the Shipping Foreman. He wants identification:

You can refer to yourself as John-Caleb Bradberton, owner of the place. If you succeed, Milo believes you and gives detailed instructions to the shipping manifests and more Quantum information.

Or, present the Employee ID that you found in the Workshop ⑦. You can ask for the Terminal Data Module and Key.

Otherwise, you'll need to retreat fromMilo's flamer attack. Fight back, and claim the password from Milo's remains. You can also claim the Research Dept. Safe Key.

Check the door at the back, accessing a safe and a copy of *Tumblers Today*. Then check the Shipping Terminal. Use the data module to download shipping manifests, which show three locations where Quantums are likely to be: Paradise Falls [2.08], Super-Duper Mart [9.01], and Old Olney Grocery [3.02]. This information isn't entirely accurate, as you'll discover if you explore those places.

- Terminal Data Module
- Shelf Safe Items
- Research Dept. Safe Key
- Tumblers Today (16/25)

STORAGE AND MIXING VATS

⑦ Workshop

Beware the strange blue Mirelurks known as Nukalurks! Optionally access the Automated Maintenance Terminal, which allows you to release a Protectron into harm's way and grab the Welcome to the Nuka-Cola Family! note. This has an Employee ID you can use to satisfy Milo.

- Laser Pistol and Ammo
- Note: Welcome to the Nuka-Cola Family: Employee ID

⑧ Vats

Utilize the ruined catwalks to reach the exit in the west wall, leading into the offices.

OFFICES (FLOOR 1)

⑨ South Office

This has two Marketing Terminals, with the same information on them. The terminal information consists of four entries outlining some marketing for the "new" drink.

⑩ Locked Storage Room

This is a storage room with two skeletons, one sitting next to a note reading "Help Me."

- First Aid Box
- Note: Help Me

FLOOR 2

⑪ Large Office with Missing Floor

Head to the fallen mercenary called Winger Mercier, grab the Stealth Boy near him, and search him. You find a usual array of items and a note called "Finding the Formula" and a note from Goalie Ledoux about Nuka-Cola Clear; this begins the Freeform Quest in this area.

- Note: Finding the Formula
- First Aid Box

⑫ Western Server Room

Check the table for the Skill Book.

- Big Book of Science (16/25)

⑬ Middle Office

You'll find two more Marketing Terminals.

⑭ Eastern Office

- First Aid Box
- Lying: Congressional Style (15/25)

FREEFORM QUEST: JUST FOR THE TASTE OF IT

First, find Winger Mercier's body, which has the location of a drop-off where his posse—the Sudden Death Overtime Gang—are waiting for the formula to Nuka-Cola Clear. Move to the Research Dept. Safe, and open it using the key you took from Milo's corpse. Take the Nuka-Cola Clear Formula, and travel north to the Red Racer Tricycle Factory. Hold your fire as you reach the factory forecourt entrance. Goalie Ledoux stops you and speaks for Winger Gervais and Centre Dubois. Agree to sell him the formula, under certain conditions:

You can increase the price to 400 Caps, and Ledoux can grin through his tombstone teeth and bear it.

Or, you can settle on 250 Caps.

Or, you can shoot everybody on Ledoux's team and grab the formula back. There's no Karma loss, but no one else wants to buy the formula. This has the added benefit of allowing you to ransack Goalie Ledoux's corpse. Pry his Hockey Mask off; it's well worth it!

- Up to 400 Caps
- Goalie Ledoux's Hockey Mask (54/152)

Secondary Locations

8.A: JURY STREET TUNNELS (BLOCKED; LAT -13/LONG -04)

- Threat Level: 5
- Faction: Super Mutant
- Danger: Low Radiation
- Hostile: Super Mutant Genus

If the Jury Street Tunnels [5.13] were excavated, they would surface at this point. In this irradiated dust, slay the two Super Mutants. The pickings they are guarding could be categorized as "slim."

However, if you've successfully completed **Mini-Encounter 0.01: Searching for Cheryl**, this is the conclusion location. A Super Mutant Behemoth appears once you investigate the container. The pickings are now categorized as "Nuketastic!"

8.B: RADIO MAST OSCAR TANGO AND HAMLET (LAT -11/LONG -05)

8.C: DRAINAGE CHAMBER (LAT -11/LONG -04)

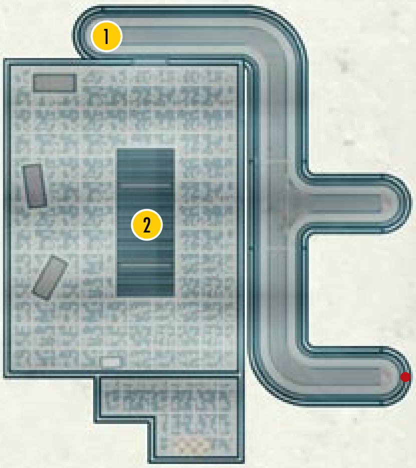
- Threat Level: 1
- Faction: Raider
- Collectibles: Pre-War Book, Skill Book
- Highly Visible Landmark
- Interior Exploration
- Radio Signal
- Sleep Mattress
- Hostile: Raider

Technically the southern part of Jury Street [5.13], there's a radio mast to switch on after you unlock the gate and activate the electrical switch. Listen to Radio Signal Oscar Tango; careful triangulation leads you to a manhole cover [8.C] on the road, near one of the houses.

- Radio Signal Oscar Tango

INTERIOR MAPS AND LOCATIONS

Drainage Chamber



① Raider Attack!

You may be attacked by two Raiders.

② Ransacked Room

There are scattered food packs, Darts, some Purified Water, as well as a radio table with two books. Don't leave yet; there's also a switch that opens a flap-trap door in the middle of the room, which leads down to... actually, it's better you do leave now.

- Scribe Pre-War Book (56/103)
- Big Book of Science (17/25)

8.D: MILITARY TRUCK CHECKPOINT (LAT -07/LONG -05)

- Threat Level: 2
- Hostile: Molerat, Robot Genus, Yao Gai

There's an "Enlist!" poster and a truck.

- Ammunition Box (3)
- Assault Rifle

8.E: RUINED FARMHOUSE (LAT -06/LONG -04)

- Threat Level: 1
- Faction: Wastelander
- Services: Repairer, Trader
- Collectibles: Mini-Nuke
- Guns and Ammunition
- Scavenger
- Scavenger's Dog
- Hostile: Robot Genus

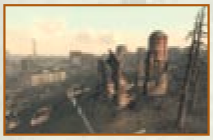
There are three structures to this dwelling on the hill above Vault 101, as well as the farmhouse, which contains a Scavenger and his dog. Trade or Repair items here, and check both floors for the following:

- Mini-Nuke (52/92)
- Hunting Rifle and Ammo

8.F: FREEWAY DRAIN (LAT -05/LONG -04)

A large sewer drain. Although big, you can't enter it.

8.G: RUINED FARMHOUSE (LAT 02/LONG -04)



- Threat Level: 2
- Faction: Enclave
- Collectible: Skill Book
- Guns and Ammunition

By the remains of a road leading down to the river is a ruined farmhouse with a silo and windmill. The Enclave set up a Camp [E8.01] here when they arrive. Inside the house is a Carton of Cigarettes, which you can Barter for real cash, and the following:

- Ammunition Box
- Chinese Army: Spec. Ops. Training Manual (12/25)

8.H: WATER TOWER (LAT 02/LONG -05)

- Threat Level: 1
- Highly Visible Landmark

You can slurp water from the faucet here, but there are better ways to get a drink.

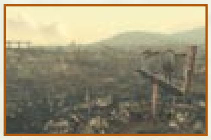
8.I: JACKKNIFED TRUCK (LAT -12/LONG -07)

- Threat Level: 1
- Collectible: Skill Book
- Guns and Ammunition

Just off the road leading south from Jury Street township is a rusting truck with Darts and the following items in its trailer:

- Ammunition Box (2)
- U.S. Army: 30 Flamethrower Recipes (12/25)

8.J: CAPTAIN COSMOS BILLBOARD (LAT -06/LONG -08)



- Threat Level: 1

A large landmark.

8.K: CRUMBLING STATUARY (LAT 03/LONG -08)

- Threat Level: 1

Another big landmark.

8.L: INDEPENDENCE HAMLET (LAT -11/LONG -09)

- Threat Level: 2
- Faction: Wastelander
- Danger: Low Radiation
- Collectible: Scribe Pre-War Book
- Hostile: Radscorpion Genus

A small collection of properties northwest of Fort Independence are slowly disintegrating by the murkpools. The ruined house to the southeast has a waiting Scavenger and his dog, plus a selection of items to Trade. The Scavenger also offers a Repair service. There's a Pre-War Book to steal from his table. In a couple houses to the northwest, there are a few Caps on a bookcase.

- Scribe Pre-War Book (57/103)

8.M: INDEPENDENCE RUINS (LAT -09/LONG -11)

- Threat Level: 1
- Hostile: Bloatfly

Unlike Independence Hamlet, there are no items to find among the rubble.

8.N: RUINED HOUSE (LAT 00/LONG -10)

- Threat Level: 2
- Faction: Enclave

Dodge or slay the Eyebot, and watch for a landing Vertibird if the Enclave have arrived [E8.04]. The house is empty.

8.O: TALON COMPANY CAMP (LAT 02/LONG -09)

- Threat Level: 2
- Faction: Talon Mercenary
- Collectible: Skill Book
- Guns and Ammunition
- Interior Exploration
- Sleep Mattress
- Hostile: Talon Company Merc

Locate the fire escape with the pile of corpses below; the Talon Company is currently occupying this building. After you take care of them, ransack the place for the following items:

- Ammunition Box (3)
- 10mm Pistol
- Tumblers Today (17/25)

8.P: RAIDER UNDERPASS (LAT 03/LONG -10)

- Miscellaneous Quest: Those!
- Threat Level: 3
- Faction: Raider
- Guns and Ammunition
- Health and Chems
- Hostile: Mole Rat, Raider

Appearing After you complete **Miscellaneous Quest: Those**, a group of Raiders are capturing Mole Rats and placing them in cages in the underpass.Stealthy players may witness Raiders cheering on Mole Rat races. They are ripe for a sniping. There are some Jet and the following:

- First Aid Box (2)
- Ammunition Box (2)

8.Q: CAR DEALERSHIP (LAT -01/LONG -12)

- Threat Level: 1
- Collectible: Skill Book

A small dealership before the bombs dropped. To the south is a good landmark to memorize: the water tower. The gate is locked, and there's irradiated water to sip from the faucet. The Car Dealership has one major find (aside from common items): a Skill Book in the northeast corner of the raised area.

- U.S. Army: 30 Handy Flamethrower Recipes (13/25)

8.R: RED ROCKET GAS STATION (LAT 00/LONG -12)

- Threat Level: 1
- Highly Visible Landmark

Another landmark to watch for en route from Megaton.

8.S: SCAVENGER'S BRIDGE (LAT 02/LONG -13)

- Threat Level: 2
- Faction: Wastelander
- Services: Repairer, Trader
- Collectible: Skill Book (3)
- Guns and Ammunition
- Health and Chems
- Lots o' Caps
- Scavenger
- Scavenger's Dog

A Scavenger and his dogs live in a shack on this pedestrian bridge. Trade and request Repairs from him. The stall has Darts and Spikes, but the real prizes are the following items and three Skill Books you can Steal.

> **Note**
>
> Avoid combat by using Sneak and a Stealth Boy to grab these items.

- Ammunition Box (3)
- First Aid Box
- Grognak the Barbarian (17/25)
- Duck and Cover! (18/25)
- Chinese Army: Spec. Ops. Training Manual (13/25)

8.T: FREEWAY WRECKAGE (LAT -06/LONG -15)

- Threat Level: 1

8.U: OVERTURNED TRUCK (LAT -05/LONG -15)

- Threat Level: 1
- Collectible: Nuka-Cola Quantum
- Health and Chems

Under the freeway lies a container truck. Search the rear for Chems, alcohol, and:

- First Aid Box
- Nuka-Cola Quantum (62/110)

8.V: THE CONCRETE TREEHOUSE (LAT -03/LONG -15)

- Threat Level: 2
- Faction: Raider, Wastelander
- Collectible: Skill Book
- Sleep Mattress
- Hostile: Raider, Turret Mark V

Near the freeway overpass is a military truck and office building ruins with a turret. There's a terminal up the ramp that switches off the turret (although shooting it from a distance is easier). There's a bed to sleep on, a Carton of Cigarettes, scattered items and Caps, a footlocker, and a Skill Book.

- Tales of a Junktown Jerky Vendor (14/24)

8.W: JACKKNIFED TRUCK (LAT -03/LONG -17)

- Threat Level: 1
- Collectible: Skill Book

At the back of the truck, is a Skill Book, and check both footlockers.

- Dean's Electronics (15/25)

8.X: DOT'S DINER (LAT -01/LONG -16)

- Threat Level: 2
- Faction: Raider
- Collectible: Skill Book
- Hostile: Raider

Near the freeway intersection is Dot's Diner. There's junk to sift through and a Skill Book behind the counter.

- U.S. Army: 30 Flamethrower Recipes (14/25)

8.Y: PARKED RED RACER TRUCKS (LAT 01/LONG -16)

- Threat Level: 2
- Faction: Raider
- Collectible: Skill Book
- Hostile: Raider

On the south side of the Red Racer Factory are two trucks. The find is the dead Wastelander lying in the radioactive container.

- Grognak the Barbarian (18/25)

8.Z: RAIDER CAMP (LAT 03/LONG -16)

- Threat Level: 2
- Faction: Raider
- Collectible: Skill Book (2)
- Guns and Ammunition
- Sleep Mattress
- Hostile: Raider, Raider Guard Dog

Dispatch a Raider and his dogs and loot the area; there's food and drink, some Chems, Darts, a couple of Stimpaks, a Gun Case, a mattress, and the following:

- Guns and Bullets (14/25)
- U.S. Army: 30 Flamethrower Recipes (15/25)
- Ammunition Box (2)

8.AA: PARKED NUKA-COLA TRUCKS AND DRAINAGE OUTLET (LAT -02/LONG -19)

- Threat Level: 1
- Collectible: Nuka-Cola Quantum

Parked outside of the Nuka-Cola Plant are two trucks with metal crates, some scattered Nuka-Cola bottles, and a Quantum.

- Nuka-Cola Quantum (63/110)

8.BB: TRAFFIC PILEUP (LAT 03/LONG -19)

- Threat Level: 2
- Danger: Low Radiation

Starting beneath the bridge to the west of the flooded metro is a huge vehicle pileup. Beware of the Raider Camp to the east [9.T]. Everything's been picked clean, so try setting fire to a car on the edge of the pileup, and watch the big explosion...from afar!

ENCLAVE CAMP LOCATIONS

CAMP E8.01 (LAT 02/LONG -04)

- Main Quest: Picking up the Trail
- Threat Level: 3
- Guns and Ammunition

Check the table with Stimpaks and a Field Research Terminal. The Enclave have catalogued these entities in the area: Bloatfly, Brahmin, Giant Ant.

- Enclave Crate Ammunition (3)

CAMP E8.02 (LAT -11/LONG -08)

- Main Quest: Picking up the Trail
- Threat Level: 2

A Vertibird swoops down to land near the shacks of Independence Hamlet, depositing a small recon unit.

CAMP E8.03 (LAT -06/LONG -10)

- Main Quest: Picking up the Trail
- Threat Level: 2

A Vertbird drops onto a flat area of ground north of Fort Independence, and a small team head out.

CAMP E8.04 (LAT -01/LONG -13)

- Main Quest: Picking up the Trail
- Threat Level: 2

A forecourt to the east of Fairfax Ruins receives a Vertibird, and a three-man Enclave forward assault team head out.

CAMP E8.05 (LAT -08/LONG -15)

- Main Quest: Picking up the Trail
- Threat Level: 2

In an attempt to secure the freeway skeleton north of the Overlook Drive-In, a team is dropped from a Vertibird.

CAMP E8.06 (LAT -02/LONG -16)

- Main Quest: Picking up the Trail
- Threat Level: 2

The parking lot below Dot's Diner gets a soldier deployment as a Vertibird swoops in.

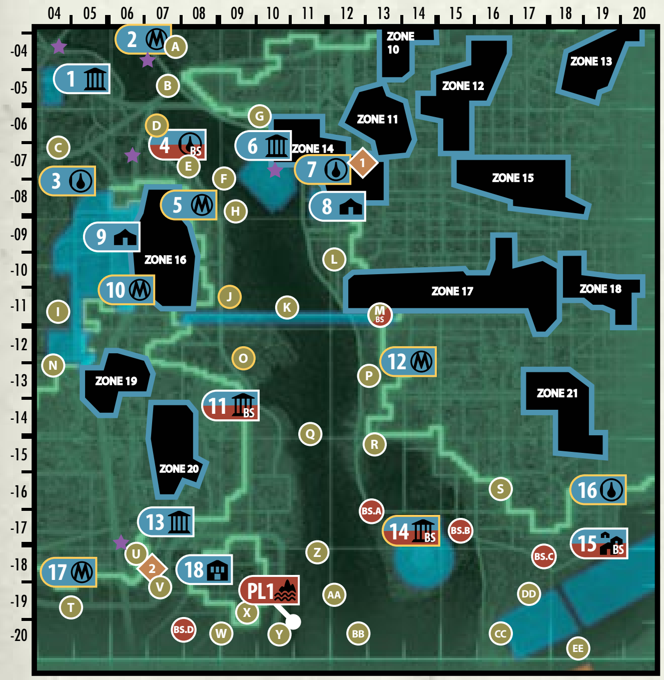
Zone 9: Exterior D.C. Metropolitan Ruins

TOPOGRAPHICAL OVERVIEW

This is essentially the "exterior" portion of the massive interlocking network of locations linking the Capital Wasteland to the underground tunnels (page 454), which in turn, lead to the D.C. Interior Zones (page 416). There are many places of interest to check out, from the anarchic Raiders at the Super-Duper Mart to the large Mirelurk nest inside the Anchorage Memorial. There are some vital locales, too, like the ruined town of Grayditch; the Brotherhood's Citadel; the scientists over at Rivet City; and your father's life's work, Project Purity, over in the old Jefferson Memorial.

AVAILABLE COLLECTIBLES (ZONE 9)

- Bobbleheads: 1/20
- Fat Man Mini-Nukes: 2/92
- Unique Items: 7/152
- Nuka-Cola Quantum: 10/110
- Schematics: 3/23
- Scribe Pre-War Books: 14/103
- Skill Book (Barter): 2/24
- Skill Book (Big Guns): 1/25
- Skill Book (Energy Weapons): 1/25
- Skill Book (Explosives): 3/25
- Skill Book (Lockpick): 2/25
- Skill Book (Medicine): 2/25
- Skill Book (Repair): 2/25
- Skill Book (Science): 2/25
- Skill Book (Small Guns): 5/25
- Skill Book (Sneak): 1/25
- Skill Book (Speech): 2/25
- Skill Book (Unarmed): 3/25
- Work Bench: 7
- Holotapes: Keller (1/5), Replicated Man (5/19)



PRIMARY LOCATIONS

9.01: Super-Duper Mart (LAT 04/LONG -04)
9.02: Farragut West Metro Station (LAT 07/LONG -04)
9.03: Sewer Waystation (LAT 04/LONG -08)
9.04: Wilhelm's Wharf (LAT 07/LONG -07)
9.05: Flooded Metro (LAT 08/LONG -08)
9.06: Anchorage Memorial (LAT 10/LONG -07)
9.07: Tepid Sewers (LAT 11/LONG -07)
9.08: Dukov's Place (LAT 11/LONG -08)
9.09: Graydtch (LAT 05/LONG -09)
9.10: Marigold Station (LAT 06/LONG -11)
9.11: The Citadel (LAT 08/LONG -14)
9.12: Irradiated Metro (LAT 13/LONG -13)
9.13: Alexandria Arms (LAT 07/LONG -17)
9.14: Jefferson Memorial (LAT 13/LONG -17)
9.15: Rivet City (LAT 18/LONG -17)
9.16: Anacostia Crossing (LAT 19/LONG -16)
9.17: Flooded Metro (LAT 04/LONG -18)
9.18: Arlington Library (LAT 08/LONG -19)
***PL7.01: Riverboat Landing (LAT 11/LONG -20)**

*This location is detailed in the Tour section of Point Lookout.

SECONDARY LOCATIONS

9.A: D.C. Iron Statue (LAT 07/LONG -04)
9.B: D.C. Iron Statue (LAT 07/LONG -05)
9.C: Rusting Traffic Accident (LAT 04/LONG -07)
9.D: Sewer Grate (LAT 07/LONG -07)
9.E: Road Signs and Forecourt (LAT 08/LONG -07)
9.F: Anchorage Bridge (LAT 07/LONG -07)
9.G: Military Tent and Truck Defenses (LAT 10/LONG -06)
9.H: Scavenger's Jetty (LAT 09/LONG -08)
9.I: Outpost (LAT 04/LONG -11)
9.J: Sewer Grate (LAT 09/LONG -11)
9.K: Potomac Bridge (LAT 10/LONG -11)
9.L: Festive Raider Camp (LAT 12/LONG -10)
9.M: Scavenger Shack (LAT 12/LONG -11)
9.N: Sewer Grate (LAT 04/LONG -13)
9.O: Sewer Entrance Manhole (LAT 09/LONG -13)
9.P: Super Mutant Office Ruins (LAT 13/LONG -13)
9.Q: Sunken Boat and Jetty (LAT 11/LONG -15)
9.R: Boats and Bait (LAT 13/LONG -15)
9.S: Super Mutant Bonfire (LAT 16/LONG -16)
9.T: Flooded Metro Raider Camp (LAT 04/LONG -19)
9.U: Ruined Office Raider Camp (LAT 06/LONG -18)
9.V: Jackknifed Jukebox Truck (LAT 07/LONG -19)
9.W: Talon Company Recon Camp (LAT 08/LONG -20)
9.X: Small Sewer (LAT 09/LONG -20)
9.Y: Overturned Container Truck (LAT 10/LONG -20)
9.Z: Mirelurk Jetty (LAT 11/LONG -18)
9.AA: Rusting Tub (LAT 12/LONG -19)
9.BB: Red Speedboat (LAT 12/LONG -20)
9.CC: Rivet City Junk Heap (LAT 16/LONG -20)
9.DD: Entrance to Broken Bow (LAT 17/LONG -19)
9.EE: Irradiated Tub (LAT 18/LONG -20)
****BS9.A: Jefferson Caravan (LAT 13/LONG -17)**
****BS9.B: Burning Floaters (LAT 15/ LONG -17)**
****BS9.C: Rivet City Caravan (LAT 17/ LONG -18)**
****BS9.D: The Lone Barrel Ambush (LAT 08/LONG -20)**

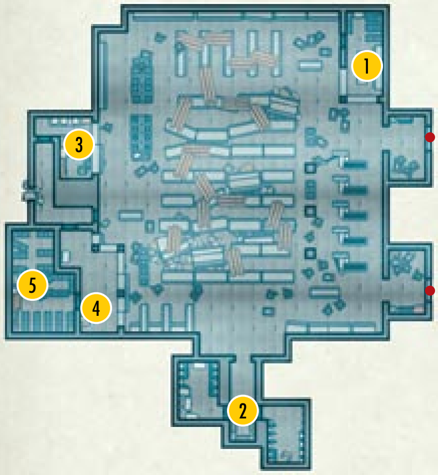
**These Locations are detailed in the Tour section of Broken Steel.

Primary Locations

9.01: SUPER-DUPER MART (LAT 04/LONG -04)

- Miscellaneous Quest: The Wasteland Survival Guide; The Nuka-Cola Challenge
- Threat Level: 3
- Faction: Raider
- Collectibles: Mini-Nuke, Nuka-Cola Quantum (3), Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Raider

INTERIOR MAP AND LOCATIONS



① Manager's Special: Weapon Cache

There are some Stimpaks and food in the fridge in this corner.

- Ammunition Box (2)
- Laser Pistol and Ammo (2)

② Restroom Chems

There are a few scattered Chems and mattresses.

③ Staff Only Beyond This Point: Counter Cache

- Ammunition Box (3)

④ Storage Room Terminal

Expect three or four Raiders to try preventing you from unlocking this terminal or door. There's a bloody mattress here too.

- Ammunition Box (2)
- Frag Grenade (2)
- Tales of a Junktown Jerky Vendor (15/24)

⑤ Storage Room Clearance

In addition to the following items, there are Darts and Chems. Take the Office Employee ID so the Protectron doesn't attack you. Activate the Automated Maintenance Terminal to unleash a Protectron.

- Employee ID Card
- Ammunition Box (3)
- First Aid Box
- Mini-Nuke (53/92)
- Frag Grenade (4)
- Nuka-Cola Quantum (64–66/110)

9.02: FARRAGUT WEST METRO STATION (LAT 07/LONG -04)

- Main Quest: Following in His Footsteps
- Threat Level: 3
- Faction: Raider, Super Mutant
- Danger: Low Radiation
- Guns and Ammunition
- Health and Chems
- Underground Connection
- Hostile: Raider, Super Mutant

This leads to the following linked underground areas:

» **D.C. U01.A:** Farragut West Station (page 455).

» **D.C. U01.B:** Tenleytown/Friendship Station (page 455).

The following surface locations can be accessed via the underground areas listed above:

» **6.10:** Friendship Heights (page 368).

» **10.01:** Chevy Chase North (page 416).

The station entrance is easy to Sneak or sprint to. There are two Raiders on the concrete promenade, guarding a cache. Beware of Super Mutants attacking from across the water.

- Ammunition Box (2)
- First Aid Box

9.03: SEWER WAYSTATION (LAT 04/LONG -08)

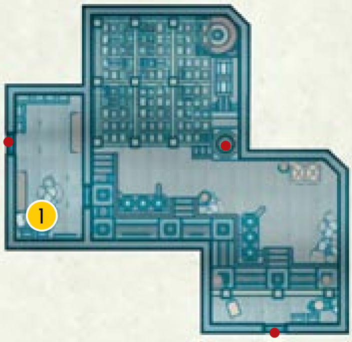
- Threat Level: 2
- Collectible: Nuka-Cola Quantum
- Interior Exploration
- Underground Connection
- Hostiles: Radroach, Radscorpion Genus

This leads to the following linked underground area:

» **D.C. U13:** County Sewer Mainline (page 459)

The following surface location can be accessed from the previously listed underground area: **9.J:** Sewer Grate (page 413).

INTERIOR MAP AND LOCATIONS



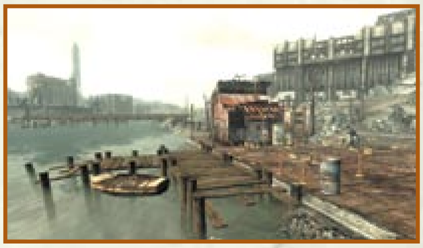
This is a waystation with two doors, on the northwest edge of Grayditch. Enter via the gate, through the gaps in the fence, or leap from the rocks above the fence.

① Western Foreman's Room (West)

Find food, Darts, a Carton of Cigarettes, junk, and vending machines.

- Nuka-Cola Quantum (67/110)

9.04: WILHELM'S WHARF (LAT 07/LONG -07)



- Threat Level: 2
- Faction: Wastelander
- Services: Trader
- Danger: Low Radiation
- Interior Exploration
- Lots o' Caps
- Sleep Mattress
- Inhabitant: Grandma Sparkles

You can Trade with Grandma Sparkles, but her inventory isn't great.

If you slay her, you can take the key to Grandma Sparkle's fridge, which contains a much larger selection of goods, including a load of Caps.

Inside the shack, steal weapons from a gun cabinet, as well as outfits. There is a mattress here.

- Hunting Rifle and Ammo

9.05: FLOODED METRO (CAPITAL WASTELAND;
LAT 08/LONG -08)

- Threat Level: 1
- Danger: Low Radiation
- Underground Connection

This leads to the following linked underground area:

» **D.C. U12:** Arlington/Wasteland Metro (interior) (page 459).

The following surface location can be accessed from the preceding underground area:

» **16.01:** Arlington/Wasteland Metro (Cemetery North; page 433).

This area has a courtyard overlooking the Potomac and is dry, but the interior tunnels are sodden.

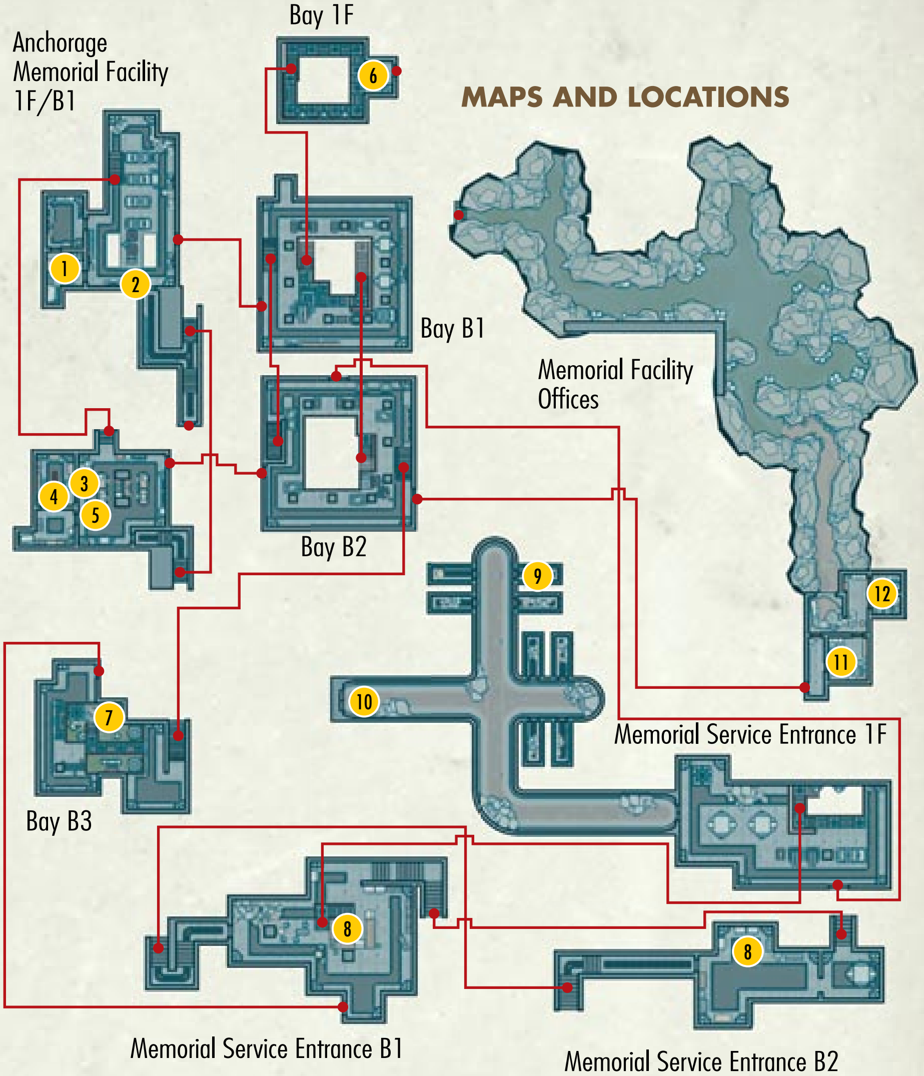
GENERAL NOTES

This ancient war memorial has a total of four entrances on the surface and the odd Mirelurk roaming around. The optimal route through here is via the main entrance, facing south.

9.06: ANCHORAGE MEMORIAL
(LAT 10/LONG -07)

- Miscellaneous Quest: The Wasteland Survival Guide
- Threat Level: 4
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum, Pre-War Book (3), Skill Book (2)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Lots o' Caps
- Sleep Mattress
- Work Bench
- Hostile: Mirelurk Genus

MAPS AND LOCATIONS


Bay 1F
Anchorage Memorial Facility 1F/B1
Bay B1
Memorial Facility Offices
Bay B2
Bay B3
Memorial Service Entrance 1F
Memorial Service Entrance B1
Memorial Service Entrance B2
1
2
3
4
5
6
7
8
9
10
11
12

ANCHORAGE MEMORIAL FACILITY

1 Wastelander Research Lab and Utility (Upper floor)

A dead Wastelander lies amid a wrecked office with overturned shelves.

- Scribe Pre-War Book (58–60/103)

2 Work Bench with Bottlecap Mine (Upper Floor)

3 Nuka-Cola Vending Machine (Lower Floor)

Check the ground behind it for Access Codes, allowing you to activate the nearby Facility Terminal without Hacking.

- Access Codes

4 Desk and Dead Ted (Lower Floor)

Anchorage Memorial Facility Terminal: Unlock the secure medical safe and receive information on a floor safe in the clinic containing parts to fix a broken door. On the floor adjacent to the terminal is Ted, a deceased Trader; search his body for a major Cap find and a note about some hidden stashes in here.

- Note for Ted
- 100+ Caps

5 Operations and Clinic Room (Lower Floor)

Scattered Caps, Darts, a place to sleep, and the medical safe, which is otherwise unlocked via the terminal at Location 3. Check the table with the lamp on it for a Skill Book.

- Medical floor safe Items
- Dean's Electronics (16/25)
- D.C. Journal of Internal Medicine (17/25)
- Door Component

ANCHORAGE MEMORIAL FACILITY BAY

6 Dead Merc (Upper Floor)

A dead mercenary lies with an order to secure Mirelurk Meat for fun and profit. Nearby is a locked door and a terminal to the Capital Wasteland.

- Merc's Orders
- Laser Pistol and Ammo

7 Egg Clutches (Lowest Floor)

MEMORIAL SERVICE ENTRANCE

8 Kitchen (Middle Floor)

This area has three fridges with food and scattered items. The floor below has a Mirelurk butcher room with three more fridges.

> One fridge contains a secret compartment with a stash of meat and Caps; you know something is in here if your **Perception** is high enough.

- First Aid Box (3)
- Load of Caps

9 Sewers Utility Door

This is the door requiring the component from the medical floor safe. Or, you can Repair the door. Inside are Caps, Darts, junk, other items, and a note telling you where the "stash" is located. Don't forget the key!

- U.S. Army: 30 Handy Flamethrower Recipes (16/25)
- Nuka-Cola Quantum (68/110)
- Note: Anchorage War Memorial Stash
- Anchorage Stash Key
- "The Tenderizer": Sledgehammer (57/152)

10 Door to Capital Wasteland

MEMORIAL FACILITY OFFICES

11 Office

A desk terminal unlocks a wall safe.

- Wall Safe Items

12 Restrooms

- First Aid Box (2)

9.07: TEPID SEWERS
(LAT 11/LONG -07)

- Threat Level: 2
- Danger: Low Radiation
- Underground Connection

The Metro Station entrance leads to the following:

» **D.C. U05:** Tepid Sewer(Georgetown) (page 456)

The following surface location can be accessed from the underground metro tunnel:

» **14.01:** Tepid Sewer (Georgetown) (page 428).

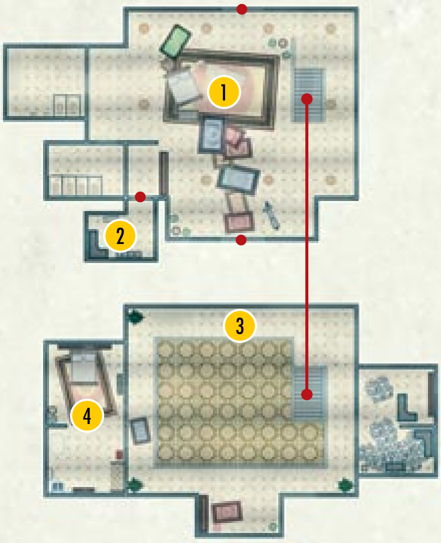
An easily missed metal door constructed into the lower ground near Dukov's Place and the War Memorial provides quick access to Georgetown.

> *Tip*
> Your Pip-Boy's Local Map is a great way to spot easy-to-miss entrances.

9.08: DUKOV'S PLACE
(LAT 11/LONG -08)

- Miscellaneous Quest: You Gotta Shoot 'Em in the Head
- Freeform Quest
- Threat Level: 2
- Faction: Wastelander
- Collectibles: Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Highly Visible Landmark
- Interior Exploration
- Inhabitants: Cherry, Dukov, Fantasia

INTERIOR MAPS AND LOCATIONS



GENERAL NOTES

Dukov barricades both sides of his front and back door, warning you of dire consequences if you don't holster your weaponry. The "place" is a large stone building overlooking the Potomac and is in reasonably good condition. Enter via either set of doors.

DUKOV'S PLACE

The mansion is a large game room with bedrooms upstairs. Talk to Dukov about his women, his drinking, and his key (if you've already spoken to Mister Crowley), which you can earn or take from him. Make a quick inspection of the premises.

1 Ground Floor

There's beer, a Carton of Cigarettes, and scattered Chems. Pickpocket or find the key on Dukov's corpse.

- Dukov's Special Key
- Assault Rifle

2 Locked Office

- Sawed-Off Shotgun

3 Upstairs Balcony

4 Dukov's Bedroom

There's food in the fridge, scattered Chems, and alcohol.

- Pugilism Illustrated (19/25)
- Nuka-Cola Quantum (69/110)

FREEFORM QUEST: CHERRY'S FREEDOM

Speak with Cherry, and steer the conversation so she tells you she can't take much more of this.

> Then tell her you'll protect her. If your **Speech** is successful, she agrees and wants you to take her to Rivet City.

When you're ready, leave with Cherry. You can tell her to stop, follow you, or leave her stranded. Follow the Potomac River south and around to the Rivet City bridge. But first, you must navigate the Raider camp and two Super Mutant incursions.

9.09: GRAYDITCH
(LAT 05/LONG -09)

- Miscellaneous Quest: Those!
- Freeform Quest
- Threat Level: 2
- Faction: Wastelander
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Lots o' Caps
- Sleep Mattress
- Hostile: Giant Fire Ant Genus
- Inhabitants: Bryan Wilks, Doctor Lesko, Fred Wilks (Deceased)

RELATED INTERACTIONS

Bryan Wilks: You can ask about what happened and about his family, and agree to help him.

Doctor Lesko: Once the Miscellaneous Quest is over, you can complete his Freeform Quest.

GENERAL NOTES

Grayditch was once an affluent area before the bombs fell, with fancy brick walkways and brownstones. Now, most of the fancy (but structurally weak) buildings have been blown away, leading to only some of them being usable as shelters. It is the hideout of a small boy and a strange scientist, both unrelated to each other. The area to concentrate on is south of the Sewer Waystation [9.03] and northeast of the Outpost [9.I].

Diner and Pulowski Preservation Shelter

This is where Bryan hides once the Quest begins. The area is empty, except for the trash bins behind the diner. Use the key Bryan gives you to unlock them.

- Grayditch Dumpster Key
- Trash Bin Items

Recently Built Shack

Use the shack key you find on Fred Wilks's corpse (at Location ③) or lockpick the door to enter Doctor Lesko's shack. The place is empty except for a Holotape allowing you easy access into Lesko's Terminal. Read Lesko's personal notes, as they pertain to his science experiments on mutating Fire Ants. He's down in the Marigold Station area.

- Doctor Lesko's Password Recording

Wilks's House

Bryan's father is here with a shack key that opens Location ②. There is food in the fridge.

- Ammunition Box (2)
- Chinese Assault Rifle and Ammo
- .32 Pistol and Ammo

Brandice's House

A terminal in the master bedroom allows access to six entries. It charts the general hopelessness Brandice and his wife, Sheila, felt as the Ants closed in. In his third entry, he details a gun he bought at Megaton; it's behind the fridge in a toolbox. You can unlock the footlocker in the master bedroom using William Brandice's key, which you find in the underground tunnels below Marigold Station [9.10 and U16.A].

- Kitchen Toolbox: 10mm Pistol and Ammo
- First Aid Box
- William Brandice's Footlocker: Missile Launcher and Missile (1)

Abandoned House (North)

The are a few scattered Chems in here. Outside, there's a ruined bridge, a small playground, and other buildings, all wrecked and with Fire Ants to destroy.

- Ammunition Box
- Guns and Bullets (15/25)
- 10mm Pistol
- First Aid Box

Abandoned House (South)

There is a place to sleep and a Carton of Cigarettes in the master bedroom.

- Hunting Rifle
- First Aid Box

FREEFORM QUEST: NECTAR COLLECTING FOR FUN AND PROFIT

After you complete **Miscellaneous Quest: Those!** and Doctor Lesko has survived, find him in the recently built shack. He requests you search for Fire Ant Nectar in return for Caps. As Grayditch is devoid of Fire Ants thanks to the Pulse, you must return to the Metro Tunnels at Marigold Station. Each sample nets you 40 Caps. Workers drop Nectar 40 percent of the time. Soldiers and Warriors drop Nectar 70 percent of the time.

In addition, once per day, you can ask Lesko how his experiments are coming. He mentions something different each day you try this.

9.10: MARIGOLD STATION (LAT 06/LONG -11)

- Miscellaneous Quest: Those!
- Threat Level: 3
- Underground Connection

The Metro Station entrance leads to two linked areas:

D.C. U16.A: Marigold Station (page 460).

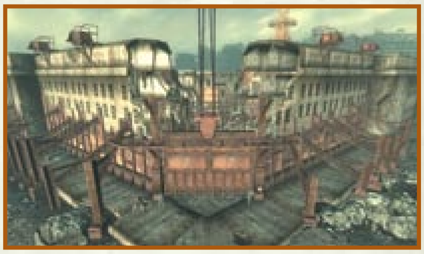
D.C. U16.B: Queen Ant's Hatchery (page 461).

The following surface location can be accessed from the underground Metro Tunnels:

19.01: Falls Church (Marigold Station; page 447).

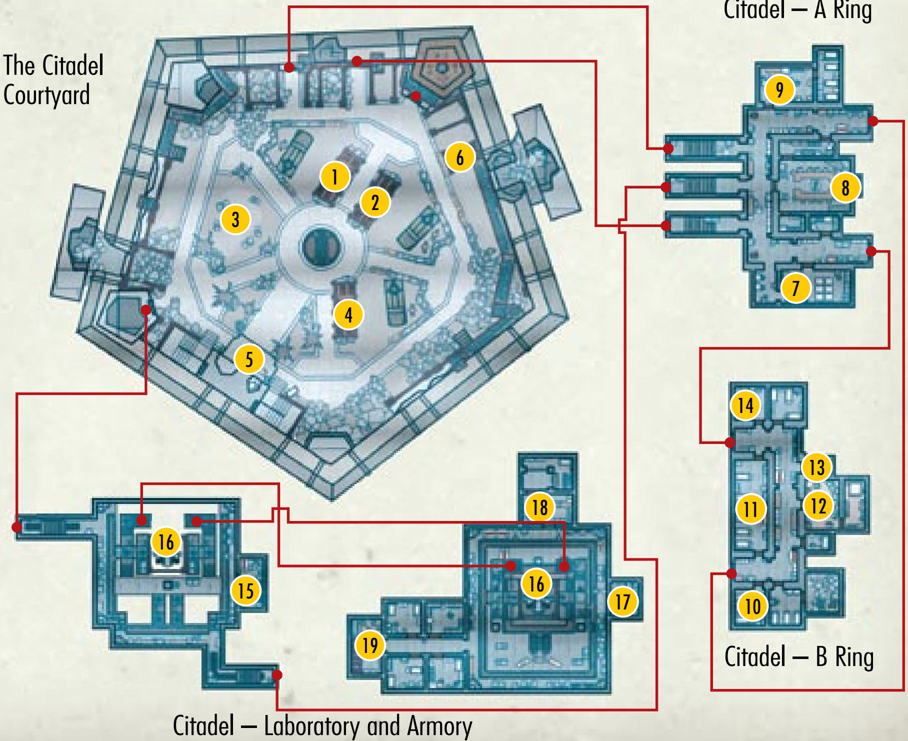
These Giant Fire Ants must be coming from somewhere. This station, built at the corner of Grayditch city hall, is the key to finding out more about these scuttling insects and entering the Falls Church zone.

9.11: THE CITADEL (LAT 08/LONG -14)



- Main Quest: The Waters Of Life; Picking up the Trail; The American Dream; Take It Back!
- Freeform Quest (7)
- Threat Level: 2
- Faction: Brotherhood Of Steel
- Services: Healer, Repairer
- Collectible: Skill Book (2)
- Area Is Locked
- Follower
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Loads o' Caps
- Perk!
- Sleep Mattress
- Work Bench
- Inhabitants: Elder Owyn Lyons, Knight Artemis, Knight Captain Durga, Knight Captain Dusk, Knight Captain Irving Gallows, Liberty Prime, Paladin Bael, Paladin Glade, Paladin Gunny, Paladin Kodiak, Sawbones, Scribe Bowditch, Scribe Jameson, Scribe Peabody, Scribe Rothchild, Sentinel Sarah Lyons, Squire Maxson, Star Paladin Cross

INTERIOR MAPS AND LOCATIONS



GENERAL NOTES

This large building is the remains of an old operations base known as "the Pentagon." It is well defended and impenetrable until you arrive with Doctor Li after escaping from the Jefferson Memorial during **Main Quest: The Waters of Life**. You can speak to Paladin Bael at the front gate, but he doesn't allow you access until Doctor Li demands it.

THE CITADEL COURTYARD

① Initial Training: Pistols

② Initial Training: Big Guns

Mind the splash damage.

③ Initial Training: Grappling

④ Initial Training: Rifles

Test your aiming by shooting the bottles by the mannequin's head.

⑤ Initiate's Quarters

Mattresses (and little else) are available here.

⑥ Gun Range

Test your weaponry at this gun range. There are also gantry steps to climb around the perimeter. The central area remains closed until the Brotherhood move their military robot, Liberty Prime.

CITADEL: A RING

⑦ Archives and Library

You can speak to Scribe Jameson about the Brotherhood (their history, beliefs, and the like) and Super Mutants, and learn the location of Scribe Yearling [Arlington Library, 9.18]. In addition, there are three terminals to access.

The second computer of interest is the Vault-Tec Terminal. There are three entry options (many options, including the last two Main menu entries, are restricted or corrupted and cannot be read). One entry lists the seven vaults in the vicinity. For each, you can read about equipment issuances, personnel assignments, and project goals.

The third computer of interest is the Pentagon Library Terminal. There are three entry options.

⑧ Great Hall

This conference room has Paladins speaking about the usual issues—Super Mutant incursions, the name of Knight Captain Gallows, that sort of thing. Listen to the two guards by the door for some entertaining stories. There's nothing of value (aside from some beer) in here. Between the Great Hall and main corridor on each side are pantries and food-stocked fridges.

⑨ The Den

This is the usual location of Paladins Kodiak (where you can begin **Freeform Quest: The Scourge**) and Glade (who completes **Freeform Quest: Gallows Humor**). The room has a broken terminal, food in the fridge, and mattresses. Check the foot of the bed to the south for a Skill Book.

- Brotherhood Holotags
- Guns and Bullets (16/25)

CITADEL: B RING

⑩ Barracks (South)

This provides a place to sleep (there are a few scattered food packages on the shelving) and a Citadel Information Terminal: These are dotted throughout the building. Terminals have five entry options upstairs and six downstairs in the lab area:

⑪ Barracks (Central)

The same type of beds and terminals are available here.

⑫ The Solar

Elder Lyons's personal quarters. Locate the Personal Log containing his thoughts, and unlock the safe or terminal to take a unique Laser Pistol. Also in the safe is the second Personal Log. You can kill Lyons to steal his unique Robe, although this is not recommended! Now that you have both Personal Log Holotapes, you can listen to them.

- Wall Safe Items
- Elder Lyons's Robe (58/152)
- Smugglers' End (59/152)
- Elder Owyn Lyons: Personal Logs 1 and 2

⑬ Squire Maxson's Bedroom

There is a terminal in here with five entries. One entry reveals that Paladin Vargas keeps a copy of *Guns and Bullets* under his bed.

⑭ Hospital

You can begin the Freeform Quest here and take your life into your own hands with Sawbones the Doctor.

CITADEL: LABORATORY AND ARMORY

⑮ Smithy (Upper Floor)

Scribe Bowditch is in here and can Repair your equipment. You gain information about the Replicated Man.

- Work Bench
- Holotape: The Replicated Man (16/25)

⑯ Liberty Prime Operations

A large robot is standing in the center of this laboratory. You can read more about the robot here in the entries on Historical Records, Diagnostic Reports, and the Lead Scribe's Journal. You can also access the **Voice Emitter Test:** Access this, step back from the terminal, and you can hear Liberty Prime's growling oratory synthetic modulations (or "voice") boom across the lab.

⑰ Lower Floor Restrooms

Check the tiny crate for a Skill Book.

- Duck and Cover! (19/25)

⑱ Armory

Speak with Scribe Peabody about Repairing your Armor. You can also activate the nearby terminal to read up on the Brotherhood's reviews of certain weapons. Through the door is the Armory. Knight Captain Durga refuses to sell you equipment; check the Freeform Quest. Afterward, she sells some of the best equipment in the Wasteland and Repairs your items.

⑲ Mess Hall

There's food in three fridges here and in the mess hall.

- 10mm Pistol

FREEFORM QUEST: GALLOWS HUMOR

Knight Captain Gallows is a solitary and antisocial sort, but perhaps that's because he does his talking with the smoking end of a Laser Rifle. Seek him out, and say nothing—literally—so you both understand each other. Then speak to one of the other Paladins (such as Knight Captain Dusk), and they let you know there's a pool going around for the first person to find out Gallows's actual name. Return to Gallows and ask him about it.

> The only way he reveals his name is if you coax it out of him using **Speech**. Report back to Paladin Glade; make sure you ask what your reward is first!

- 1,000 Caps

FREEFORM QUEST: COLLECTING HOLOTAGS

Scribe Jameson is the keeper of the scrolls for the D.C. Brotherhood. Because of the chaotic fighting and the structure of the Brotherhood in D.C., there are many members who are unaccounted for. Scribe Jameson is interested in recovering the Holotags of the fallen brothers so their deed can be written into the scrolls. Search the D.C. Ruins for Brotherhood soldiers; you can also "help" them to the afterlife, take their Holotags, or just concentrate on members you haven't executed. You receive the following for each Holotag you hand in.

- 100 Caps (per Holotag)
- 25 XP (per Holotag)

FREEFORM QUEST: POWER ARMOR TRAINING

At last! As soon as you enter the Citadel, speak with Elder Lyons so he gives you permission to train in Power Armor. Move to the courtyard (Bailey) area where the Initiates are training. Find Paladin Gunny, and he trains you; you can now utilize any type of Power Armor.

- Power Armor Training

FREEFORM QUEST: SEEING STARS

With a high enough Karma, you can speak with Star Paladin Cross, who is usually located in the laboratory. She offers to accompany you on a special detachment mission. Should you perform any evil deeds, she will leave you and return to the Citadel.

- Follower: Star Paladin Cross

FREEFORM QUEST: NO FREE LUNCH

The miserable Knight Captain Durga, located in the Armory, doesn't trust Vault Dwelling Wastelanders like yourself. Speak to her, and she refuses to Repair or Sell her weaponry to you until Elder Lyons approves it. Locate Lyons, request that Bartering take place, and return to Durga to use her Repair and Inventory.

FREEFORM QUEST: WORST. DOCTOR. EVER

Sawbones is more than living up to his name in the medical bay, and when you request a healing, he actually wounds you instead. Ignore this malfunctioning robot, or use Science to run a Level 2 diagnostic on his medical subsystems. Keep this up, and you fix Sawbones, and he actually behaves like a doctor from this point on. You can also access the nearby Medical Terminal.

> Inside the terminal, recently hacked by Glade with a rant against the robot's poetry, are four entry options (one of which is the medical storage lock override).

Or you can Lockpick the medical storage lock and grab the medical items inside.

- Medical Storage Health and Chems

FREEFORM QUEST: THE SCOURGE

Paladin Kodiak is usually in the Barracks, and if you ask, he's more than happy to tell you about a cataclysmic event in his past, one that he feels he is indebted to Elder Lyons for.

9.12: IRRADIATED METRO (LAT 13/LONG -13)

- Threat Level: 3
- Underground Connection

The Metro Station entrance leads to one linked underground area:

» **D.C. U20:** Irradiated Metro (Interior; page 463).

The following surface location can be accessed from the underground metro tunnel:

» **21.04:** L'Enfant South (page 453).

> **Caution**
>
> Be careful when exploring around here, as the nearby Office Ruins [9.P] have numerous Super Mutants looking for fresh meat. This is a quick way to reach L'Enfant Plaza Zone.

9.13: ALEXANDRIA ARMS (LAT 07/LONG -17)

- Threat Level: 3
- Faction: Raider
- Collectibles: Nuka-Cola Quantum, Pre-War Book, Skill Book (2)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Raider

① Lower Side Room

There is a Skill Book on the shelves, just before the double doors leading to the two-level recreation room.

- Duck and Cover! (20/25)

② Two-Level Recreation Room

A lower area with a pool table and an upper area with Ammo Boxes, Darts, and some scattered Chems.

- Ammunition Box (4)
- Scribe Pre-War Book (61/103)
- Guns and Bullets (17/25)

③ Store Room Terminal

- First Aid Box
- Ammunition Box (4)
- Nuka-Cola Quantum (70/110)

④ Hotel Bedroom

This contains mattresses, a fridge with food, and a wall safe. There are similarly stocked fridges in each bedroom.

- Wall Safe Items

⑤ Hotel Bedroom

- Ammunition Box

9.14: JEFFERSON MEMORIAL (LAT 13/LONG -17)

- Main Quest: Scientific Pursuits; The Waters of Life; Take It Back!
- Threat Level: 4
- Faction: Enclave, Super Mutant, Wastelander
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Sleep Mattress
- Hostile: Centaur, Super Mutant Genus, Turret Mk V

The manhole entrance leads to two linked underground tunnels:

» **D.C. U18.A:** Taft Tunnel (page 462).

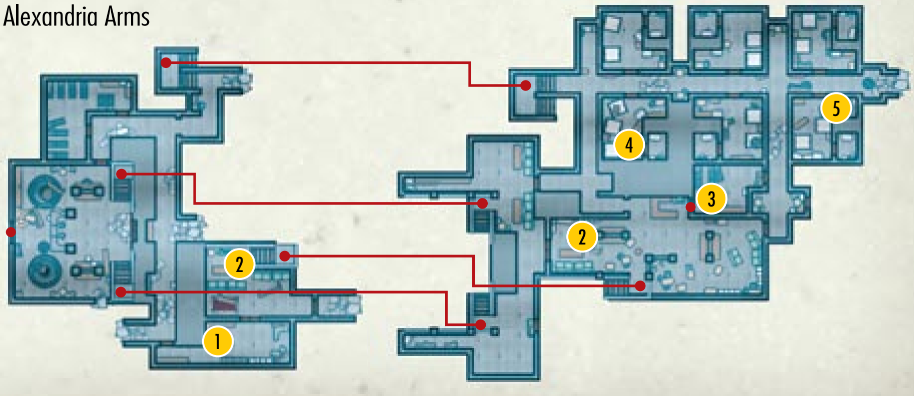
» **D.C. U18.B:** Taft Tunnels (page 462).

The following surface location can be accessed from the memorial:

» **9.O:** Sewer Entrance Manhole (the Citadel; page 414).

INTERIOR MAPS AND LOCATIONS

Alexandria Arms



GENERAL NOTES

Access to the Jefferson Memorial is only available via a small gift shop side entrance; the steps of the structure have long since been abandoned, and pipes twist out into the Potomac. At the center of the Project Purity experiment, a brand-new catwalk (teeming with Super Mutants) has been erected; carefully battle or Sneak through here to the entrance.

JEFFERSON MEMORIAL GIFT SHOP

The pump control is a chamber you enter via the northeast exit. It is only necessary to enter during **Main Quest: The Waters of Life.** This is the only time you can activate the valve here and move along the pipe, which exits down in the sub-basement.

① Gift Shop Entrance

A Turret Control Terminal shuts down the turret inside.

② Gift Shop Sign

- First Aid Box
- Ammunition Box

③ Gift Shop

- Ammunition Box (2)
- .32 Pistol and Ammo

④ Manhole to Taft Tunnels

The Taft Tunnels are only accessible during **Main Quest: The Waters of Life**. They are inaccessible at any other time.

JEFFERSON MEMORIAL ROTUNDA

Project Purity is built around the giant statue of Thomas Jefferson. This is narrow and dangerous until you flush out the Super Mutants. It is the center of hope for mankind.

⑤ Airlock

Utilized during **Main Quest: Take It Back!**

⑥ Auxiliary Filtration Input

Also utilized (optionally) during **Main Quest: Take it Back!**

- Project Purity Journal: Entries 5, 8, and 10

⑦ Project Purity Sys. Op. Mainframe

Also utilized (optionally) during **Main Quest: Take It Back!** You can input the code to start the device here.

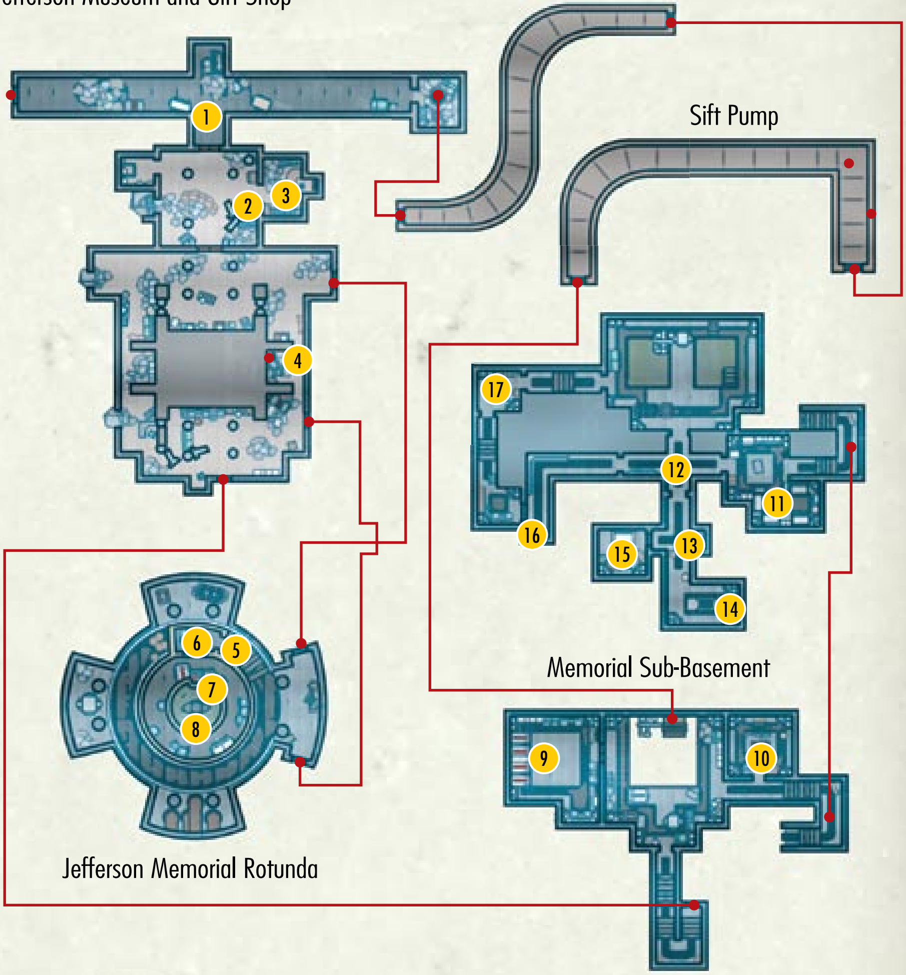
⑧ Statue of Thomas Jefferson (Inside Project Purity)

Note that you'll encounter an Enclave Colonel named Autumn in this room during **Main Quest: Take It Back!** Should you choose to defeat him, the following items become available:

- Colonel Autumn's 10mm Pistol (60/152)
- Colonel Autumn's Laser Pistol (61/152)
- Colonel Autumn's Uniform (62/152)

INTERIOR MAPS AND LOCATIONS

Jefferson Museum and Gift Shop



Note

For more information on your father's personal journals, consult **Main Quest: Scientific Pursuits.**

SUB-BASEMENT

⑨ Mainframe Power Switch

Utilized during **Main Quest: Take it Back!**

⑩ Small Medical Room

There's a Stimpak on the medical tray.

- Project Purity Personal Journal: Entries 7 and 8

⑪ Small Sleeping Quarters

Mattresses are available to sleep on.

⑫ Crossroads (Lower Corridors)

⑬ Alcove Shelving (Lower Corridors)

- Ammunition Box
- .32 Pistol and Ammo

⑭ Flood Control Room with Power Switch (Lower Corridors)

⑮ Study with Bed (Lower Corridors)

- Project Purity Personal Journal, Entries 1–3
- Better Days

⑯ Side Table

- 10mm Pistol

⑰ Fuse Control Room

9.15: RIVET CITY
(LAT 18/LONG -17)

- Main Quest: Scientific Pursuits; The Waters of Life
- Miscellaneous Quest: The Wasteland Survival Guide; Those; The Replicated Man; Strictly Business; You Gotta Shoot 'Em in the Head; Stealing Independence; Trouble on the Homefront
- Freeform Quest (11)
- Threat Level: 2
- Faction: Slaver, Wastelander

- Services: Healer, Repairer, Trader
- Danger: Gas Leak, Grenade Bouquet, High Radiation, Mines, Shotgun Trap, Terminal Trap
- Collectibles: Bobblehead, Mini-Nuke, Schematic, Skill Book (3)
- Follower
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Lots o' Caps
- Main Trading Route
- Rare or Powerful Item
- Work Bench (3)
- Sleep Mattress
- Hostile: Mirelurk Genus
- Holotape (Replicated Man)
- Inhabitants: Abraham Washington, Angela, Armitage, Bannon, Belle Bonny, Brock, Cindy Cantelli, C.J. Young, Commander Danvers, Diego, Doctor Preston, Doctor Madison Li, Doctor Zimmer, Father Clifford, Flak, Gary, Garza, Harkness, James Hargrave, Janice Kaplinski, Mei Wong, Mister Buckingham, Mister Lopez, Paulie Cantelli, Pinkerton, Private Jones, Seagrave Holmes, Shrapnel, Sister, Tammy Hargrave, Ted Strayer, Trinnie, Vera Weatherly, Victoria Watts

GENERAL NOTES

Rivet City is a massive, dry-docked aircraft carrier, now the largest Wastelander residence around and home to a large number of odd, interesting, friendly, and strange characters. Access Rivet City from the rusting platform on the north, using the intercom to request the drawbridge. Inspect the deck for some items and a rather impressive Plasma Rifle that Security Chief Harkness is carrying. You'll need to figure out his secret to receive it.

- First Aid Box
- Ammunition Box (2)
- A3-21's Plasma Rifle (63/152)

STAIRWELL

The top floor allows access to the bridge tower, upper deck, midship deck, and the Muddy Rudder Bar.

Bridge Tower (Bottom Floor to Top)

Four confined floors, where the majority of the ordnance is kept and where an old man takes his final fling.

1 First Floor (from Stairwell)

This leads to a dining room where Rivet City Security eat. There's food in the fridge. There are three doors out to the flight deck.

2 Second Floor Dormitory

There are two doors out to balconies above the flight deck; the northwest door leads to a balcony with an Ammo Box. There's also scattered food and Detergent on the shelves and beds to sleep on.

- Footlocker Items (4)
- Assault Rifle and Ammo
- 10mm Pistol and Ammo
- Ammunition Box

3 Third Floor Dormitory

Private Jones and Commander Danvers may be here; the key to his footlocker is on him. There's food on the shelves and beds to sleep on. There is a Security Terminal, which contains notes about there being Mirelurks in the bow of the boat and problems with a guy named Sister. The door to the east leads to a balcony with an Ammo Box. The door to the southwest leads to a turret-guarded ammo cache.

- Footlocker Items (2)
- Chinese Assault Rifle
- Ammunition Box (2)

4 Third Floor Armory

- Armor Case Items (6)
- 10mm Pistol (3)
- Assault Rifle
- Chinese Assault Rifle
- Schematics: Rock-It Launcher (20/23)
- Ammunition Box (3)

5 Fourth Floor

A small table and a Security Terminal with the same notes about Mirelurks. There is an exit leading to an observation balcony with commanding views. You may find Mister Lopez up here.

UPPER DECK

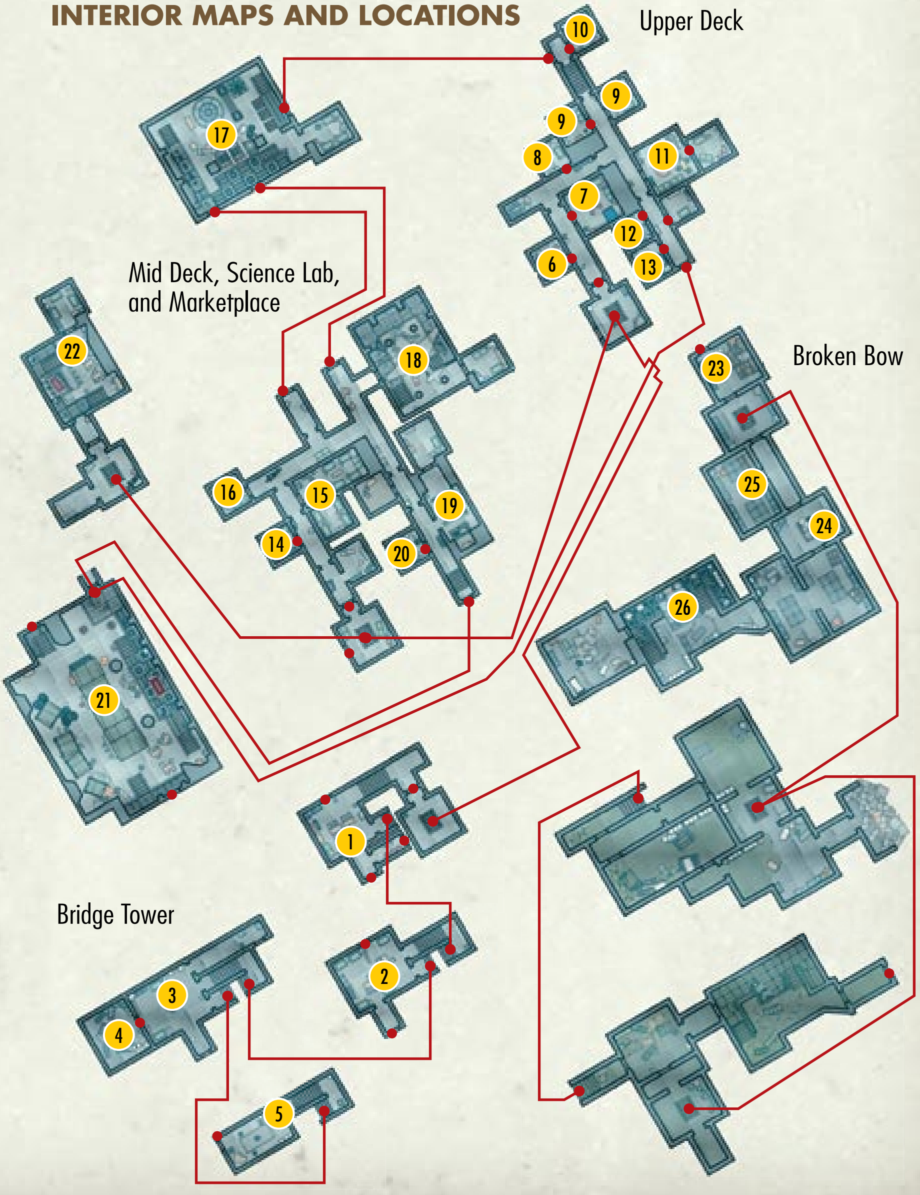
6 Bannon's Room

Some fine furniture in here, along with Bannon's Terminal. Hack this to discover his agenda for council meetings and to read council meeting notes.

7 Young's Room

The possible location of C.J. Young and James Hargrave. There's food in the fridges but little else except a few scattered tools.

INTERIOR MAPS AND LOCATIONS



8 Flak and Shrapnel's Room

It's possible to steal some weaponry from here:

- Ammunition Box (3)
- 10mm Pistol
- Assault Rifle
- Chinese Assault Rifle
- Sledgehammer

9 Doctor Preston's Room and Rivet City Clinic

The doctor's room is reasonably empty, but his clinic has some Stimpaks and Chems. You can speak to Preston about the Replicated Man wherever you find him. You can also request medical items or heal, and you can activate the Rivet City Clinic Patient Data System.

- Holotape: The Replicated Man (17/25)
- 10mm Pistol

10 Doctor Li's Room

Opposite is a door to the science lab (although the main level is one floor down). Li's quarters contain the Holotapes you were missing when you searched the Jefferson Memorial (Project Purity sub-basement). There's food in the fridge and a terminal to hack, where you can read about her progress in the field of hydroponics and about the council meeting minutes.

- Project Purity Personal Journal: Entries 1, 3, 5

11 The Weatherly Hotel and Vera Weatherly's Door

You can speak to Vera or Mister Buckingham about renting a room (120 Caps), and you can purchase some food. Hack the desk terminal to find out who's staying and to read a shopping list. There is also the Weatherly Hotel trunk, which you can open only after you procure the key from Vera's body. Vera's room holds little of interest, although Sister is sometimes there.

12 Zimmer's Room

There are a couple footlockers, some scattered food and tools, and little else. Across the corridor is the locked hotel room, where you can spend the night if you have the Caps (or break in and sleep here).

13 Sister's Room

There's a small footlocker and a Holotape to listen to.

- Holotape: The Replicated Man (18/25)

MIDSHIP DECK

Salt-of-the-earth types reside up here, although there are more Chem addicts than the science staff would like. Or know about.

14 Bedroom

There's a large amount of food in here on shelves and in a fridge.

15 Common Room

Expect to see some wandering folk around here. There's little to steal, except items from footlockers.

16 Cantelli's Room

This is a Chem addict's room; there are Chems scattered about and a footlocker to loot.

17 Science Lab

There are three entrances to this lab, where a number of key characters, including Doctor Li, are usually located. Expect to hear an argument between a doctor and Zimmer. There are fresh vegetables and fruit here, the result of successful hydroponics experiments. One of the tables holds a Bobblehead. There's the usual array of food in the fridge.

- Bobblehead: Intelligence (19/20)

18 The Capitol Preservation Society

This is the home to Abraham Washington, who is very interested in any relics you may find on your journey (see nearby table). He also awards you with a Schematic if you complete **Miscellaneous Quest: Stealing Independence.** The Society Terminal is also here, where you can read the following:

- The Constitution of the U.S.A. (drafted, 1786)
- The Emancipation Proclamation (issued in 1862)
- The Gettysburg Address (speech by Lincoln, 1863)
- The Monroe Doctrine (presented in 1823)
- The U.S. Declaration of War on Germany (declared by Roosevelt, 1941)
- The U.S. Declaration of War on China (date unknown; either 2066 or 2067)

Inside Washington's room, there's food in the fridge, a Work Bench with a Bottlecap Mine, Health and Ammo to steal, and his personal terminal. You can read entries here about the Declaration expedition (where Sydney is mentioned), the Lincoln artifacts, and a planned expedition to salvage the Liberty Bell.

Note

Beware! Items marked "†" are critical to complete other Miscellaneous Quests!

- Work Bench
- 10mm Pistol and Ammo
- Frag Grenade
- Pulse Grenade
- First Aid Box
- Ammunition Box(2)
- Schematic: Railway Rifle (22/23)

19 Saint Monica's Church

You can pry open the collection box and open the rectory door to unlock a couple footlockers. Check behind the pulpit for a Holotape.

- Holotape: Replicated Man (19/25).

20 Seagrave Holmes' Room

His key is on the table, as is his terminal, which contains information on his "survival weapon" and some terse e-mail exchanges about Bannon between Seagrave and Doctor Li. There's a Holotape here too.

- Holotape: Replicated Man (20/25)

21 Rivet City Market

Potomac Attire: A clothes shop run by Bannon. You can Trade or Repair here. There's a load of Caps in Bannon's trunk.

ARTIFACT	LOCATION	PRICE (ABRAHAM WASHINGTON)	RELATED MISCELLANEOUS QUEST
Declaration of Independence	National Archives	Railway Rifle Schematics	Stealing Independence
Declaration of Independence (Faked)	National Archives	Railway Rifle Schematics	Stealing Independence
Bill of Rights	National Archives	125 Caps/100 Caps (High Barter Skill)	Stealing Independence
Magna Carta	National Archives	100 Caps/75 Caps (High Barter Skill)	Stealing Independence
Lincoln's Rifle	Museum of History	200 Caps/100 Caps	Head of State
Lincoln's Hat	Museum of History	140 Caps/70 Caps	Head of State
Action Abe	Museum of History	20 Caps/10 Caps	Head of State
John Wilkes Booth Wanted Poster	Museum of History	140 Caps/70 Caps	Head of State
Civil War Draft Poster	Museum of History	120 Caps/60 Caps	Head of State
Lincoln's Diary	Museum of History	200 Caps/100 Caps	Head of State
Lincoln's Head Penny Collection	Museum of History	30 Caps/15 Caps	Head of State
Gift Shop Poster of the Lincoln Memorial	Museum of History	Will not purchase	Head of State
Lincoln's Voice (Phonograph)	Museum of History	120 Caps/60 Caps	Head of State
Lincoln's Rifle	Museum of History	Will not purchase	Head of State
Agatha's Soil Stradivarius Violin	Vault 92	300 Caps/200 Caps (Speech Chall)	Agatha's Song

A Quick Fix: A Chem supplier run by Cindy and Paulie Cantelli. Paulie has a key to open the trunk.

Rivet City Supply: A general store run by Seagrave Holmes. You can buy "a little bit of everything" here. He has the key to open his trunk, which contains a load of general supplies; nothing unique.

Gary's Galley: A food court run by Gary and daughter Angela : Purchase food and drink here. Find the key to open the two fridges and the trunk on Angela's corpse. There's little to take here; just a lot of food and a few Stimpaks.

Flak and Shrapel's: A weapons store with a great selection. There are several weapons to Steal and more in the trunk if you can acquire the key from Flak or Shrapnel.

The northwest corner of the market has a Work Bench with a Bottlecap Mine.

- Work Bench
- Ammunition Box (4)
- Large Weapons Collection!

Note

All the Traders have keys to their storage trunks, but you must kill them to obtain the keys.

LOWER DECK

22 The Muddy Rudder

Brock, Trinnie, and Belle Bonny are usually here. They all have keys to this area and to his room. There is copious amounts of alcohol, as well as food and two footlockers in Bonny's room.

- 10mm Pistol

THE BROKEN BOW

Access this area via an underwater door outside the bow's northern corner, or via a gantry across the water. Swim and then climb up to the floor that isn't waterlogged.

23 Entrance Door

Access this via the gantry outside. Flick the lock mechanism to unlock the door. Disarm the Mine before it blows you up.

- Frag Mine
- Ammunition Box
- First Aid Box
- Scoped .44 Magnum

24 Gas Leak

25 Trap Room and Corridor

Disarm the trip wire in the corridor, or you'll be engulfed in flames. Sidestep the pressure plate and disarm both Rigged Shotguns. Disarm the Mine on the table. There's a Stimpak and Purified Water here.

- Combat Shotgun and Ammo (2)
- Frag Mine
- Ammunition Box

26 Pinkerton's Hideout

Flick the switch to open the door; the terminal is a trap. Inside, you'll find Pinkerton, and you can complete **Miscellaneous Quest: The Replicated Man**. Before you leave (and optionally reconstruct your face), search the area for some scattered Caps and a load of items. Pinkerton's Terminal (only accessible once you speak to him) has the City Founders Log (useful in **Miscellaneous Quest: The Wasteland Survival Guide**), and some android information to prove to Harkness that he's synthetic.

- Work Bench
- Frag Grenade
- D.C. Journal of Internal Medicine (18/25)
- Big Book of Science (18/25)
- Dean's Electronics 17/25)
- Stealth Boy (3)

FREEFORM QUEST: CHURCH DONATIONS

Seek out Father Clifford near St. Monica's church. You can ask whether donations are accepted. Naturally, they are. You have three options, each with a positive Karma reward:

10 Caps donation
50 Caps donation
100 Caps donation

Tip

There can be no end to your generosity: This is an excellent way to redeem yourself and shift your Karma back into positive territory if you've done some bad, bag things in your past. Feeling guilty? Let the Holy Spirit cast out your sins!

FREEFORM QUEST: A NICE DAY FOR A RIGHT WEDDING

Angela and Diego are madly in love, but the course of true love is running into some problems; Diego is a priest in training. To learn about this, you must listen to conversations in Rivet City, or simply follow Angela around until she speaks to Gary , Diego, Vera Weatherly, Paulie Cantelli.

Or, listen to Vera Weatherly and Gary , and Diego and Danvers. Armed with this information, you can try the following:

Lie to Father Clifford that Diego is sleeping with Angela. Diego ceases to be an acolyte. Father Clifford is so angry that he won't marry them and they live together in sin.

Threaten Diego by telling him you'll squeal to Father Clifford. Diego will stop seeing Angela. She will be very sad.

Give Angela an Ant Queen Pheromone Sac, which she can use to seduce Diego. Diego quits the priesthood and does the honorable thing in Father Clifford's eyes, and he is willing to marry them. You are invited to the ceremony. You can find the Pheromone on any Ant Queen, or you can buy some in the Quick Fix shop in the market.

FREEFORM QUEST: SUICIDE WATCH

Every day, Mister Lopez goes and stands on the observation deck at the top of the bridge tower, contemplating suicide. Meet him there during the day (between 8:00 AM–12:00 PM and between 2:00 PM–5:00 PM). You can

Agree to push him.

Try to talk him into jumping himself.

Try to get him to help Ted Strayer. Mister Lopez will no longer talk about suicide and will never return to the observation deck. An appeal to church doctrine has no effect.

FREEFORM QUEST: LIGHT-FINGERS HARGRAVE

James Hargrave is an unpleasant little tyke, but if you can play up his thievery, he agrees to steal some ammunition for you. Expect to wait 12 hours until you visit him again. Then, he'll have more every 12 additional hours.

FREEFORM QUEST: THE RUNAWAYS

Locate Tammy Hargrave, speak with her, and then find her son, James.

Now you have the option to tease him about how awful his mother is. Succeed in your **Speech**, and James and C.J. Young run away, across the Rivet City bridge, to a couple of chairs and a table just west of the entrance to Anacostia Metro.

Bring them back, as Tammy doesn't even notice, by speaking with any security guard, Angela, or Mister Lopez, and you'll be clued in that they escaped via the bridge. Speak with James when you find him and convince them to return.

Or leave them here.

FREEFORM QUEST: SLAVE HUNT

Mei Wong is terrified of Sister; she recognizes him as a Slaver. She used to be a slave and fears that he will capture her and take her back.

Succeed with a **Speech** Challenge and Mei Wong reveals she's a runaway slave. You can:

Tell Sister that Mei Wong disappears one night, recaptured by Slavers.

Or, tell Sister, then go back to Mei and let her know you revealed her identity. She commits suicide.

Or, you can give her enough Caps to purchase a gun.

Or, stay out of this altogether.

FREEFORM QUEST: OVERDOSE

Paulie Cantelli is a Chem addict. Why not help him along and give him some Chems? Give him some more! Then leave him alone to overdose and die.

FREEFORM QUEST: BELLE'S CASH BOX

Belle Bonny has a cash box hidden in her room, just off the Muddy Rudder. Buy Trinnie three drinks, and she'll tell you where Belle keeps the cash box.

- Caps

FREEFORM QUEST: PRIVATE JONES

Private Jones guards the Armory up in the Bridge Tower. Try pretending (using **Speech**) there's an emergency and his assistance is needed. Once he is gone, you have a better chance to rob the Armory, although the turret inside still makes it very difficult.

FREEFORM QUEST: COUNCIL SEAT

Seagrave Holmes is considering running for a seat on the city council to represent the market. This means he will replace Bannon. Speak with Bannon, and he asks you to poke around in Seagrave's room and see if you can find anything incriminating. It turns out that Seagrave used to do business with Slavers. You can turn over the evidence to Danvers or tell Danvers that Bannon is trying to blackmail Seagrave. The former results in Seagraves abandoning his council seat campaign. Bannon's prices are lowered at his store. The latter results in Bannon losing his seat on the council. Seagrave's prices are lowered at his store.

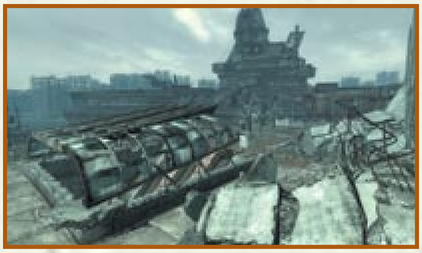
- Schematic: Dathclaw Gauntlet (21/23)

FREEFORM QUEST: TUNNEL SNAKES FOREVER!

When you finish **Miscellaneous Quest: Trouble on the Homefront**, make sure Butch is still alive and the Overseer has lost control (either by convincing him to step down, killing him, or sabotaging the Vault). Move to the Muddy Rudder, strike up a conversation, and you can convince him to join you in some adventuring—but only if your Karma is neutral.

- Follower: Butch

9.16: ANACOSTIA CROSSING
(LAT 19/LONG -16)



- Threat Level: 1
- Underground Connection

The Metro Station entrance leads to several linked underground metro areas:

» **D.C. U22.A:** Anacostia Crossing Station (page 463).

» **D.C. U22.B:** Museum Station (page 464).

» **D.C. U6.B:** Metro Central (page 457).

Note

From D.C. U6.B, you can reach D.C. Interior Zones 11: Dupont Circle; 12: Vernon Square; 14: Georgetown; 15: Pennsylvania Avenue; 16: Arlington National Cemetery; 17: The Mall; and 18: Seward Square.

The following surface locations can be accessed from Anacostia Crossing:

» **17.06:** The Mall (near Museum of History Entrance) (page 437).

» **17.09:** The Mall (near Museum of Technology Atrium) (page 440).

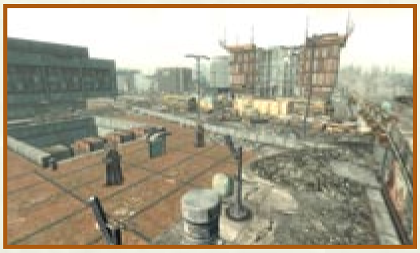
» **18.05:** Seward Square (Southeast) (page 445).

» **Various locations from U6.B:** Metro Central (page 457).

Note

Located close to Rivet City, this station offers excellent (if convoluted) access to almost any D.C. Interior location, but it is mainly useful for reaching the Mall.

9.17: FLOODED METRO
(LAT 04/LONG -18)



- Threat Level: 2
- Faction: Raider
- Collectible: Skill Book
- Underground Connection

This leads to the following linked underground area:

» **D.C. U19:** Flooded Metro (Interior) (page 463).

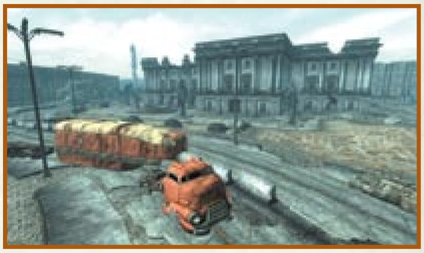
The following surface Locations can be accessed from that underground area:

» **20.03:** Mason District South (page 451).

The station exterior is dry, but the interior is a mess. On the surface, this entrance is half-hidden due to the large traffic accident [8.BB] nearby. Watch for Raiders south of the pileup. Check the Pulowski Preservation Shelter for Stimpaks and the following:

- Pulse Mine
- Chinese Army: Spec. Ops. Training Manual (14/25)

9.18: ARLINGTON LIBRARY
(LAT 08/LONG -19)



- Miscellaneous Quest: The Wasteland Survival Guide, Stealing Independence
- Freeform Quest
- Threat Level: 3
- Faction: Brotherhood of Steel, Raider
- Danger: Baseball Pitcher, Grenade Bouquet, Mines, Terminal Trap
- Collectibles: Nuka-Cola Quantum, Pre-War Book (10), Skill Book (6)
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Lots o' Caps
- Sleep Mattress
- Hostiles: Raider, Radroach
- Friendly: Brotherhood Paladin
- Inhabitant: Scribe Yearling

RELATED INTERACTIONS

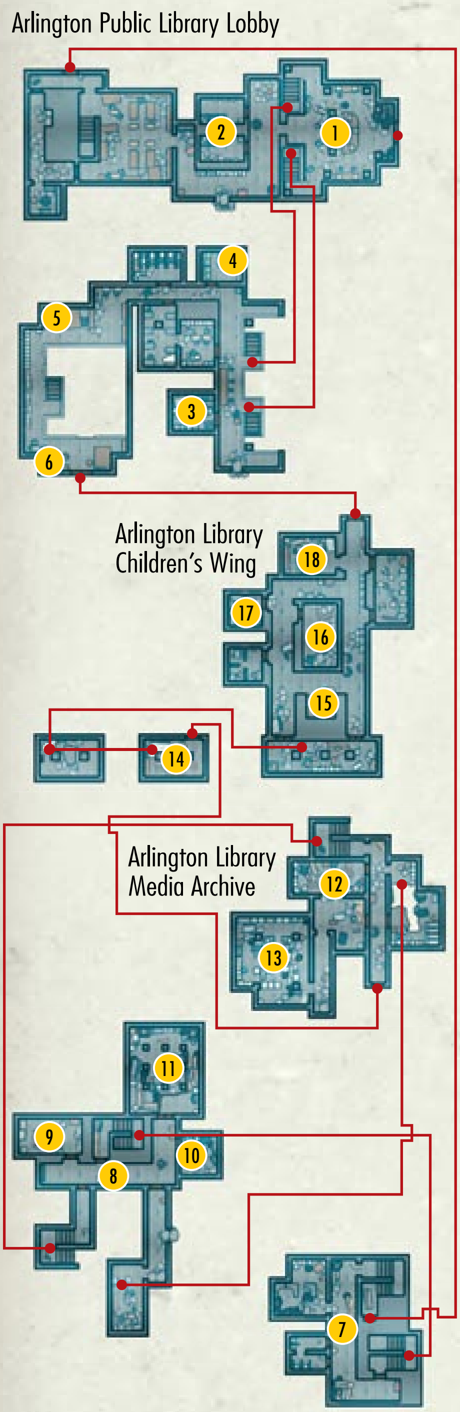
Scribe Yearling: Approach her about collecting Scribe Pre-War Books for profit.

GENERAL NOTES

Still standing amid the rubble is this imposing library with its Greek columns and single entrance, across from the Alexandria Arms. Enter via the single set of doors. Before you head inside, inspect the Pulowski Preservation Shelter, where a corpse still clutches the following items:

- 10mm Pistol and Ammo
- Guns and Bullets (18/25)

INTERIOR MAPS AND LOCATIONS


Arlington Public Library Lobby
1
2
3
4
5
6
Arlington Library Children's Wing
14
15
16
17
18
Arlington Library Media Archive
7
8
9
10
11
12
13

ARLINGTON PUBLIC LIBRARY LOBBY

1 Front Desk

Scribe Yearling is here, collecting Scribe Pre-War Books (Freeform Quest). Expect fire support from Brotherhood of Steel Paladins throughout this interior area. Hack the desk terminal. You can access the card catalog from here, which Moira Brown requests during **Miscellaneous Quest: The Wasteland Survival Guide**.

- Card Catalog Holotape
- Ammunition Box (5)

2 Ground-Floor Restrooms

- First Aid Box (2)

3 Upper Office Mattress and Gun Cabinet

4 Upper-Floor Office

- Big Book of Science (19/25)

5 Upper Balcony Bookcases

- Ammunition Box (2)
- Scribe Pre-War Book (62/103)

6 Upper-Balcony Bookcases

- Ammunition Box (2)
- Scribe Pre-War Book (63–64/103)

ARLINGTON LIBRARY MEDIA ARCHIVE

Three levels of Raider combat lead to securing some necessary archives, an old ink pot, and more collectibles.

7 Northwest Corridor (Lower Floor)

A group of Raiders ambushes you from this point, using a Baseball Pitcher trap.

8 Top of Stairs Mine Trap (Middle Floor)

- Frag Mine (3)

9 Pool Table Recreation Room (Middle Floor)

- First Aid Box
- Tales of a Junktown Jerky Vendor (16/24)

10 Storage Room (Middle Floor)

Use the turret control terminal to shut down the turret in the media room to the north.

- First Aid Box

11 North Media Room (Middle Floor)

Check the metal box next to the Ammo Boxes for restoration supplies. The ink is useful for faking the Declaration of Independence during the **Miscellaneous Quest: Stealing Independence.** Don't forget the Scribe Book on the conveyor belt in the northeast corner.

- Ink Container
- Ammunition Box (2)
- Scribe Pre-War Book (65/103)

12 Office (Upper Floor)

Use the turret control terminal to shut down the turret in the adjacent room to the south. Beware of two Mines to the west.

- Frag Mine (2)

13 South Media Room (Upper Floor)

Unlock the floor safe with bobby pins or the terminal in the corner. There is a second terminal, where you can check out how the citizens of Arlington used to read and clean their teeth. You can also transfer Library Archives and access the card catalog.

- Floor Safe Items
- Tumblers Today (18/25)
- Scribe Pre-War Book (66/103)
- Nuka-Cola Quantum (71/110)
- Holotape: Media Archives

ARLINGTON LIBRARY CHILDREN'S WING

14 Skeletal Cage Room and Floor Holes (Three Floors)

Drop through the floor after securing Stimpaks and these items:

- Ammunition Box (3)
- Sawed-Off Shotgun and Ammo
- First Aid Box
- Guns and Bullets (19/25)
- Scribe Pre-War Book (67–69/103)
- Wall Safe Items (middle floor)

15 Coffee Machine Nook

- Lying: Congressional Style (16/25)
- Scribe Pre-War Book (70/103)

16 Central Office

Beware the Grenade Bouquet as you enter.

- Frag Grenade (3)
- Ammunition Box

17 Northwest Office

Beware the terminal trap!

- Frag Grenade
- Ammunition Box
- Scribe Pre-War Book (71/103)

18 Playroom

Filled with toys, a personal footlocker, and some child skeletons.

FREEFORM QUEST: YEARNING FOR LEARNING: SCRIBE PRE-WAR BOOKS

Scribe Yearling is particularly concerned about losing historical knowledge, and despite some misgivings about Elder Lyons, she is happy to secure knowledge the old-fashioned way—through the amassing of Pre-War literature. Meet her in the lobby, agree to aid her, and scour the Wasteland for Scribe Pre-War Books. For each one you return to Yearling, she rewards you 100 Caps. Yes, that means a payout of 11,100 Caps if you find them all. There are 1,000 Caps' worth of books in this building alone! Return here as often as you like.

- 1,000 Caps

Secondary Locations

9.A: D.C. IRON STATUE (LAT 07/LONG -04)

- Threat Level: 1
- Highly Visible Landmark

A looming statue watches over the forecourt of the Farragut West Metro Station. Use this as a landmark.

9.B: D.C. IRON STATUE (LAT 07/LONG -05)

- Threat Level: 1
- Faction: Raider
- Highly Visible Landmark

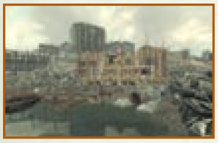
A second, lower statue in the Farragut West area, with a small Raider hidey-hole below it.

9.C: RUSTING TRAFFIC ACCIDENT (LAT 04/LONG -07)

- Threat Level: 1
- Highly Visible Landmark

Just north of the Sewer Waystation is the scene of an ancient traffic accident. It makes a great explosion!

9.D: SEWER GRATE (LAT 07/LONG -07)



- Threat Level: 2
- Danger: Low Radiation
- Interior Exploration
- Underground Connection

This sewer grate leads to a linked underground area:

» **D.C. U14:** Hubris Comics Utility Tunnels (page 460)

The following surface location can be accessed from this sewer grate:

» **20.01:** Hubris Comics Publishing (page 450).

An effluent pipe adjacent to Grandma Sparkles's shack (right next to the outhouse) is a cunning way to head into D.C. Interior Zone 20.

9.E: ROAD SIGNS AND FORECOURT(LAT 08/LONG -07)

- Threat Level: 1

9.F: ANCHORAGE BRIDGE (LAT 07/LONG -07)

- Threat Level: 2
- Faction: Raider
- Danger: Low Radiation, Mines

There are two ways across this bridge: slowly Sneaking forward and Disarming each of the 12 Frag Mines, or dashing across and leaving a massive explosion in your wake! Watch for alerted Raiders if you've been making noise.

- Frag Mine (12)

9.G: MILITARY TENT AND TRUCK DEFENSES (LAT 10/ LONG -06)

- Threat Level: 3
- Faction: Super Mutant
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Sleep Mattress
- Character: Wastelander Captive
- Hostiles: Centaur, Super Mutant Genus

Two parked container trucks surround a tent. The yellow truck container has a dead Wastelander and some pertinent items, as does the tent, which has a place to sleep, a Stimpak, and a Holotape.

- .44 Scoped Magnum
- Ammunition Box (3)
- First Aid Box
- Pugilism Illustrated (20/25)
- Holotape: Keller (21/24)

Rescue any captives and take the gift you see for a small boost to your Karma. Refuse for a larger boost.

9.H: SCAVENGER'S JETTY (LAT 09/LONG -08)

- Threat Level: 1
- Faction: Wastelander
- Services: Repairer, Trader
- Friendly: Scavenger

Sitting on the jetty with a bucket of beers is a scruffy Scavenger. Trade and Repair with him.

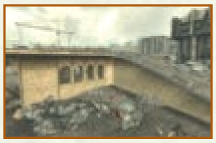
9.I: OUTPOST (LAT 04/LONG -11)

- Threat Level: 2
- Faction: Wastelander
- Danger: Terminal Trap
- Collectible: Mini-Nuke, Nuka-Cola Quantum
- Guns and Ammunition
- Interior Exploration
- Sleep Mattress
- Hostile: Feral Wastelander, Super Mutant

On the southern outskirts of Grayditch is an office building with a pair of metal doors on the south wall. Wastelanders have gone a little too Feral to be friendly. Dispatch or Sneak around them, and search the outpost for a bed, food and cleaning supplies in the fridge, two Cartons of Cigarettes, some Darts, a gun cabinet, and a back room with an imprisoned Super Mutant and more goods. Unlock the Super Mutant's gate when you're using Sneak and a Stealth Boy. This is a great tactical way to start a fight between Feral Wastelanders and the Mutie! Disarm the terminal from behind to grab the Frag Grenade; it's a trap!

- Ammunition Box (3)
- Mini-Nuke (54/92)
- Nuka-Cola Quantum (72/110)
- Frag Grenade

9.J: SEWER GRATE (LAT 09/LONG -11)



- Threat Level: 2
- Danger: Low Radiation
- Interior Exploration
- Underground Connection

This sewer grate leads to a linked underground area:

» **D.C. U13:** County Sewer Mainline (page 459)

The following surface location can be accessed from this sewer grate:

» **9.03:** Sewer Waystation (page 401).

This effluent pipe is a quick way to maneuver between the waystation north of Grayditch, allowing you to escape northwest into the Wasteland. Or, emerge here. This is a central location close to the Citadel that allows a quick trek to Rivet City.

9.K: POTOMAC BRIDGE (LAT 10/LONG -11)

- Main Quest: Infiltration
- Threat Level: 2
- Faction: Raider
- Danger: Low Radiation
- Highly Visible Landmark
- Sleep Mattress
- Hostile: Raider

The Key Bridge stretches from the east to west banks of the Potomac, from the Super Mutant's office domain [9.P] to the Citadel. This is a major span and a good way to head back and forth to the two large sections of town without getting your feet wet (and irradiated). The Key Bridge is destroyed on the Citadel (west) side, and there are some smaller arches to investigate; there's a small Raider camp with Chems, beer, a locked safe, and a Raider standing next to a fire extinguisher that's too good a sniping opportunity to miss. On the eastern end, beware of Muties with missile launchers!

- Floor Safe Items

9.L: FESTIVE RAIDER CAMP (LAT 12/LONG -10)

- Threat Level: 2
- Faction: Raider
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Sleep Mattress
- Hostile: Raider

This is just a block south of Dukov's place. When you've ruined the lives of the punks here, check their stuff out; aside from Chems, beer, food, and mattresses, there's the following:

- Ammunition Box (4)
- Duck and Cover! (21/25)
- First Aid Box

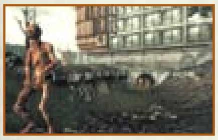
9.M: SCAVENGER SHACK (LAT 12/LONG -11)

- Threat Level: 1
- Faction: Wastelander
- Services: Repairer, Trader
- Danger: Low Radiation
- Friendly: Scavenger

Under the eastern span of the Potomac Bridge, just south of the Festive Raiders Camp, is a small shack with a Scavenger happy to Trade or Repair your items. There's some food and beer to steal here, if you're feeling violent.

- Ammunition Box

9.N: SEWER GRATE (LAT 04/LONG -13)



- Threat Level: 3
- Faction: Ghoul
- Danger: Gas Leak, Grenade Bouquet (2), High Radiation
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostile: Ghoul Genus

Sewer

Due south of the outpost, on the edge of Grayditch, is an irradiated hole, where Ghouls prowl the earth. There's a sewer grate here, leading into a small, dead-end tunnel structure.

Danger: Escaping Gas!

Grab a Frag Grenade, and from the entrance (and no farther!), lob it into the pool of water so it detonates in the gassy area, dispelling the gas.

Ammo Cache

- Ammunition Box (2)

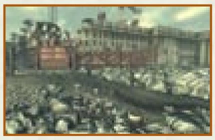
Grenade Bouquet and Trip Wire (2)

- Frag Grenades (6)

Dead Wastelander

- Ammunition Box
- First Aid Box
- Missile Launcher and Ammo (in Locker)

9.O: SEWER ENTRANCE MANHOLE (LAT 09/LONG -13)



- Main Quest: The Waters Of Life
- Threat Level: 1
- Faction: Brotherhood Of Steel

The manhole entrance leads to two linked underground tunnels:

» **D.C. U18.A:** Taft Tunnel (page 462).

» **D.C. U18.B:** Taft Tunnels (page 462).

The following surface location can be accessed from the sewer entrance:

» **9.14:** Jefferson Memorial (page 406).

This manhole cover close to the Citadel's entrance is securely sealed and is only accessible during one portion of **Main Quest: The Waters of Life.** It is one of the few locations that cannot be entered at any other time; you must Fast Travel or head across the water to reach the Jefferson Memorial Gift Shop.

9.P: SUPER MUTANT OFFICE RUINS (LAT 13/LONG -13)

- Threat Level: 3
- Faction: Super Mutant
- Danger: Shotgun Trap
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostiles: Centaur, Super Mutant Genus

Access Hall

Working from south to north, there's a ruined office building across from the Irradiated Metro that has a strong concentration of Super Mutants; Sneak around behind them (watch for the Centaur!) and blast them, heading up through the concrete ruins and across the planks to the Gore Bags and stash:

- Ammunition Box (2)
- First Aid Box

Across from here, just north of the Irradiated Metro entrance, is a sunken set of steps in the forecourt leading to an access hall.

Generator Room Pressure Plate

Step around it so a Rigged Shotgun doesn't shoot you in the knee.

- Combat Shotgun and Ammo

Continue upstairs to the door leading to the Capital Wasteland. Step into the bridge area and slay the two Super Mutants who love to strafe you from up here.

9.Q: SUNKEN BOAT AND JETTY (LAT 11/LONG -15)

- Threat Level: 2
- Danger: Low Radiation

Check the jetty for two personal footlockers (both locked), and enter the boat's cabin to spot an Ammo Box, a few Chems, and the boat's captain—what's left of him.

9.R: BOATS AND BAIT (LAT 13/LONG -15)

- Threat Level: 1
- Danger: Low Radiation
- Health and Chems
- Interior Exploration
- Hostile: Radroach

Pirate Pely may have sunk to Davy Jones's locker, but Pely's lockers are still intact. Head into the shack and rummage around; there's a terminal you can Hack to unlock the counter safe.

- Counter Safe Items
- First Aid Box

9.S: SUPER MUTANT BONFIRE (LAT 16/LONG -16)

- Threat Level: 3
- Faction: Super Mutant
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Sleep Mattress
- Captive Wastelander
- Hostile: Super Mutant Genus

This is a very-well-defended location, with dozens of spiked girders, barbed wire, and bloodthirsty shouting to make you think twice about attacking. The only way into this area is up the road; use the Muties' own barricades against them by peeking out, firing, and gradually dropping the fiends one by one. Rescue the captive, search the dead Raiders, and check the camp for mattresses and the following:

- Ammunition Box (5)
- First Aid Box (2)
- Lying: Congressional Style (17/25)

Rescue any captives and take their gift for a small boost to your Karma. Refuse for a larger boost.

9.T: FLOODED METRO RAIDER CAMP (LAT 04/LONG -19)

- Threat Level: 3
- Faction: Raider
- Collectible: Nuka-Cola Quantum, Skill Book (2)
- Guns and Ammunition
- Health and Chems
- Sleep Mattress
- Hostile: Raider, Turret

Enter from west to east. This is a well-defended area, although you can leap the rubble pile or the weak spot—the pile of tires to the south. Once you're in, execute the Raider on the vantage point on the camp's west side (it is carrying the missile launcher), using the planks to climb to his defenses. He's guarding the following:

- Ammunition Box (2)
- First Aid Box
- Tumblers Today (19/25)

Bed in an Alcove

There's a gun case to open here too.

- First Aid Box

Counter with Cash Register

Here and on the nearby bookcases, there's food, alcohol, Darts, Cartons of Cigarettes, and the following:

- Pugilism Illustrated (21/25)
- Nuka-Cola Quantum (73/110)
- Ammunition Box (4)

Small Table

- 10mm Pistol

Bridge Terminal

Hack it to shut down the turret on the bridge.

- First Aid Box

Blue Container Truck (freeway below)

- Ammunition Box (3)

9.U: RUINED OFFICE RAIDER CAMP (LAT 06/LONG -18)

- Threat Level: 3
- Faction: Raider
- Danger: Baseball Pitcher, Bear Trap (3), Chain Trap, Grenade Bouquet, Mines (7), Shotgun Trap
- Guns and Ammunition
- Sleep Mattress
- Work Bench
- Hostile: Raider, Turret

Looking out toward the Arlington Library is a rubble-filled, three-level office space with a Raider Sniper. Sneaking works well here. Head west, disarming six Frag Mines at the ruined doorway entrance. At the Girder-on-a-Chain trap, disarm the trip wire at the entrance threshold, then watch for the Bear Trap, the Frag Mine, and the trip wire for a Rigged Shotgun as you climb the stairs.

There are two more Bear Traps and a Grenade Bouquet on the next floor, where a turret targets you. This Raider means business! You can avoid the turret and a Baseball Pitcher trap if you shimmy along the floor ledge by the bathroom sink and step into the room behind. Here, you can dispatch the Raider, gather his Chems and Stimpaks, fiddle at the Work Bench, open the Ammo Box, and pry apart any of the four safes and gun cabinet.

- Work Bench
- Frag Mine (7)
- Combat Shotgun and Ammo
- Frag Grenades (3)
- Floor Safe Items (4)
- Ammunition Box

9.V: JACKKNIFED JUKEBOX TRUCK (LAT 07/LONG -19)

- Threat Level: 1
- Highly Visible Landmark

A jackknifed truck with a cargo of three Jukeboxes in the back. They all tune to Three Dog; switch one on and listen for it as an audible landmark.

9.W: TALON COMPANY RECON CAMP (LAT 08/LONG -20)

- Threat Level: 3
- Faction: Talon Mercenary
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Sleep Mattress
- Work Bench
- Hostile: Talon Company Merc, Talon Company Robot, Turret

South of Arlington Library, a reconnaissance unit from the Talon Mercenary Company is well armed and hunkered down. Beware of incoming robots, missiles, and a turret. After combat, check the ruined building where the camp is located. There are bunk beds, batteries, a wall terminal for deactivating the turret (Sneak here to shut it down), a Carton of Cigarettes, a Work Bench with a Bottlecap Mine, an undercounter safe, and the following:

- Work Bench
- Ammunition Box (7)
- Nikola Tesla and You (19/25)
- Stealth Boy
- First Aid Box (2)
- Counter Safe Items

9.X: SMALL SEWER (LAT 09/LONG -20)

- Threat Level: 3
- Faction: Raider
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostile: Raider

Small Sewer

Southeast of Arlington Library near the Talon Company Camp is a sunken set of steps leading to a door. Open it, and enter a small subterranean sewage treatment area.

Lower Storage Room

There are metal boxes, a Stimpak, and the following items in here:

- Ammunition Box (2)
- Chinese Assault Rifle (2)
- Frag Grenade

Locked Storage Area (Lowest Level)

Open the locked door at the wall terminal or door. Inside is a Metal Helmet, a floor safe, and these items:

- First Aid Box
- Ammunition Box (4)
- Silenced 10mm Pistol
- Floor Safe Items

9.Y: OVERTURNED CONTAINER TRUCK (LAT 10/LONG -20)

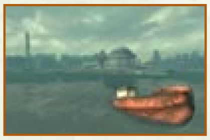
- Threat Level: 3
- Danger: Low Radiation
- Hostile: Mirelurk Genus

9.Z: MIRELURK JETTY (LAT 11/LONG -18)

- Threat Level: 2
- Danger: Low Radiation
- Hostile: Mirelurk Genus

This is a place to launch long-range attacks on the Super Mutants over at the Jefferson Memorial, but this rickety jetty and boat hold no items.

9.AA: RUSTING TUB (LAT 12/LONG -19)



This contains no items; use it to clamber out of the water.

9.BB: RED SPEEDBOAT (LAT 12/LONG -20)

- Threat Level: 1
- Danger: Low Radiation

Stuck in the middle of the Potomac is a half-sunken speedboat.

- First Aid Box
- Hunting Rifle
- Ammunition Box (2)

9.CC: RIVET CITY JUNK HEAP (LAT 16/LONG -20)

- Threat Level: 1

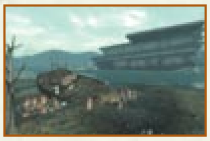
There's a Pulowski Shelter here, but no items.

9.DD: ENTRANCE TO BROKEN BOW (LAT 17/LONG -19)

- Threat Level: 1
- Faction: Wastelander
- Danger: Low Radiation

This is an alternate method of entering the broken bow (interior exploration is covered in Rivet City). You must open it from the inside.

9.EE: IRRADIATED TUB (LAT 18/LONG -20)



- Threat Level: 2
- Danger: Low Radiation

In the irradiated marshland is a rusting tub and speedboat.

- First Aid Box
- Ammunition Box (2)

ENCLAVE CAMP LOCATIONS

CAMP E9.01 (LAT 12/LONG -07)

- Main Quest: Picking Up The Trail Threat Level: 3
- Health and Chems
- Guns and Ammunition

An Enclave Officer is guarding a large container, which contains a Modified Deathclaw.

- Enclave Crate Health and Chems
- Enclave Crate Ammunition

CAMP E9.02 (LAT 7/LONG -18)

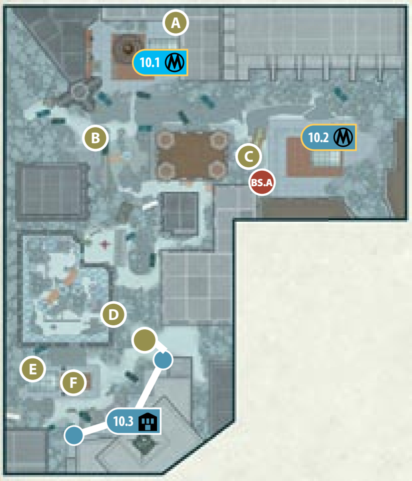
- Main Quest: Picking Up The Trail
- Threat Level: 2

A Vertibird lands in the forecourt northwest of the Arlington Library, depositing a small squad of three soldiers. Try launching a missile as it comes in to land.

Zones 10–21: Interior D.C. Metropolitan Ruins

Zone 10: Chevy Chase Overview

- Fat Men: 1/9
- Mini-Nukes: 1/92
- Skill Book [Science]: 1/25
- Unique Items: 1/152



PRIMARY LOCATIONS

10.01: Tenleytown / Friendship Station

10.02: Metro Junction

10.03: Galaxy News Radio

SECONDARY LOCATIONS

10.A: Pulowski Preservation Shelter

10.B: Pulowski Preservation Shelter

10.C: City Coach Liner

10.D: City Coach Liner Barricade

10.E: G.N.R. Plaza Metro Entrance

10.F: G.N.R. Plaza

***BS10.A: Overlord Aqua Pura Hoard**

*This location is detailed in the Tour section of Broken Steel.

Note

The Lyons' Pride Brotherhood detachment can be found here until you assist them or they are required elsewhere during Main Quest: Galaxy News Radio. This walkthrough assumes you arrive while Lyons' Pride is still in the Chevy Chase area.

10.01: TENLEYTOWN / FRIENDSHIP STATION (CHEVY CHASE NORTH)

- Main Quest: Following in His Footsteps
- Threat Level: 2
- Factions: Brotherhood of Steel, Super Mutant
- Guns and Ammunition
- Underground Connection
- Hostiles: Super Mutant Genus
- Inhabitants: Sentinel Sarah Lyons, Paladin Vargas, Knight Captain Colvin, Initiate Reddin, Initiate Jennings.

The Metro Station entrance leads to two linked Underground metro areas:

» **D.C. U1.A:** Farragut West Station (page 455).

» **D.C. U1.B:** Tenleytown / Friendship Station (page 455).

The following surface locations can be accessed from the Underground Metro tunnels:

» **6.10:** Friendship Heights Station (page 368).

» **9.02:** Farragut West Metro Station (page 401).

GENERAL NOTES

A fierce and protracted battle on these mean streets pits man and woman against Mutant.

Head out of the station to find a group of Super Mutants and Brotherhood of Steel soldiers fighting. Press on, blasting Super Mutants, and you can speak with Sarah Lyons, and the rest of her Pride. Head into a covered passageway around to the perimeter of the New Dawn Elementary school (north of the G.N.R. Building), and you can locate dead Initiate Jennings. Take Power Armor, a Laser Pistol and Ammo, and a Power Helmet from the body.

- Power Armor and Helmet
- Laser Pistol and Ammo

10.02: METRO JUNCTION (CHEVY CHASE EAST)

- Threat Level: 1
- Underground Connection

The Metro Station entrance leads to one linked Underground Metro Area:

» **D.C. U2:** Metro Junction (page 455).

You can access the following four surface locations from this Underground junction:

» **11.02:** Metro Junction (Dupont Circle North) (page 418).

» **11.08:** Metro Junction (Dupont Circle Northeast) (page 419).

» **12.01:** Metro Junction (Vernon Square North) (page 421).

» **12.05:** Metro Junction (Vernon Square Northwest) (page 422).

One of four linked Metro junctions, this station east of Chevy Chase is at a dead-end, surrounded by rubble, and there are no nearby foes or items to worry about.

10.03: GALAXY NEWS RADIO

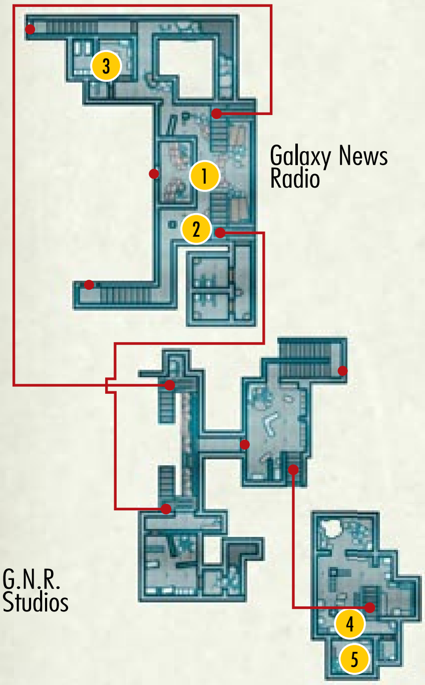
- Main Quest: Following in His Footsteps, Main Quest: Galaxy News Radio
- Threat Level: 5
- Factions: Brotherhood of Steel, Super Mutant
- Danger: Behemoth
- Collectibles: Fat Man Launcher, Mini-Nuke, Skill Book
- Area Is Locked
- Health and Chems
- Highly Visible Landmark
- Interior Exploration

- Radio Signal
- Sleep Mattress
- Hostiles: Super Mutant Genus, Super Mutant Behemoth
- Inhabitants: Three Dog, Knight Dillon, Knight Finley, Knight Sergeant Wilks

Note

This location links above ground, to an exterior exit: 11.01: G.N.R. Building (Rear Exit) (page 418).

INTERIOR MAPS AND LOCATIONS



Just north of the exterior plaza linking Chevy Chase North is the Early Dawn Elementary School, a ruined structure with Super Mutants battling to reach the G.N.R. Offices from this location. Ideally with Brotherhood backup, head through the maze of corridors, or ascend either of the two stairwells to the upper floor, which provides better sniping opportunities. This leads to the plaza itself, which is the scene of a fierce firefight with Super Mutants, and one of their spectacularly gigantic offspring, the Behemoth. You can help defeat it by obtaining the Fat Man and Mini-Nuke from the corpse of the fallen Brotherhood Knight on the plaza fountain. Once all greenskins are defeated in the area, you can enter the offices via the main door. Or, climb the rubble pile and enter via the south side door.

- Galaxy News Radio Signal
- Fat Man (7/9)
- Mini-Nuke (55/92)

GALAXY NEWS RADIO

① Foyer

Brotherhood Paladins guard this foyer, including Knight Dillon and Knight Finley, who tell you about the building and the location of Three Dog.

② Southern Stairwell (underside)

- First Aid Box (2)

③ Kitchen and Bunk-Bed Room

G.N.R. STUDIOS

Unless Three Dog has opened it, the door at the bottom of the stairs to Dupont Circle [11.01] is firmly locked.

④ Three Dog's Workshop and Restroom

There's junk, food, and the following:

- First Aid Box (2)
- Big Book of Science (20/25)

⑤ Three Dog's Bedroom

You can ask Three Dog where your father is, and help him "spread the word." Refer to the Main Quest for all the details. If you want his headgear, you'll have to kill him.

- Three Dog's Head Wrap (64/152)

10.A: PULOWSKI PRESERVATION SHELTER

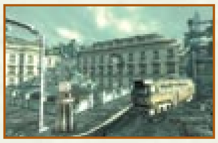
- Threat Level: 1

This contains some Purified Water, a Lead Pipe, and a Teddy Bear.

10.B: PULOWSKI PRESERVATION SHELTER

- Threat Level: 1

10.C: CITY COACH LINER



- Threat Level: 1

This can be destroyed, or used as cover when assaulting Super Mutants to the west.

10.D: CITY COACH LINER BARRICADE

- Threat Level: 5

Blocking the path, these are shoved aside when the Super Mutant Behemoth appears during your battle to the G.N.R. Building.

10.E: G.N.R. PLAZA METRO ENTRANCE

- Threat Level: 5

This Metro Station cannot be entered.

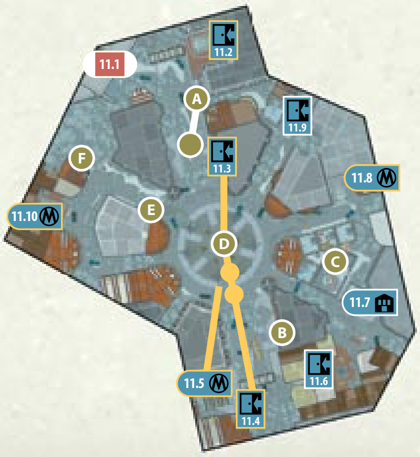
10.F: G.N.R. PLAZA

- Threat Level: 5

This large plaza is where a terrifying battle between Brotherhood Soldiers and the Super Mutants holed up in the nearby elementary school takes place. Retrieve a Fat Man from the corpse of a Brotherhood Soldier to defeat the Behemoth, if you wish.

Zone 11: Dupont Circle

- Pre-War Books: 1/103
- Skill Book [Barter]: 1/24, Skill Book [Big Guns]: 1/25



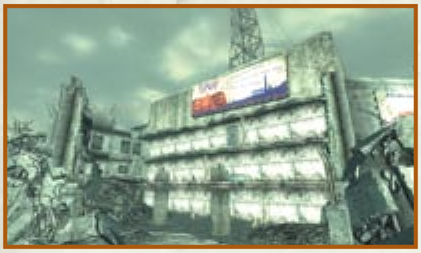
PRIMARY LOCATIONS

11.01: G.N.R. Building (Rear Exit)
11.02: Metro Junction
11.03: Collapsed Car Tunnel (North)
11.04: Collapsed Car Tunnel (South)
11.05: Dupont Circle Station
11.06: Lady Frumperton's Fashions
11.07: Dry Sewer
11.08: Metro Junction
11.09: Sunken Sewer
11.10: Foggy Bottom Station (Dupont West)

SECONDARY LOCATIONS

11.A: City Coach Liner (2)
11.B: City Coach Liner
11.C: Raider Outpost
11.D: Raider Fountain Fortifications
11.E: Raider Rubble Pile
11.F: Raider Sleeping Camp

11.01: G.N.R. BUILDING (REAR EXIT)

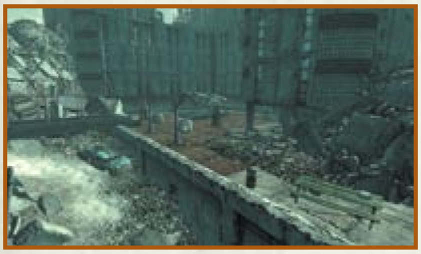


- Main Quest: Galaxy News Radio
- Threat Level: 2
- Faction: Ghoul
- Area Is Locked
- Hostiles: Ghoul Genus

> **Note**
> This location links above ground to 10.03: Galaxy News Radio (page 416).

This door provides a view southward, toward Dupont Circle. It cannot be reached again once you drop down from the section of floor on this wrecked building.

11.02: METRO JUNCTION



- Threat Level: 2
- Underground Connection
- Hostiles: Ghoul Genus

The Metro Station entrance leads to one linked Underground Metro Area:

» **D.C. U2:** Metro Junction (page 455).

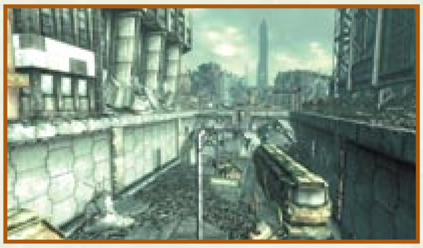
The following four surface locations can be accessed from this Underground junction:

» **10.02:** Metro Junction (Chevy Chase East) (page 416).
» **11.08:** Metro Junction (Dupont Circle Northeast) (page 419).
» **12.01:** Metro Junction (Vernon Square North) (page 421).
» **12.05:** Metro Junction (Vernon Square Northwest) (page 422).

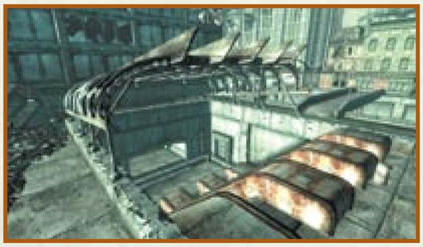
At the bottom of the hill from the back door of G.N.R. is a Metro Station entrance, overlooking a sunken roadway teeming with Ghouls. Check the nearby table.

- First Aid Box
- Assault Rifle
- Ammunition Box (2)

11.03: COLLAPSED CAR TUNNEL (NORTH)



11.04: COLLAPSED CAR TUNNEL (SOUTH)



- Threat Level: 3
- Faction: Ghoul
- Danger: Gas Leak
- Health and Chems
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus

The tunnel leads to a number of linked Underground Metro Areas:

» **11.03 / 11.04:** Collapsed Car Tunnel (Interior).
» **11.05:** Dupont Circle Station (Interior).
» **D.C. U6.A:** Dupont Circle Station (page 456)

INTERIOR LOCATIONS

The area immediately outside the northern entrance to the tunnel has Ghouls to kill with gunfire or exploding coach liners. You cannot reach the large circular fountain fortifications heading south. At the entrance are graffiti markings made by the Brotherhood, pointing out that this is an optimal path to reach the Mall.

The southern entrance to the tunnel is less than seven steps away from the entrance to Dupont Circle Station, at the base of the escalators, and hidden from enemies.

From Location D.C. U6.A, you can reach the following D.C. Interior Locations:

» **11:** Dupont Circle
» **12:** Vernon Square,
» **14:** Georgetown,
» **15:** Pennsylvania Avenue,
» **16:** Arlington National Cemetery,
» **17:** The Mall, and
» **18:** Seward Square.

You can also reach:

» **9.16:** Anacostia Crossing

The following surface locations can be accessed from the Collapsed Car Tunnel (Interior):

» **11.03:** Collapsed Car Tunnel (North)
» **11.04:** Collapsed Car Tunnel (South)
» **11.05:** Dupont Circle Station (page 418).

You can also reach various surface locations from:

» **U6.B:** Metro Central (page 457)

COLLAPSED CAR TUNNEL

Corridor to Dupont Circle Station

Brotherhood graffiti marks this location.

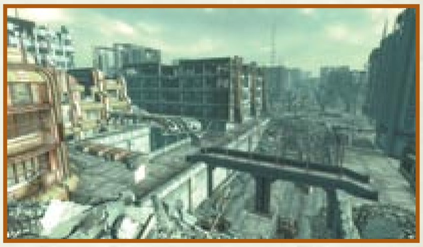
Rusting Vehicles and Feasting Ghouls

These can be deadly if you catch a car on fire and it daisy-chains, blowing up all the vehicles inside this area.

Western Wall

- First Aid Box

11.05: DUPONT CIRCLE STATION



- Threat Level: 3
- Faction: Raider
- Danger: Grenade Bouquet, Low Radiation, Mine
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection
- Hostiles: Ghouls, Raiders

The Metro Station entrance leads to:

» **Location: 11.04 / 11.03:** Collapsed Car Tunnel (Interior).
» **Location D.C. U6.A:** Dupont Circle Station (Interior) (page 456).
» **Location D.C. U6.B:** Metro Central (page 457).

From Location D.C. U6.A, you can reach the following D.C. Interior Locations:

- » **11:** Dupont Circle
- » **12:** Vernon Square,
- » **14:** Georgetown,
- » **15:** Pennsylvania Avenue,
- » **16:** Arlington National Cemetery,
- » **17:** The Mall, and
- » **18:** Seward Square.

You can also reach:

- » **9.16:** Anacostia Crossing

The following surface locations can be accessed from the Collapsed Car Tunnel (Interior):

- » **11.03:** Collapsed Car Tunnel (North)
- » **11.04:** Collapsed Car Tunnel (South)

You can also reach surface various locations from:

- » **U6.B:** Metro Central (page 457)

The base of the escalators allows access into the interior and also the south entrance of the collapsed car tunnels. At the top of the escalator, you can cross a pedestrian footbridge, peering over the side at the Ghouls and city coach liner [11.B] (fall into the area with the Ghouls, and use the nearby concrete steps or rubble piles to climb out), and gain access northward, with increased Raider activity.

11.06: LADY FRUMPERTON'S FASHIONS

- Threat Level: 2
- Faction: Raider
- Danger: Mines
- Collectible: Skill Book
- Interior Exploration
- Hostiles: Raiders

GENERAL NOTES

Down the alleyway to the west of the Dupont Circle Station (South) is a group of Raiders near some picnic tables; they are guarding a ruined house and Dry Sewer entrance. First check out the one remaining store that's still intact, watching out for the Frag Mine on the corner of the street. Inside the shop, there's a variety of Pre-War outfits, hats, and glasses as well as a Skill Book.

- Frag Mine
- Tales of a Junktown Jerky Vendor (17/24)

11.07: DRY SEWER (ENTRANCE)

- Threat Level: 3
- Faction: Raider
- Danger: Mines
- Collectible: Skill Book
- Underground Connection
- Hostiles: Raiders

The Sewer entrance leads to a linked Underground tunnel:

- » **D.C. U4:** Dry Sewer (page 456)

The following surface location can be accessed from the Underground tunnels:

- » **12.07:** Our Lady of Hope Hospital (page 422)

To the north is the Raider Outpost of connecting house ruins [11.C]. Adjacent to the brick house with the three Frag Mines outside it, is a set of steps sunk into the ground, near a medical gurney. They lead to a door marked "Hospital Maintenance."

- Frag Mine (3)

11.08: METRO JUNCTION (NORTHEAST)

- Threat Level: 3
- Faction: Raider
- Danger: Mines
- Collectible: Skill Book
- Underground Connection
- Hostiles: Raiders

The Metro Station entrance leads to:

- » **D.C. U2:** Metro Junction (page 455).

The following four surface locations can be accessed from this Underground Junction:

- » **10.02:** Metro Junction (Chevy Chase East) (page 416).
- » **11.02:** Metro Junction (Dupont Circle North) (page 418).
- » **12.01:** Metro Junction (Vernon Square North) (page 421).
- » **12.05:** Metro Junction (Vernon Square Northwest) (page 422).

To the north of the Raider Outpost [11.C] is a Metro Station entrance. Head in here for a quick exit and trek to the opposite side of Dupont Circle, or the two adjacent zones.

11.09: SUNKEN SEWER

- Threat Level: 4
- Factions: Raider, Ghoul
- Danger: High Radiation, Mines
- Collectible: Skill Book
- Guns and Ammunition
- Interior Exploration
- Hostiles: Raiders, Ghoul Genus

INTERIOR LOCATIONS

SUNKEN SEWER

At the end of a rubble-filled road off the main circular middle of this zone, which you reach after disarming a couple of Mines at the entrance, is a small band of Raiders, a wrecked building you can pass through to a dead-end, and a sunken exposed sewer. Optionally use a Radiation Suit or Rad-X before entering.

- Frag Mine (2)

Dumped Barrels

Beware of dangerous radiation levels.

Northern Glowing One

Ransack the safe, check for Stimpaks, RadAway, Darts, and these handy items:

- Ammunition Box (2)
- Blood Pack
- .44 Scoped Magnum
- U.S. Army: 30 Handy Flamethrower Recipes (17/25)

11.10: FOGGY BOTTOM STATION (DUPONT WEST)

- Threat Level: 2
- Faction: Raider
- Underground Connection

The Metro Station entrance leads to:

- **D.C. U6.C:** Foggy Bottom Station (Interior) (page 457).
- **D.C. U6.B:** Metro Central (page 457).

From Location D.C. U6.B and C, you can reach the following D.C. Interior Locations:

- **11:** Dupont Circle
- **12:** Vernon Square
- **14:** Georgetown
- **15:** Pennsylvania Avenue
- **16:** Arlington National Cemetery
- **17:** The Mall
- **18:** Seward Square

You can also reach:

- **9.16:** Anacostia Crossing

This provides decent access to a variety of zones, including the Capital Wasteland. When under fire, Raiders retreat to the exterior of this location. The main forces are on the opposite side of Dupont Circle.

11.A: CITY COACH LINER (2)

- Threat Level: 2
- Faction: Ghoul
- Danger: Low Radiation

In the sunken roadway are two coach liners—blow them up to kill Ghouls.

11.B: CITY COACH LINER

- Threat Level: 2
- Faction: Ghoul
- Danger: Low Radiation

Destroy this so the nearby Ghouls don't race up the steps to maul you.

11.C: RAIDER OUTPOST

- Threat Level: 3
- Faction: Raider
- Danger: Mines
- Collectible: Scribe Pre-War Book

- Guns and Ammunition
- Health and Chems
- Sleep Mattress

Raiders in this area are a nuisance; take over their base if you can. Assuming you're moving north from Lady Frumperton's, disarm the Mines, watching for Raiders coming out of the brick house to the north. Go through the house, to the base of a concrete building you can skulk around, or head into. Once inside, head up the first set of steps, slaying Raiders on the way. On this floor, you can snipe at the fountain, or head across planks to one of two roofs. They lead to one of two brick terrace buildings. The western one has an open air floor to step on, with a mattress, tools, and a bookcase with Psycho and the listed items below. The other planks lead to a building with no items. From either location you can head down to a Pulowski Shelter. You can use these buildings as cover for dashing to the nearby Metro Junction (Dupont Circle Northeast), or attacking the fountain.

- Ammunition Box
- First Aid Box
- 10mm Pistol
- Scribe Pre-War Book (72/103)

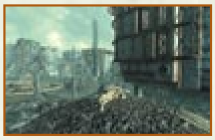
11.D: RAIDER FOUNTAIN FORTIFICATIONS

- Threat Level: 4
- Faction: Raider
- Danger: Mines

The central area to this Raider stronghold has three Raiders at the fountains, surrounded by sandbags, who can call on reinforcements from the Outpost. As the area is heavily mined, you can sneak, using a Stealth Boy, disarming Mines, stepping into the central fountains, and then executing the Raiders. This is a good surface shortcut, although you can't climb up to this area from the north.

- Frag Mine (15)

11.E: RAIDER RUBBLE PILE



- Threat Level: 2
- Faction: Raider
- Danger: Mines

A defensive point atop a small pile of rubble. Disarm the two nearby Mines, and grab what you need from the small table; two Frag Grenades, Jet, and Ammo.

- Frag Mine (2)
- Frag Grenade (2)
- Ammunition Box

11.F: RAIDER SLEEPING CAMP

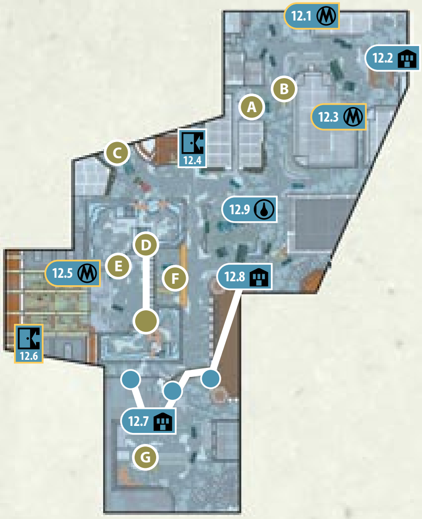
- Threat Level: 1
- Faction: Raider
- Sleep Mattress

Northwest of the Fountain Fortifications is an open-air sleeping quarters for the Raiders. There's a not-so-lucky 8-Ball here, too.

- First Aid Box
- Ammunition Box

Zone 12: Vernon Square

- Nuka-Cola Quantum: 2/110
- Pre-War Books: 2/103
- Skill Book [Barter]: 2/24, Skill Book [Medicine]: 3/25, [Melee Weapons]: 2/25, Skill Book [Repair]: 1/25, Skill Book [Science]: 1/25, Skill Book [Sneak]: 1/25



PRIMARY LOCATIONS

12.01: Metro Junction (Vernon Square North)
12.02: Vault-Tec Guest Relations
12.03: Vernon East / Takoma Park (Vernon Square East)
12.04: Sewer Entrance
12.05: Metro Junction (Vernon Square Station)
12.06: Freedom Street Station (Vernon Square Station)
12.07: Our Lady of Hope Hospital
12.08: The Statesman Hotel
12.09: Sewer

SECONDARY LOCATIONS

12.A: Super Mutant Camp
12.B: City Coach Liner
12.C: Container Truck
12.D: Ruined Pedestrian Overpass
12.E: Pulowski Preservation Shelter
12.F: City Coach Liner
12.G: Hospital Truck

Note

Reilly's Rangers are broadcasting an emergency message that you can pick up throughout this zone.

- Ranger Emergency Broadcast

12.01: METRO JUNCTION (VERNON SQUARE NORTH)

- Threat Level: 3
- Faction: Super Mutant
- Danger: Shotgun Trap
- Underground Connection

Explode the vehicles to catch a Super Mutant. Watch for the pressure plate that activates two Rigged Shotguns on the road just outside the station steps.

- Combat Shotgun and Ammo (2)

The Metro Station entrance leads to:

» **D.C. U2:** Metro Junction (page 455)

The following four surface locations can be accessed from this Underground junction:

» **10.02:** Metro Junction (Chevy Chase East) (page 416).

» **11.02:** Metro Junction (Dupont Circle North) (page 418).

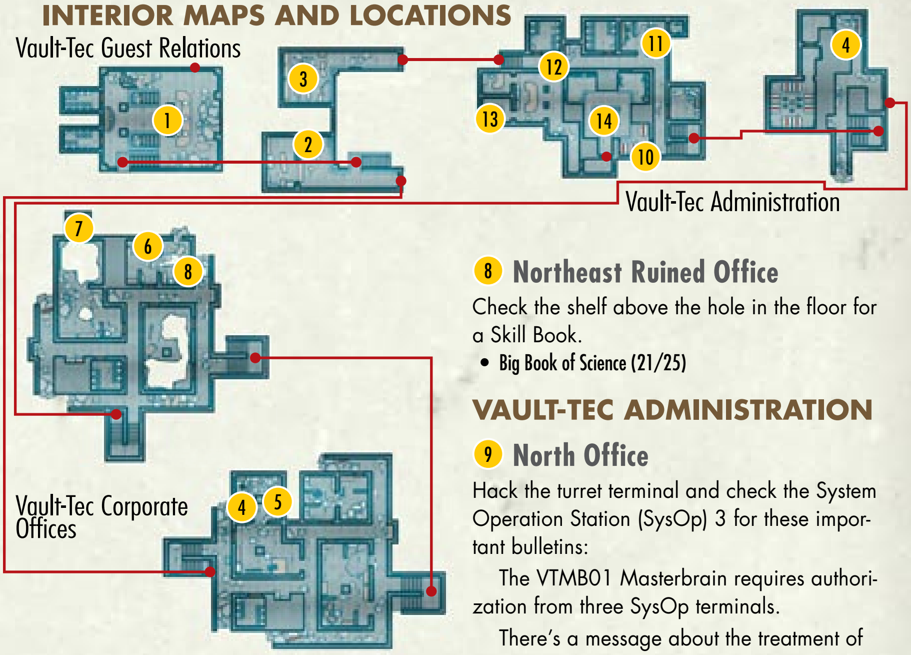
» **11.08:** Metro Junction (Dupont Circle Northeast) (page 419).

» **12.05:** Metro Junction (Vernon Square Northwest) (page 422).

12.02: VAULT-TEC HEADQUARTERS (GUEST RELATIONS)

- Miscellaneous Quest: Agatha's Song
- Threat Level: 3
- Faction: Vault Dweller
- Danger: Gas Leak
- Collectibles: Nuka-Cola Quantum, Pre-War Book, Skill Book (3)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostiles: Masterbrain, Robot Genus, Super Mutant Genus, Turret

INTERIOR MAPS AND LOCATIONS



East of the Vernon Square North Station is the Vault-Tec building, with a nearby Super Mutant threat. The double doors gain access into the building.

VAULT-TEC GUEST RELATIONS

① Foyer

A dilapidated mess of Super Mutants and malfunctioning Robots.

② Upstairs Kitchen

Danger: Gas! Grab food from the fridge.

③ Exit Balcony

Drop down from here after exploring the building; you can't reach it from the lower ground. Don't forget the Skill Book!

- Tales of a Junktown Jerky Vendor (18/24)

VAULT-TEC CORPORATE OFFICES

④ and ⑤ Northwest Ruined Office

Check the safe and locate the trash bin.

- First Aid Box
- Floor Safe Items
- Scribe Pre-War Book (73/103)

⑥ (Upper Floor) North Wall

- Nuka-Cola Quantum (74/110)

⑦ (Upper Floor) Northwest Storage Room

Move along the corridor and check the toilets to the south for a Magnum, then move here and shimmy around the floor edge to a small storage room.

- First Aid Box
- Laser Pistol
- Stealth Boy
- Ammunition Box (2)
- Scoped .44 Magnum and Ammo

⑧ Northeast Ruined Office

Check the shelf above the hole in the floor for a Skill Book.

- Big Book of Science (21/25)

VAULT-TEC ADMINISTRATION

⑨ North Office

Hack the turret terminal and check the System Operation Station (SysOp) 3 for these important bulletins:

The VTMB01 Masterbrain requires authorization from three SysOp terminals.

There's a message about the treatment of vending machines.

There's a message about bathroom breaks.

There are messages about Vault 112 (it has been completed) and Vault 92 (it has been fitted with WNB Type Noise Generators).

Station 3 Mainframe Access: Approve this.

Station 3 Masterbrain Shutdown: Approve this.

⑩ SysOp Station 1

⑪ SysOp Station 2

This is near a tiny storage room.

- First Aid Box

⑫ Usual Masterbrain Location

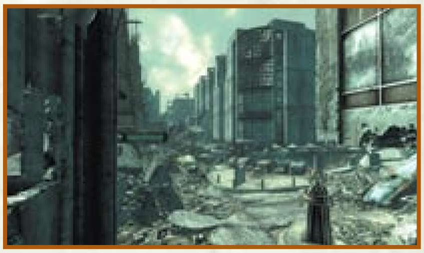
⑬ Executive Office

- Grognak the Barbarian (19/25)

⑭ Vault-Tec Mainframe

The barred gate is unlocked once you activate all the SysOp Stations. At the Vault-Tec Mainframe, download Vault Locations (87, 101, 108, and 112).

12.03: VERNON EAST/ TAKOMA PARK (VERNON SQUARE EAST)



- Threat Level: 2
- Danger: Low Radiation, Mines
- Guns and Ammunition
- Health and Chems
- Underground Connection

The Metro Station entrance leads to:.

Location D.C. U03: Vernon East / Takoma Park (page 455).

The following surface locations can be accessed from the Underground Metro Tunnels:

13.01: Takoma Park (page 426).

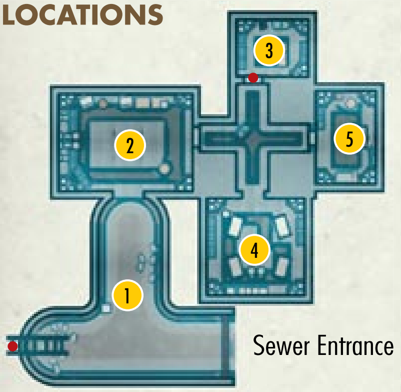
These are the remains of Abernathy Street; watch for a Frag Mine by the sign post, climb over the rubble, and move to the entrance of the station. Items are on the table.

- Frag Mine
- First Aid Box s
- Ammunition Box

12.04: SEWER ENTRANCE

- Threat Level: 2
- Danger: Grenade Bouquet
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress

INTERIOR MAPS AND LOCATIONS



An old empty sewer has been left locked and trapped. Head north on Basso Blvd., locating the cinema, pass the vending machine and move to the pile of rubble at the northern end. Open the Sewer Entrance and drop down into the tunnels below.

① Grenade Bouquet

Search for the trip wire.

- Frag Grenade (3)

② Room with the Flaming Barrel

There's food in the fridge, Chem, and:

- First Aid Box

③ North Room

Break in, gather Darts, RadAway, open the floor safe, and take the following:

- First Aid Box
- Ammunition Box (2
- Dean's Electronics (18/25)
- Sawed-Off Shotgun
- Floor Safe Items

④ East and South Rooms

There's a place to sleep and some junk in here.

12.05: METRO JUNCTION (VERNON SQUARE STATION)

- Miscellanous Quest: Reilly's Rangers
- Threat Level: 1
- Radio Signal
- Underground Connection

The Metro Station entrance leads to one linked Underground Metro Area:

» **D.C. U2:** Metro Junction (page 455).

The following four surface locations can be accessed from this Underground junction:

» **10.02:** Metro Junction (Chevy Chase East) (page 416).

» **11.02:** Metro Junction (Dupont Circle North) (page 418).

» **11.08:** Metro Junction (Dupont Circle Northeast) (page 419).

» **12.01:** Metro Junction (Vernon Square North) (page 421).

On the surface, the station is in ruins, and there's a second station (Freedom Street) across to the south. Head east, and you can pick up the Ranger Emergency Frequency in this area.

- Ranger Emergency Frequency

12.06: FREEDOM STREET STATION (VERNON SQUARE STATION)

- Miscellaneous Quest: Reilly's Rangers
- Threat Level: 1
- Radio Signal
- Underground Connection

The Metro Station entrance leads to:

» **D.C. U6.D:** Freedom Street Station (page 457).

» **D.C. U6.B:** Metro Central (page 457).

From Location D.C. U6.B, you can reach the following D.C. Interior Locations:

» **11:** Dupont Circle

» **12:** Vernon Square

» **14:** Georgetown

» **15:** Pennsylvania Avenue

» **16:** Arlington National Cemetery

» **17:** The Mall

» **18:** Seward Square

You can also reach:

» **9.16:** Anacostia Crossing

» Various surface locations from **U6.B:** Metro Central (page 457)

Don't confuse the Vernon Square stations; the north one [12.05] and this one lead to completely different locations! Move east, and you can listen to the Ranger Emergency Frequency, emanating from the top of the Statesman Hotel.

- Ranger Emergency Frequency

12.07: OUR LADY OF HOPE HOSPITAL

- Miscellaneous Quest: Reilly's Rangers
- Threat Level: 4
- Faction: Super Mutant
- Danger: Baby Carriage, Gas Leak, Grenade Bouquet, Mines, Terminal Trap
- Collectibles: Pre-War Book, Skill Book (2)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Radio Signal
- Sleep Mattress
- Friendly: Mister Handy
- Hostiles: Super Mutant Genus, Centaur

The maintenance door entrance leads to:

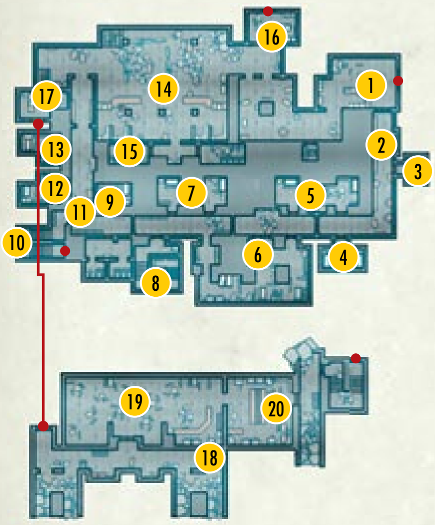
» **D.C. U4:** Dry Sewer (page 456).

The following surface location can be accessed from the Underground tunnels:

» **11.07:** Dry Sewer (Entrance: Dupont Circle) (page 419).

INTERIOR MAPS AND LOCATIONS

Our Lady of Hope Hospital



Our Lady of Hope Hospital 2nd Level

This hospital has three different entrances (although one is accessed from Dupont Circle). The two entrances here are the blood-splattered main corner entrance under the fallen radio mast jammed between the buildings, and a side entrance to the west. Expect a few mines outside, if you head toward the latter entrance. Expect heavy Super Mutant resistance inside the building.

- Ranger Emergency Frequency
- Frag Mines

OUR LADY OF HOPE HOSPITAL

① Main Entrance

② Danger: Baby Carriage Trap!

③ Mister Handy's Clinic

Activate the robot and he goes off to fight the Super Mutants

- First Aid Box (4)

④ Patient Room

- First Aid Box
- D.C. Journal of Internal Medicine (19/25)

⑤ Double Patient Room

- First Aid Box (2)

⑥ Operating Room

Access the Nurse's Terminal near a wall safe. The terminal has three injury reports to read.

- First Aid Box (2)
- Wall Safe Items

⑦ Double Patient Room

- First Aid Box (2)

⑧ Maintenance Stairs

Disarm the Mine and grab these:

- Frag Mine
- Ammunition Box (3)

⑨ Patient Room (opposite restrooms)

- First Aid Box

⑩ Maintenance Stairs (exit)

This is the entrance / exit to the Dry Sewer [11.07] leading to Dupont Circle.

⑪ Corridor

Access Nurse Terminal 02 and read the same injury reports, or unlock the safe.

- Wall Safe Items

⑫ Western Patient Room #1

There are scattered Caps in here.

- First Aid Box

⑬ Western Patient Room #2

- First Aid Box

⑭ Cafeteria

Check the coffee counter for a Scribe Pre-War Book, and find the Ammo cache on the southeast corner desk. Beware of the Mine on the gurney with the fire extinguishers; it's a great cluster of items to shoot at, but don't get caught in the explosion.

- Scribe Pre-War Book (74/103)
- Ammunition Box (3)
- Frag Grenade (2)
- Frag Mine

⑮ Cafeteria Restroom

Watch out for the Grenade Bouquet!

- Frag Grenade (3)

⑯ Security Room

Disarm the Terminal Trap, then access the turret terminal before you enter the cafeteria. Pry open the wall safe. This room has the side entrance to and from Vernon Square.

- Wall Safe Items

⑰ Top of Stairs

Beware of Mines just before entering the second level!

- Frag Mine (2)

OUR LADY OF HOPE HOSPITAL SECOND LEVEL

Stay well away from the escaping gas, or lob in a Grenade, retreat around a corner, and inspect the mess afterward.

⑱ End of the Corridor

Hack the third Nurse Terminal. You can grab items from the adjacent wall safe.

- Wall Safe Items

⑲ Upper Cafeteria

Watch for escaping gas! Burn it from range. Check the tables for a Skill Book.

- D.C. Journal of Internal Medicine (20/25)

⑳ Secondary Kitchen

Check fridges for food. Then head through the doors, and out to the collapsed radio mast linking this building to the Statesman Hotel. On the edge outside find a First Aid Box and Ammo Box.

- First Aid Box
- Ammunition Box

12.08: THE STATESMAN HOTEL

- Miscellaneous Quest: Reilly's Rangers
- Threat Level: 4
- Factions: Reilly's Rangers, Super Mutant
- Danger: Gas Leak, Grenade Bouquet
- Collectibles: Nuka-Cola Quantum, Skill Book (3)
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Radio Signal
- Rare or Powerful Item
- Sleep Mattress
- Hostiles: Super Mutant Genus, Centaur

INHABITANTS

> **Note**
>
> Theo, Donovan, Butcher, and Brick are somewhere inside this hotel. Their biographies are located at Reilly's Ranger Compound [18.06].

The imposing Statesman Hotel now boasts views of the cratered rocket crash site to the north [12.09], and a lobby that provides limited access to the rest of the hotel. Aside from a couple of rooms, the majority of the hotel is accessed via the Our Lady of Hope Hospital. This location also has a Ranger Emergency Frequency Signal to listen to (and begin a quest).

- Ranger Emergency Frequency

THE STATESMAN HOTEL (LOBBY)

Enter the lobby, and you'll find the way forward blocked. The elevator lacks power, so you can't reach the roof. All other corridors on the ground are blocked.

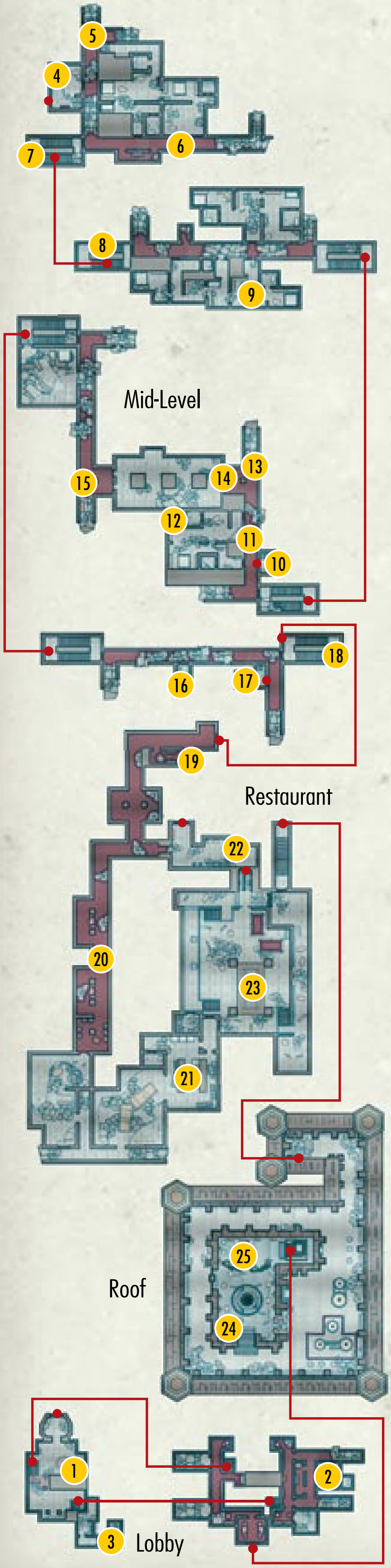
① Counter Desk

Access the terminal to open a counter safe. You can also read notes of complaints from guests.

- First Aid Box
- Counter Safe Items

INTERIOR MAPS AND LOCATIONS

The Statesman Hotel



2 Northeast Bedroom

- Ammunition Box (2)
- Assault Rifle
- Tales of a Junktown Jerky Vendor (19/24)

3 Southeast Corner (Under the Stairs)

- First Aid Box (2)

STATESMAN HOTEL MID-LEVEL

The one path through this interior location can be accessed only from the metal "bridge" made from a fallen radio mast.

4 Ruined Guest Room

There's a bed to sleep in, here, as in all the guest rooms throughout this hotel.

5 Fire Hose Box

Danger: Grenade Bouquet!

- Frag Grenade (3)

First Aid Box

6 Fire Hose Box

- First Aid Box

7 Theo's Resting Place

Theo is one of Reilly's Rangers. He has an Ammo Crate to inspect (as long as Reilly has given you the code).

- Theo's Ammo Box

8 (Floor 2) Dead-End Stairs

Danger: Grenade Bouquet!

- Frag Grenade (3)

9 (Floor 2) Super Mutant Combat

There's only fighting here!

10 (Floor 3) Storage Room

Unlock it and collect the following:

- First Aid Box
- Ammunition Box (2)

11 (Floor 3) Fire Hose Box

- First Aid Box

12 (Floor 3) Little Moonbeam's Father

Check the corpse in the northwest corner and take the note.

- A Note from Little Moonbeam's Father.

13 (Floor 3) Pillar

- First Aid Box

14 (Floor 3) Danger: Grenade Bouquet!

- Frag Grenade (3)

15 (Floor 3) Fire Hose Box

- First Aid Box

16 (Floor 4) Storage Room

- Chinese Army: Spec. Ops. Training Manual (15/25)

17 (Floor 4) Cleaning Closet

Open it and grab the following:

- First Aid Box (2)
- Ammunition Box

18 Stairs Danger: Grenade Bouquet!

- Frag Grenade (3)

STATESMAN HOTEL RESTAURANT

19 Alcove

- First Aid Box

20 Red Carpet Corridor

- First Aid Box

21 Ruined Kitchen

Danger: Gas Leak!

- First Aid Box

22 North Entrance to Lounge

Access the terminal or unlock the door.

23 Alfresco Lounge

Blast the Muties and search under the stairs for a Maintenance Protectron's Fission Battery, and the following items around the bar:

- Protectron's Fission Battery
- Ammunition Box (2)
- Sawed-Off Shotgun and Ammo
- Frag Grenade (2)
- Grognak the Barbarian (20/25)
- Nuka-Cola Quantum (75/110)

STATESMAN HOTEL ROOF

Walk around until you reach the stairs up to the rooftop itself.

24 Musical Quartet Seating

Check the musical quartet seating to find a Sheet Music Book (used in Agatha's Song).

- Sheet Music Book

25 Remaining Rangers

Then move over and say hello to the remaining Reilly's Rangers. Donovan, Butcher, and Brick. Conclude the quest from here if you wish.

12.09: SEWER

- Threat Level: 3
- Faction: Super Mutant
- Danger: High Radiation
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostiles: Super Mutant Genus

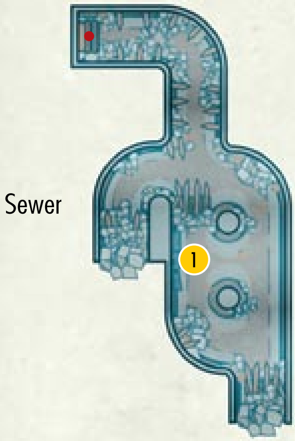
Endure the nasty radiation leaking from this crashed rocket, and the large crater it made (up to +30 Rad/Sec), head down the rough steps to the sewer grate, and enter.

1 Super Mutant Mutilation Station

Watch for foes and a large number of Gore Bags and bodies. Check for Chems, Stimpaks, Darts, and the following:

- Blood Pack
- Scoped .44 Magnum
- Ammunition Box (3)
- D.C. Journal of Internal Medicine (21/25)

INTERIOR MAPS AND LOCATIONS



Note

If you haven't got a Radiation Suit, find one inside the Pulowski Preservation Shelter [12.E].

12.A: SUPER MUTANT CAMP

- Threat Level: 2
- Faction: Super Mutant
- Guns and Ammunition
- Health and Chems

Lurking behind some sandbags near the large statue are two hulking Super Mutants. Drop them, or sneak by, and claim items. You can head down an alley to the south.

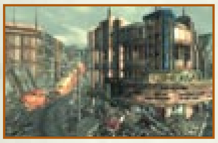
- First Aid Box
- Ammunition Box (2)

12.B: CITY COACH LINER

- Threat Level: 2
- Danger: Low Radiation

Parked near a rubble pile and rusting car is a liner, which is great to use as an explosive execution method for the nearby Muties.

12.C: CONTAINER TRUCK



- Threat Level: 3
- Faction: Super Mutant

This wrecked container truck features a small group of Super Mutants readying their Hunting Rifles. This is also a good method of entering the two ruined buildings linked by the pedestrian overpass.

12.D: RUINED PEDESTRIAN OVERPASS

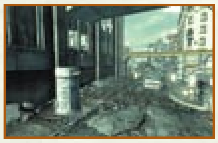
- Threat Level: 3
- Faction: Super Mutant
- Danger: Gas Leak, Grenade Bouquet, Mines
- Guns and Ammunition
- Health and Chems

This area is linked to large ruined buildings to the north and south. Enter on the main north-south road opposite the Sewer crater, but watch for the trip wire at the threshold behind the sandbags. An alternate entrance is south from Location 12.C. Disarm the Grenade Bouquet and step into the building; there are three more Grenades on a shelf to the left (south). Search the ground floor for Chems, an Assault Rifle, an Ammo Box, and a safe near the stairs, and a First Aid Box and Ammo Box on a counter with an Assault Rifle. There are Super Mutants everywhere, so beware of attacking near the oven, which has gas escaping from it.

Head up the stairs to the series of planks and cross to the overpass, running to the north building, and searching the upper level for two more Ammo Boxes. Head down a floor and locate the First Aid Box. Exit to the north, disarming a Mine, and you're close to the side entrance to the hospital, and an exit toward the coach liner.

- Frag Grenade (6)
- Assault Rifle (2)
- Ammunition Box (4)
- Floor Safe Items
- First Aid Box (2)
- Frag Mine

12.E: PULOWSKI PRESERVATION SHELTER



- Threat Level: 1

Perfect for exploring the Sewer [12.09], there's a Radiation Suit and Rad-X inside this booth, along with a corpse.

- Radiation Suit

12.F: CITY COACH LINER

- Threat Level: 1
- Danger: Low Radiation

12.G: HOSPITAL TRUCK

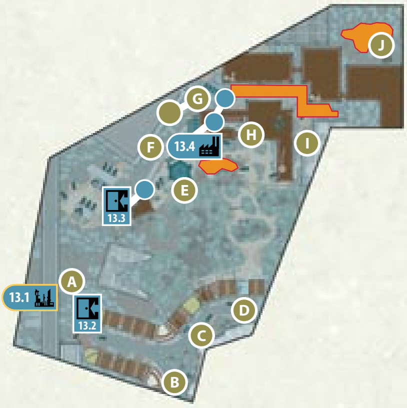
- Threat Level: 1
- Danger: Low Radiation

The truck parked in the hospital cul-de-sac has a First Aid Box in the flatbed, and another on a table in the northwest corner.

- First Aid Box (2)

Zone 13: Takoma Park

- Mini-Nukes: 1/92
- Unique Items: 1/152
- Nuka-Cola Quantum: 1/110
- Skill Book [Big Guns]: 1/25, Skill Book [Speech]: 1/25



PRIMARY LOCATIONS

13.01: Vernon East / Takoma Park
13.02: NiftyThrifty
13.03: Auto Shop
13.04: Takoma Industrial Factory

SECONDARY LOCATIONS

13.A: City Coach Liner
13.B: Container Truck and Pulowski Preservation Shelter
13.C: Super Mutant Tent
13.D: Thoroughfare Ruin
13.E: Water Tower
13.F: Container Truck
13.G: Container Trucks (2)
13.H: Container Truck
13.I: Talon Company Merc Tent
13.J: Hidden Irradiated Pool

13.01: VERNON EAST / TAKOMA PARK (TAKOMA PARK EXTERIOR)

- Threat Level: 2
- Faction: Super Mutant
- Underground Connection

The Metro Station entrance leads to a single linked Underground Metro Area:

» **D.C. U3:** Vernon East / Takoma Park (Interior) (page 455).

The following surface location can be accessed from here:

» **12.03:** Vernon East / Takoma Park (Vernon Square East) (page 421).

The only access point in this zone allows you to return to Vernon Square. Cut off from the rest of the Metro Interior, the Super Mutants have a huge and sprawling stronghold here.

13.02: NIFTY THRIFTY'S

- Threat Level: 1
- Interior Exploration
- Rare or Powerful Item

For a pawn shop where everything must go, Nifty Thrifty's doesn't have much that you'd want, although that cap looks comfortable.

- Takoma Park Little Leaguer Cap (65/152)

13.03: AUTO SHOP (TAKOMA MOTORS)

- Threat Level: 5
- Faction: Super Mutant
- Danger: Behemoth
- Collectibles: Mini-Nuke, Skill Book
- Interior Exploration
- Lots o' Caps
- Hostiles: Super Mutant Behemoth, Super Mutant Genus

The parking lot in front of the Takoma Motor store holds a terrifying Behemoth flanked by a couple of regular-sized Muties. The Behemoth has a variety of items on its corpse, including a Mini-Nuke and a load of Caps. When you've secured the area, head into the Auto Shop via either entrance. Inside the Auto Shop, the air is thick, making it difficult to spot the other two valuable items:

- Mini-Nuke (56/92)
- Caps
- U.S. Army: 30 Handy Flamethrower Recipes (18/25)

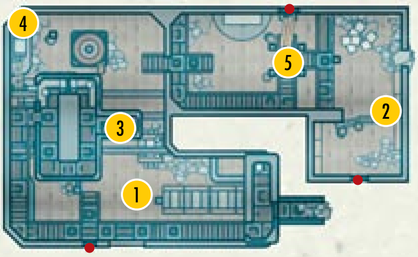
13.04: TAKOMA INDUSTRIAL FACTORY

- Threat Level: 3
- Faction: Super Mutant, Talon Mercenary
- Danger: Grenade Bouquet, Terminal Trap
- Collectibles: Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostiles: Super Mutant Genus

The main building to search in this zone is the imposing Takoma Industrial Building. Only a small section can be investigating internally. Battle the factions fighting their own war, and enter via a garage door, adjacent metal door, or door around the corner, in the middle of the building.

INTERIOR MAPS AND LOCATIONS

Factory



FACTORY

1 Machine Floor

This is where conveyor belts used to dump Abraxo Cleaner; there's as much Abraxo as you can carry.

2 East Shop Floor

Check the storage shelves.

- Lying, Congressional Style (18/25)

3 Overlook Office

Disarm the dummy terminal and take the Grenade. Check this upper area for Chems, a Carton of Cigarettes, and more:

- First Aid Box
- Ammunition Box (2)
- Frag Grenade

4 Raised Alcove with Generator

There's a bottle of Purified Water and a Quantum here.

- Nuka-Cola Quantum (76/110)

5 Upper Gantry (Southeast)

Locate the Talon Company Merc corpse and snag his Jet, and the following:

- Sniper Rifle
- Ammunition Box (2)

Head back to the second shop floor area and take the set of steps up to a corpse, and open the door to Takoma Park. This leads down some rusting steps to a murky canal area. Follow the side of the canal eastward, pausing to disarm the Grenade Trap, and round the corner, ending at the Talon Company Merc Tent [14.I].

13.A: CITY COACH LINER

- Threat Level: 2

Parked near the Metro Station and Nifty Thrifty's, this offers protection from the rare Super Mutant incursions to this point.

13.B: CONTAINER TRUCK AND PULOWSKI PRESERVATION SHELTER

- Threat Level: 3
- Faction: Super Mutant
- Guns and Ammunition
- Hostiles: Super Mutant Genus

There's also a truck with container full of corpses, and a couple of Stimpaks, as well as Ammo Boxes and a couple of Stimpaks. Next to the truck is a shelter with a dead Wastelander and another Ammo Box.

- Ammunition Box (4)

13.C: SUPER MUTANT TENT

- Threat Level: 3
- Faction: Super Mutant
- Guns and Ammunition
- Health and Chems
- Hostiles: Super Mutant Genus

Expect heavy resistance here. This tent has a mattress and items.

- First Aid Box (2)
- Ammunition Box (2)

13.D: THOROUGHFARE RUIN

- Threat Level: 2
- Faction: Super Mutant, Talon Mercenary

13.E: WATER TOWER

- Threat Level: 3
- Faction: Super Mutant, Talon Mercenary
- Danger: Low Radiation
- Highly Visible Landmark

The giant water tower near the entrance to the Takoma Industrial Factory is a key landmark to find if you wish to flee this area. Run for this structure, avoiding the nearby irradiated pond.

13.F: CONTAINER TRUCK

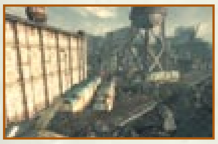
- Threat Level: 4
- Faction: Super Mutant, Talon Mercenary
- Hostiles: Super Mutant Genus, Talon Company Mercs

Use the plank and step onto the roof, then over the Mercenary corpse to a small table. Grab items, then search the body for a Holotape Note: Takoma Park Artillery. These are instructions. Use the switch on the table to call in airstrikes, which is especially helpful if you've snuck up here and the Muties haven't spotted you. Drop artillery on the Behemoth if you can!

> If the switch breaks, **Repair** it and continue the barrage!

- First Aid Box (3)
- Takoma Park Artillery Note

13.G: CONTAINER TRUCKS (2)



- Threat Level: 3
- Factions: Super Mutant, Talon Mercenary

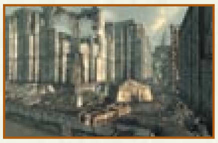
The orange and white truck containers have no items, but one has linking planks allowing you to drop to a sniping or hiding spot.

13.H: CONTAINER TRUCK

- Threat Level: 3
- Factions: Super Mutant, Talon Mercenary

This container truck, parked just north of the irradiated pool, has a Super Mutant inside, although he usually charges at gunfire.

13.I: TALON COMPANY MERC TENT

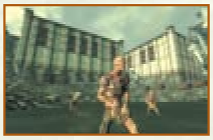


- Threat Level: 3
- Faction: Super Mutant, Talon Mercenary
- Guns and Ammunition
- Health and Chems
- Hostiles: Super Mutant Genus

Currently being commandeered by Super Mutants, this tent holds some items and a mattress. Continue along the alley to the south, and use the planks to access the main area in front of the Takoma Industries building, near the irradiated pool.

- First Aid Box (2)
- Ammunition Box (2)

13.J: HIDDEN IRRADIATED POOL



- Threat Level: 3
- Faction: Ghoul, Wastelander
- Danger: High Radiation
- Guns and Ammunition
- Hostiles: Ghoul Genus
- Isabella Proud (Deceased)
- Jason (Deceased)

Well hidden in the northeast corner of this zone is a large irradiated pool. Exit from the Takoma Industries building, and locate the section of radio mast in the canal. Use that as a bridge. Follow a rubble passage north and east and repel a trio of Ghouls. Then search the bodies of two scientists, and their camp for Rad-X, RadAway, a mattress, 10mm Ammo, and Isabella Proud's Terminal. The eight entries provide fascinating insight into lumpyskin society!

Zone 14: Georgetown

- Mini Nukes: 1/92
- Nuka-Cola Quantum: 2/110
- Skill Book [Big Guns]: 1/25, Skill Book [Melee Weapons]: 1/25, Skill Book [Speech]: 1/25

SECONDARY LOCATIONS

14.A: Super Mutant Camp

14.B: Rusting Bridge

14.C: Pulowski Preservation Shelter

14.D: Rusting Metro Carriage

14.E: Trap House

14.F: Pulowski Preservation Shelter

14.G: City Coach Liner

PRIMARY LOCATIONS

14.01: Tepid Sewer

14.02: DCTA Tunnel 014-B Potomac

14.03: Grocer

14.04: Radiation King

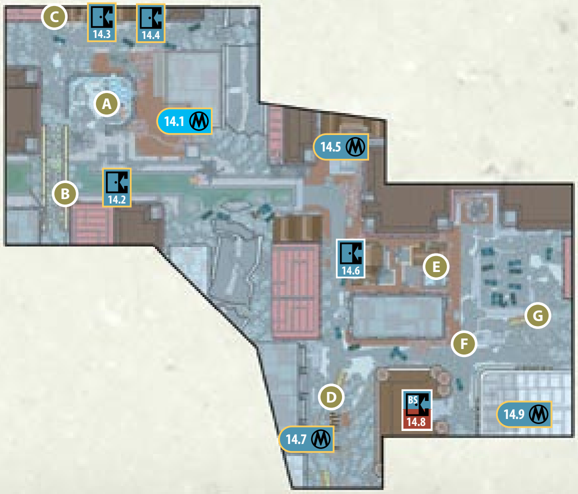
14.05: Foggy Bottom Station

14.06: Townhome

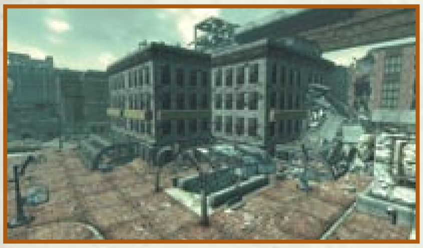
14.07: Georgetown / The Mall Metro

14.08: La Maison Beauregard Lobby

14.09: Penn. Ave. / Georgetown Metro



14.01: TEPID SEWER (GEORGETOWN WEST)



- Threat Level: 2
- Underground Connection

The Metro Station entrance leads to an Underground Metro Area:

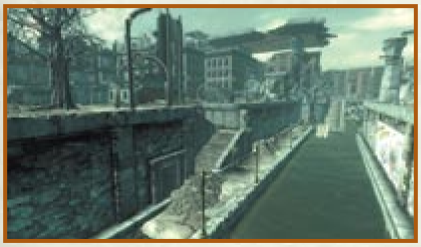
» **D.C. U5:** Tepid Sewer (Interior) (page 456).

The following surface location can be accessed from here:

» **9.07:** Tepid Sewer (Capital Wasteland) (page 403).

Close to a large four-headed column and the canal to the south, a glass conservatory to the north (that you can't enter), and a small Super Mutant camp inside the ruined building to the west [14.A], this offers quick access to the Wasteland area (near the Potomac and the Memorial).

14.02: DCTA TUNNEL 014-B POTOMAC



- Threat Level: 2
- Underground Connection
- Danger: Low Radiation

The Underground tunnel entrance leads to a number of linked Underground Metro Areas:

» **D.C. U6.E:** DCTA Tunnel 014-B Potomac (Interior) (page 458)

» **D.C. U6.C:** Foggy Bottom Station (page 457)

» **D.C. U6.F:** Arlington Utility (page 458)

» **D.C. U6.B:** Metro Central (page 457)

From D.C. U6.F, you can reach the following D.C. location:

» **16:** Arlington National Cemetery.

From U6.E, you can reach:

» **14:** Georgetown

» **11:** Dupont Circle.

From U6.B, you can reach:

» **11:** Dupont Circle

» **12:** Vernon Square

» **15:** Pennsylvania Avenue

» **16:** Arlington National Cemetery

» **17:** The Mall

» **18:** Seward Square

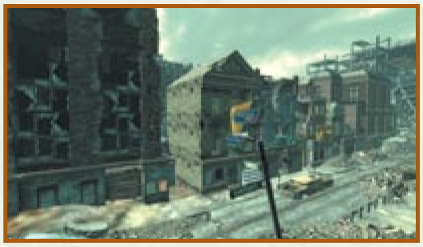
The following surface locations can be accessed from these Underground tunnels:

» **16.02:** Arlington Utility (Cemetery North) (page 433).

» Various locations from **U6.E** and **U6.B**.

Don't confuse it with Location 14.02; the door to the DCTA Tunnels is on the edge of the canal, which you can swim in, and drag yourself up by the fallen pathway near this entrance to avoid Super Mutant gunfire in the area. If you need to reach the center of the interior, or west to the Arlington National Cemetery, take this route.

14.03: GROCER

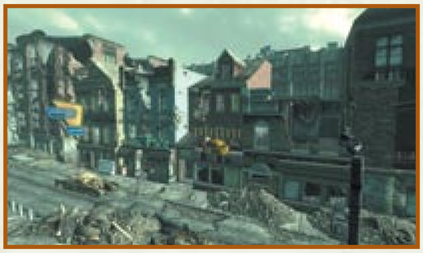


- Threat Level: 1
- Interior Exploration
- Health and Chems
- Hostiles: Radroaches

On Georgetown Avenue at the northwest corner of this zone is a Cornucopia Groceries Store. It is the only accessible one. There are shelves of food on the outside. Head to the counter to find a floor safe, scattered Caps, Chems, beer, a Carton of Cigarettes, and a First Aid Box. There's also some food on the shelves.

- Floor Safe Items
- First Aid Box

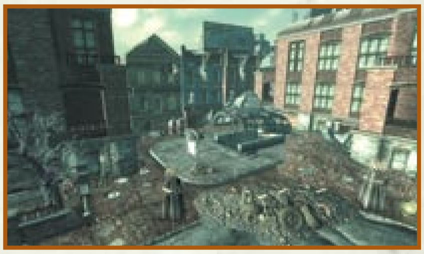
14.04: RADIATION KING



- Threat Level: 1
- Interior Exploration
- Faction: Wastelander
- Scavenger
- Services: Repairer, Trader

Two doors east of the grocers is the fabled Radiator King's store. Inside are radios, a jukebox, and a Scavenger to speak with. He Barters and can Repair your equipment.

14.05: FOGGY BOTTOM STATION (EXTERIOR)



- Threat Level: 2
- Underground Connection

East of the canal, and the giant rubble pile from the collapsed freeway overpass is the entrance to Foggy Bottom Station at the north end of Bradley Place. Climb the pile and shimmy along an awning to take items from a well-hidden Ammo Box.

- Ammunition Box

The Metro Station entrance leads to:

» **D.C. U6.C:** Foggy Bottom Station (Interior) (page 457)

» **D.C. U6.B:** Metro Central (page 457)

From Location D.C. U6.B and C, you can reach the following D.C. Interior Locations:

» **11:** Dupont Circle

» **12:** Vernon Square

» **14:** Georgetown

» **15:** Pennsylvania Avenue

» **16:** Arlington National Cemetery

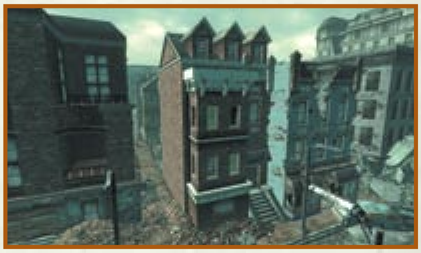
» **17:** The Mall

» **18:** Seward Square

You can also reach:

» **9.16:** Anacostia Crossing

14.06: TOWNHOME (MCCLELLAN HOUSEHOLD)



- Threat Level: 1
- Interior Exploration
- Faction: Wastelander
- Sleep Mattress
- Collectible: Skill Book
- Mister Handy

At the west side of the alley and gardens linking the two north-south streets is a townhome with an unlocked door. Inside, take the Skill Book on the table, and check for food in the fridge. Nearby is a kid's bunk-bed room. Check upstairs for a queen-sized bed. Head under the stairs, and locate the deactivated Mister Handy.

- Lying, Congressional Style (19/25)

Using the terminal, you can request that he attempt the following chores:

"Walk Muffy"

He heads outside and is usually destroyed by roving Super Mutants.

"Pick Up Grocery Order"

He exits and is destroyed by muties.

"Read Children Bedtime Poem"

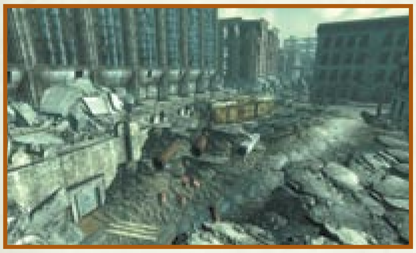
He heads to the bunk-bed room, and reads to the two tiny skeletons:

This is a poem by Sara Teasdale (1919). Also used in the Ray Bradbury short story, "There Will Come Soft Rains" (from the *Martian Chronicles*).

"Home Security Mode"

He heads outside and is shot by Super Mutants. If all Super Mutants are defeated, he makes his rounds and waits near the home.

14.07: GEORGETOWN / THE MALL METRO (GEORGETOWN SOUTH)



- Threat Level: 2
- Faction: Super Mutant
- Underground Connection

The Metro Station entrance leads to a linked Underground Metro Area:

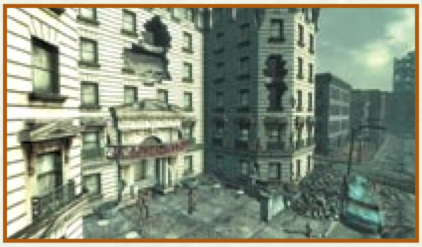
» **D.C. U8:** Georgetown / The Mall Metro (Interior) (page 458)

The following surface locations can be accessed from the Underground Metro Tunnels:

» **Location 17.04:** Georgetown / The Mall Metro (Northwest) (page 437).

This is an often-used location, and one you can remember; it's the cratered remains of a tunnel.

14.08: LA MAISON BEAUREGARD LOBBY

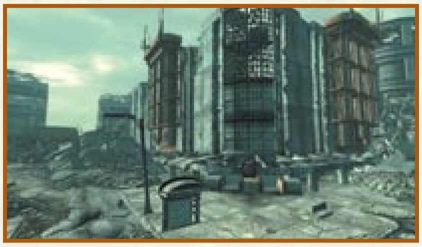


- Threat Level: 3
- Faction: Super Mutant
- Collectibles: Mini-Nuke, Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Interior Exploration

A once-swanky, now-crumbling hotel is guarded by a couple of meaty Mutants. Once in the lobby area, head to the lobby desk and claim the beer and Skill Book. Deal damage to a Mutant on the balcony armed with a Missile Launcher, then climb the dirt pile, and scoop up the Mini-Nuke, three Missiles, Stealth Boy, and Stimpaks from the pool table. Behind the bar there's a fridge with food, a corpse with a .32 Pistol on the counter, and a Nuka-Cola Quantum. The rest of the hotel is blocked.

- U.S. Army: 30 Handy Flamethrower Recipes (19/25)
- Mini-Nuke (57/92)
- Missile Launcher and Ammo
- Stealth Boy
- Nuka-Cola Quantum (77/110)

14.09: PENN. AVE. / GEORGETOWN METRO (GEORGETOWN EAST)



- Threat Level: 2
- Faction: Super Mutant
- Underground Connection
- Hostiles: Super Mutants

The Metro Station entrance leads to a linked Underground Metro Area:

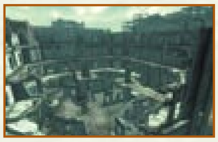
» **D.C. U7:** Penn. Ave. / Georgetown Metro (page 458)

The following surface location can be accessed from the Underground Metro Tunnels:

» **15.05:** Penn. Ave. / Georgetown Metro (Penn. Ave. Northwest) (page 431)

Emerge from the Metro Station and getready for Super Mutant combat. There's some Whiskey and Rad-X nearby.

14.A: SUPER MUTANT CAMP

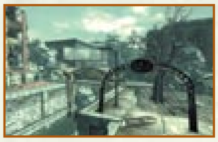


- Threat Level: 3
- Faction: Super Mutant
- Collectible: Skill Book
- Guns and Ammunition
- Hostiles: Centaur, Super Mutant Genus

Just west of the Tepid Sewer Station [14.01], is a ruined office building with four Super Mutants and a Centaur ready to attack. Clear the area if you wish, then check the upper concrete ledges to the south where you can find the following:

- Ammunition Box (3)
- Stealth Boy
- Grognak the Barbarian (21/25)

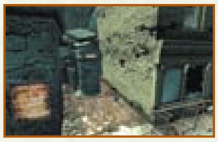
14.B: RUSTING BRIDGE



- Threat Level: 2
- Highly Visible Landmark

This landmark, which is blocked on the southern side, sometimes has a Super Mutant on it to fire at, as well as an exploding car.

14.C: PULOWSKI PRESERVATION SHELTER

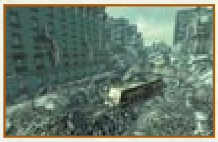


- Threat Level: 1
- Collectible: Nuka-Cola Quantum

This shelter, in the alley to the west of the grocers, has beer, food, and a Nuka-Cola Quantum inside.

- Nuka-Cola Quantum (78/110)

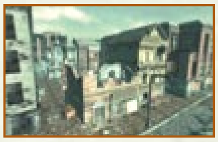
14.D: RUSTING METRO CARRIAGE



- Threat Level: 2
- Faction: Super Mutant

Metro carriages don't explode when you fire at them, so this makes a great place to take cover.

14.E: TRAP HOUSE



- Threat Level: 3
- Faction: Super Mutant
- Danger: Baseball Pitcher, Bear Trap, Mines
- Guns and Ammunition

Between the Townhome and the eastern parking lot is a back-garden, two alleyways, and a Trap House to the east. Around the front of the house are three Frag Mines. Step into the house and disarm the Bear Trap. Head in from the back, and watch the pressure plate that activates the Baseball Pitcher. Upstairs is a dead Raider, Ammo Box, and great sniping position to explode the parking lot in a ball of fire. Also check the "Gore Bag tree" to the northeast; there are three Ammo Boxes and two Stimpaks here.

- Ammunition Box (4)

14.F: PULOWSKI PRESERVATION SHELTER

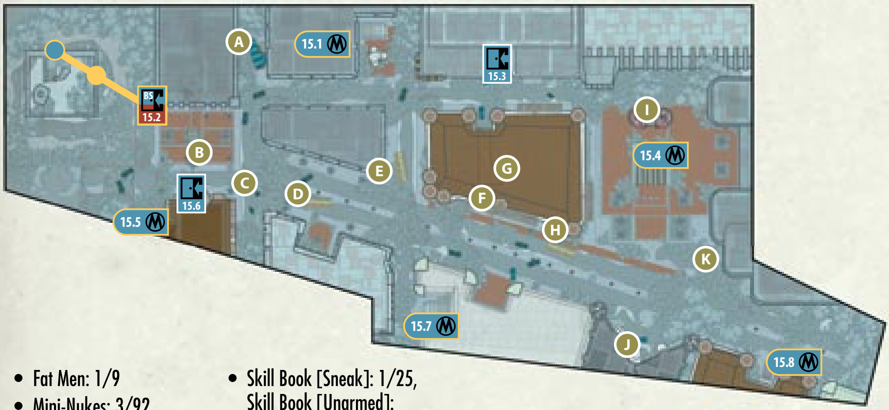
- Threat Level: 2
- Faction: Super Mutant

14.G: CITY COACH LINER

- Threat Level: 3
- Faction: Super Mutant
- Danger: Low Radiation

One possible plan is to coax Super Mutants into this parking lot, and blow the vehicles up, starting with this.

Zone 15: Pennsylvania Avenue



- Fat Men: 1/9
- Mini-Nukes: 3/92
- Skill Book [Sneak]: 1/25, Skill Book [Unarmed]: 1/25
- Work Bench: 1

PRIMARY LOCATIONS

15.01: Freedom Street Station
15.02: White House Utility Tunnel
15.03: Sewer
15.04: Metro Central
15.05: Penn. Ave. / Georgetown Metro
15.06: Hotel
15.07: Penn. Ave. / The Mall Metro
15.08: Penn. Ave. / Seward Sq. Metro
***BS15.02: White House Plaza**

*This location is detailed in the Tour section of Broken Steel.

SECONDARY LOCATIONS

15.A: Container Truck
15.B: Courtyard Fountain
15.C: Brotherhood of Steel Barricade
15.D: City Coach Liner
15.E: City Coach Liner
15.F: Pennsylvania Avenue Explosive Charge
15.G: Underground Parking Garage
15.H: City Coach Liner
15.I: Dot's Diner
15.J: Wastelander's Alcove
15.K: Pulowski Preservation Shelter

15.01: FREEDOM STREET STATION (PENN. AVE. NORTH)

- Threat Level: 2
- Faction: Super Mutant
- Underground Connection

The Metro Station entrance leads to:

» **D.C. U6.D:** Freedom Street Station (page 457)
» **D.C. U6.B:** Metro Central (page 457)

From Location D.C. U6.B, you can reach the following D.C. Interior Locations:

» **11:** Dupont Circle
» **12:** Vernon Square
» **14:** Georgetown
» **15:** Pennsylvania Avenue
» **16:** Arlington National Cemetery
» **17:** The Mall
» **18:** Seward Square

You can also reach:

» **9.16:** Anacostia Crossing

Various urface locations can be accessed from:

» **U6.B:** Metro Central (page 457)

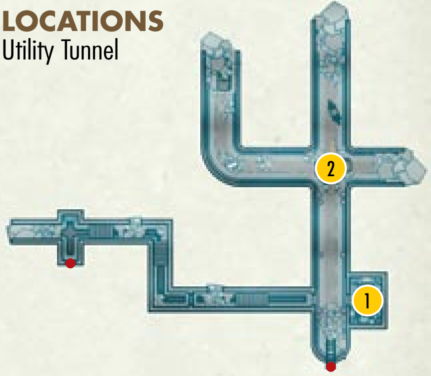
On the north side of the giant, four-sided "salute to industry" statue is a Metro Station that leads to the Metro Central labyrinth. It takes a while, but you can go anywhere from here. On the other side of the statue is a Super Mutant playing with his victim.

15.02: WHITE HOUSE UTILITY TUNNEL

- Threat Level: 4
- Faction: Ghoul
- Danger: High Radiation
- Collectibles: Fat Man Launcher, Mini-Nuke (3), Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Work Bench
- Hostile: Glowing One

INTERIOR MAPS AND LOCATIONS

Utility Tunnel



The White House was destroyed when the bombs fell. The only access point is a manhole to a Utility Tunnel in the northwest part of the courtyard.

1 East Workshop

Locate the Work Bench, Bottlecap Mine, Carton of Cigarettes, food in the fridge, and a large number of tools lying around.

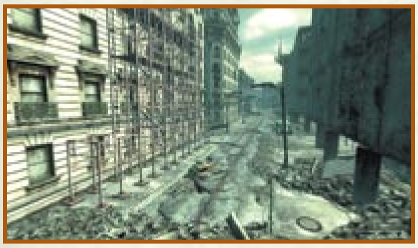
- Work Bench
- Pugilism Illustrated (22/25)
- First Aid Box

② Stunt Gone Awry

At the crossroads is a rusting car. It appears a lunatic attempted to leap the car using a bike (which is farther up the tunnel). Outside, you appear in the ruins of the White House, still highly radioactive. The only living remains are a pair of frightening Glowing Ones. Face them, or flee to one of the concrete "islands" on the column supports that are still standing, and blast them from here for some RadAway, and a grand prize:

- Fat Man (8/9)
- Mini-Nuke (58–60/92)

15.03: SEWER (PENN. AVE.)



- Threat Level: 2
- Faction: Super Mutants
- Underground Connection

The Sewer entrance leads to:

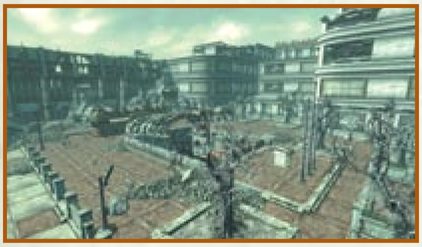
» **D.C. U11:** Sewer (Interior)

The following surface location can be accessed from the Underground Metro Tunnels:

» **18.04:** Sewer (Seward Square) (page 445)

Just west of the parking garage near the rubble that hides the diner and Metro Station to the east, is a manhole cover. This is a quick alternate to head back and forth from Seward Square.

15.04: METRO CENTRAL (EXTERIOR)



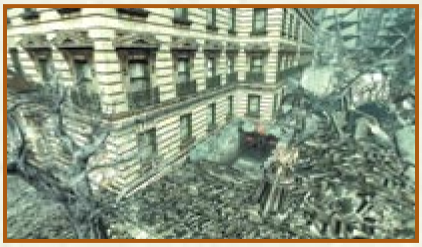
- Threat Level: 3
- Faction: Super Mutant
- Underground Connection

The Metro Station entrance leads to a number of linked Underground Metro Areas stemming from D.C. U6.B:

» **11:** Dupont Circle
» **12:** Vernon Square
» **14:** Georgetown
» **15:** Pennsylvania Avenue
» **16:** Arlington National Cemetery
» **17:** The Mall
» **18:** Seward Square

An impressive Metro entrance, made more memorable by the Gore Bags above the escalators, is Metro Central; the hub of Underground linking for the city. You can head to six different zones from here, but use this only when you're experienced enough to handle a long trip Underground. On the surface, expect medium resistance from Super Mutants.

15.05: PENN. AVE. / GEORGETOWN METRO (PENN. AVE. NORTHWEST)



- Threat Level: 2
- Faction: Brotherhood of Steel
- Underground Connection

The Metro Station entrance leads to:

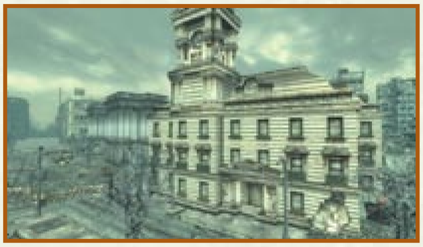
» **D.C. U7:** Penn. Ave./Georgetown Metro (page 458)

The following surface location can be accessed from the Underground Metro Tunnels:

» **14.09:** Penn. Ave./Georgetown Metro (Georgetown East) (page 429)

Close to the White House crater, and adjacent to the hotel, head here when you want to reach Georgetown in a hurry. You're close to a group of Brotherhood soldiers manning sandbag defenses [15.C].

15.06: HOTEL

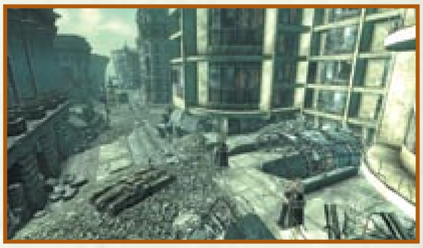


- Threat Level: 1
- Faction: Brotherhood of Steel
- Danger: Grenade Bouquet
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Friendly: Brotherhood Paladin

Head in from the ornate courtyard. Inside the hotel, disarm the Grenade Trap straight in front of you and greet the Brotherhood Paladin inside, carrying a Super Sledge. The Paladin is also carrying a Holotag, and he doesn't have to die under Super Mutant gunfire.... Search the rubble-filled lobby; there's a mattress, a Carton of Cigarettes, and these items:

- Frag Grenade (3)
- Super Sledge
- Brotherhood Holotag
- First Aid Box (2)
- Silenced 10mm Pistol
- Ammunition Box (2)
- Chinese Army: Spec. Ops. Training Manual (16/25)

15.07: PENN. AVE. / THE MALL METRO (PENN. AVE. SOUTH)



- Threat Level: 2
- Underground Connection

The Metro Station entrance leads to a linked Underground Metro Area:

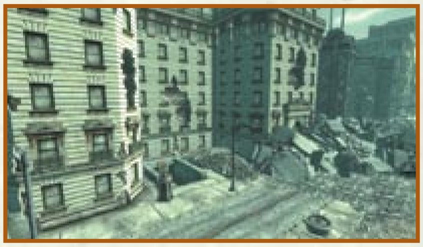
» **D.C. U9:** Penn. Ave. / The Mall Metro (Interior) (page 459)

The following surface location can be accessed from here:

» **17.13:** Penn. Ave. / The Mall Metro (The Mall Northeast) (page 443).

This Metro Station allows quick access to the Mall and The National Archives. There's a metal box at the foot of this entrance, and little to worry about until you venture onto Pennsylvania Ave. itself.

15.08: PENN. AVE. / SEWARD SQ. METRO (PENN. AVE. EAST)



- Threat Level: 2
- Underground Connection

The Metro Station entrance leads to a linked Underground Metro Area:

» **D.C. U10**: Penn Ave. / Seward Sq. Metro (Interior) (page 459)

The following surface location can be accessed from here:

» **Location 18.02:** Penn. Ave. / Seward Sq. Metro (Seward Square North) (page 445)

Although Super Mutants roam this zone, this area is relatively quiet, and the station is partially hidden from the main street by rubble piles.

15.A: CONTAINER TRUCK

- Threat Level: 2
- Faction: Super Mutant, Wastelander
- Guns and Ammunition
- Health and Chems

North of the Brotherhood barricade is a container truck, where a Super Mutant is ripping apart three Wastelanders. Kill the beast, then check the truck container.

- First Aid Box (2)
- Ammunition Box (2)

15.B: COURTYARD FOUNTAIN

- Threat Level: 2
- Faction: Brotherhood of Steel

15.C: BROTHERHOOD OF STEEL BARRICADE

- Threat Level: 3
- Factions: Brotherhood of Steel, Super Mutant
- Guns and Ammunition
- Health and Chems

The Brotherhood is fighting a battle with Super Mutants to stop them from swarming the White House crater. The Paladins all wield heavy weapons, including a Gatling Laser, so you may want to step back and let them take the damage, then scavenge the Holotags, armor, weapons, and items from the sandbags afterward.

- Brotherhood Holotag (3)
- Gatling Laser and Ammo
- First Aid Box (2)
- Ammunition Box (2)

15.D: CITY COACH LINER

- Threat Level: 3
- Faction: Brotherhood of Steel, Super Mutant
- Danger: Low Radiation

Located near a group of Super Mutants, this can detonate and tear them apart.

15.E: CITY COACH LINER

- Threat Level: 2
- Faction: Super Mutant
- Danger: Low Radiation

A block north of Penn. Ave./The Mall (South) Metro Station is a coach liner, waiting to be detonated to take down any nearby Muties.

15.F: PENNSYLVANIA AVENUE EXPLOSIVE CHARGE

- Threat Level: 1
- Faction: Talon Company
- Merc Thompson (Deceased)

On Pennsylvania Avenue itself, look along the north side of the street for a large section of scaffolding. Use the fallen sections to leap onto the lower gantry platform, and locate dead Merc Thompson. He's written a note about a series of charges he's set, and at the western end of the platform is the switch itself. Activate it (ideally with enemies nearby) and the entire avenue erupts in fiery explosions from 15.C all the way to 15.H!

- Pennsylvania Ave. Explosives Note

15.G: UNDERGROUND PARKING GARAGE

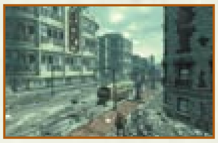
- Miscellaneous Quest: Reilly's Rangers
- Threat Level: 2
- Factions: Super Mutant, Wastelander

- Services: Repairer, Trader
- Danger: Chain Trap, Grenade Bouquet
- Guns and Ammunition
- Health and Chems
- Radio Signal
- Scavenger
- Scavenger's Dog (2)

On G Street, running parallel to Pennsylvania Avenue, head east until you hear the crackle of the Ranger Emergency Frequency. Turn south, and check out the ramp down under the building, leading past a Red-engine-on-a-chain Trap and Grenade Bouquet you should disarm, and into a rubble-filled parking garage. Here you can speak with a Scavenger to Barter and Trade with him. Murder him for his Ammo and Health if you wish.

- Ranger Emergency Frequency
- Frag Grenade (3)
- Ammunition Box (4)
- First Aid Box (2)

15.H: CITY COACH LINER



- Threat Level: 2
- Faction: Super Mutant

Across from the large bank building is a city liner. Hide behind it, or blow it up if Super Mutants are near.

15.I: DOT'S DINER

- Threat Level: 3
- Faction: Super Mutant
- Guns and Ammunition
- Hostiles: Super Mutants

North of the Metro Central station is a grisly diner. Expect Caps in each bag, and once the Mutie threat has been dealt with, search the counter for items:

- Ammunition Box (5)

15.J: WASTELANDER'S ALCOVE

- Threat Level: 2
- Factions: Super Mutant, Wastelander
- Guns and Ammunition
- Health and Chems
- Sleep Mattress

There's a place to sleep here, as well as:

- Ammunition Box (2)
- First Aid Box (2)

15.K: PULOWSKI PRESERVATION SHELTER

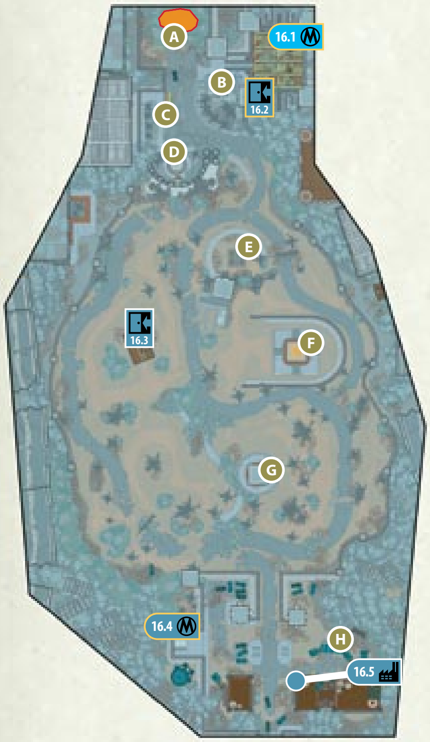
- Threat Level: 2
- Faction: Super Mutant
- Guns and Ammunition

The remains of a Protectron fall out, next to an Ammo Box.

- Ammunition Box.

Zone 16: Arlington National Cemetery

- Bobbleheads: 1/20
- Unique Items: 1/152
- Nuka-Cola Quantum: 1/110
- Pre-War Books: 2/103
- Skill Book [Barter]: 1/24, Skill Book [Lockpick]: 1/25, Skill Book [Repair]: 1/25, Skill Book [Science]: 1/25, Skill Book [Small Guns]: 2/25, Skill Book [Sneak]: 1/25
- Work Bench: 1



PRIMARY LOCATIONS

16.01: Arlington / Wasteland Metro
16.02: Arlington Utility
16.03: Arlington House
16.04: Arlington / Falls Church Metro
16.05: Mama Dolce's Processed Foods

SECONDARY LOCATIONS

16.A: Irradiated Crater
16.B: Pulowski Preservation Shelter
16.C: City Coach Liner
16.D: Circular Courtyard
16.E: Fountain
16.F: Arlington Monument (Short)
16.G: Arlington Monument (Tall)
16.H: Container Truck

16.01: ARLINGTON / WASTELAND METRO (CEMETERY NORTH)

- Threat Level: 1
- Underground Connection

This Metro Station entrance leads to the linked Underground Metro Area:

» **D.C. U12:** Arlington / Wasteland Metro (interior) (page 459)

The following surface location can be accessed from Underground Metro Tunnels:

» **Location 9.05:** Flooded Metro (Capital Wasteland) (page 402)

This is the north of the two Metro Stations in this vicinity. Don't confuse the two; this leads to a single Underground area and out to the Potomac via the Flooded Metro.

> If you have the **Lawbringer** Perk (and only if you have it), there is a dead Regulator on the Metro Station stairs with a Bounty Contract for someone named Junders Plunket.

16.02: ARLINGTON UTILITY (CEMETERY NORTH)

- Threat Level: 1
- Underground Connection

At the southern end of the Arlington Cemetery North station platform is a tunnel from Arlington Utility; the quickest way to reach the main interior network east of the river. Nearby is a Pulowski Shelter [16.B].

- Junders Plunkett Bounty Contract

The Metro Station entrance leads to a number of linked Underground Metro Areas:

» **D.C. U6.F:** Arlington Utility (page 458).
» **D.C. U6.E:** DCTA Tunnel 014-B Potomac (Interior) (page 458).
» **D.C. U6.C:** Foggy Bottom Station (page 457).
» **U6.B:** Metro Central (page 457).

From Location D.C. U6.F, you can reach:

» **14:** Georgetown

From U6.E, you can reach:

» **14:** Georgetown
» **11:** Dupont Circle

From U6.B, you can reach:

» **11:** Dupont Circle
» **12:** Vernon Square
» **15:** Pennsylvania Avenue
» **16:** Arlington National Cemetery
» **17:** The Mall
» **18:** Seward Square

The following surface location can be accessed from these Underground Metro Tunnels:

» **14.02:** DCTA Tunnel 014-B Potomac (Georgetown West) (page 428).
» Various locations from **U6.E** and **U6.B**.

16.03: ARLINGTON HOUSE

- Threat Level: 2
- Faction: Raider
- Collectibles: Bobblehead, Skill Book
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Rare or Powerful Item
- Sleep Mattress
- Work Bench
- Hostile: Junders Plunket

INTERIOR LOCATIONS GENERAL NOTES

On a hillock west of the main cemetery area are the remains of the once-grand Arlington House, now a rotting monument to this past civilization. The area is great to flee to, as the trees, flagpole, and bushes provide good cover to snipe from, and the view is commanding. There is an unlocked door as well, so enter the building for an exploration.

Kitchen

Pry open a hallway cabinet. Also check upstairs for Darts and a queen-sized bed to sleep in.

- Big Book of Science (22/25)

Cellar

If you don't have the Lawbringer perk, Junders (and his items) aren't here. Collect the rest of the items instead.

> If you have the **Lawbringer** perk, a Raider named Junders Plunkett is working near an old shrine to Abraham Lincoln. He can't be reasoned with, so beat him to death. Take wine from the shrine if you wish. Check Plunkett's bed; there's whiskey, a Carton of Cigarettes, and Chems here. Note the safe, Work Bench, Bottlecap Mine, and shelf with Chems and a Bobblehead.

- Work Bench
- "Plunkett's Valid Points": Spiked Knuckles (66/152)
- First Aid Box
- Floor Safe Items
- Bobblehead: Luck (20/20)

16.04: ARLINGTON / FALLS CHURCH METRO (CEMETERY SOUTH)

- Threat Level: 2
- Underground Connection

The Metro Station entrance leads to:

» **D.C. U15:** Arlington / Falls Church Metro (Interior) (page 460).

The following surface location can be accessed from Underground Metro Tunnel:

» **19.05:** Arlington / Falls Church Metro (Falls Church North) (page 448).

If you're after the Capital Wasteland, head to 16.01 instead. The exterior of this station is near a number of rusting (and explosive) cars stacked as defenses.

16.05: MAMA DOLCE'S PROCESSED FOODS

- Threat Level: 4
- Faction: Chinese Commando
- Danger: Gas Leak, Low Radiation
- Collectibles: Nuka-Cola Quantum, Pre-War Book (2), Skill Book (5)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Radio Signal
- Sleep Mattress
- Hostiles: Chinese Remnant Officer, Chinese Remnant Captain, Turret

The Chinese had managed to install themselves in D.C. with a small Spec. Ops. force, using Mama Dolce's food processing factory as a front. Now, years later, the descendants of those original Chinese agents continue to use the factory to remain protected and hidden from the native citizens of the Capital Wasteland. As you approach one of the two entrances to this structure (the Processed Foods or Food Distribution metal doors), there are no signs of life at all. Check your Pip-Boy's Radio as you go; the Chinese have the People's Republic of America Radio spewing propaganda throughout this area!

- People's Republic of America Radio

MAMA DOLCE'S PROCESSED FOODS

> **Note**
>
> You can enter this area from the Cemetery, Food Distribution, or Loading Yard Areas.

① Large Office and Storage Room

There's food in the vending machine, some Darts, and the following in here:

- Ammunition Box (2)
- Stealth Boy

② South Catwalk

Expect combat from Chinese Remnant Officers.

③ Globe-Shaped Vat

Danger: Gas Leak!

④ Southeast Alcove

- Ammunition Box (3)
- First Aid Box

⑤ Foreman's Office

- Scribe Pre-War Book (75/103)

⑥ Gantry Floor Area

Kill two Remnants inside, and check out the mattress, utility door, and this item:

- 10mm Pistol

⑦ West Restrooms

- First Aid Box
- Guns and Bullets (20/25)

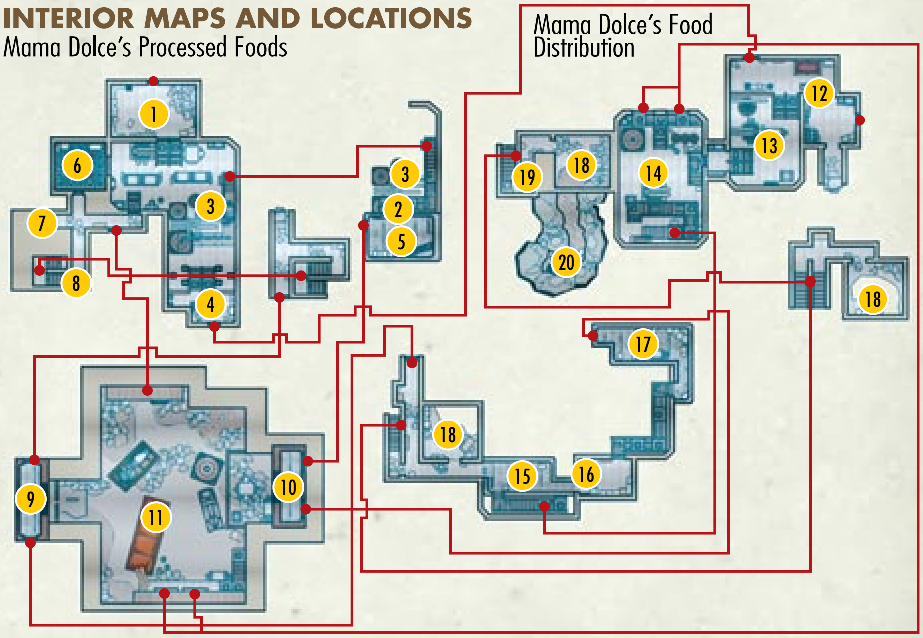
⑧ Stairwell

This leads up to a corridor leading to the Loading Yard. Don't forget the Skill Book on the landing shelves.

- Dean's Electronics (19/25)

INTERIOR MAPS AND LOCATIONS

Mama Dolce's Processed Foods



Mama Dolce's Loading Yard

MAMA DOLCE'S LOADING YARD

> **Note**
>
> You can enter this area from the Food Distribution or Processed Foods areas.

A couple of exterior metal corridors around a central courtyard link the Processed Foods and Food Distribution areas together.

⑨ Balcony from Processed Foods (Corridor)

An open-air sniping point.

- Guns and Bullets (21/25)

⑩ Balcony from Processed Foods (Foreman's Office)

An open-air sniping point.

- Ammunition Box
- Sniper Rifle and Ammo
- Chinese Army: Spec. Ops. Training Manual (17/25)

⑪ Loading Yard Exterior

Pay particular attention to the Officer on the red container with the Missile Launcher. Once he's defeated, enter the Food Distribution area, via either garage door. The gate to the west requires a key, and cannot be opened.

MAMA DOLCE'S FOOD DISTRIBUTION

> **Note**
>
> You can enter this area from the Cemetery, Processed Foods, or Loading Yard areas.

GROUND FLOOR

⑫ L-Shaped Operator's Office and Rec Room

Check the footlockers at the west wall. The Turret Control Terminal deactivates the turret in this warehouse area.

- Stealth Boy
- Ammunition Box (3

⑬ Warehouse #1

Beware of Remnants. There's scattered food in this warehouse.

⑭ Warehouse #2

Two garage doors lead to the Loading Yard, and there's scattered food in here.

⑮ (Second Floor) Foreman's Overlook

There's more food and a ham radio here.

THIRD FLOOR

⑯ Captain's Office

Slay the Remnant leader to take the Mama Dolce's Encryption Key from him. There's a desk terminal near the listed items, two wall safes, as well as more food. The terminal has five entries. Of special note is the fifth:

5. Ikkm00:mvkz6x1m1:Nqtm.

It's gibberish, unless you have Mama Dolce's Encryption Key. This is an encrypted message from the People's Republic of China, informing Agent Huang about his mission here.

- Mama Dolce's Encryption Key
- Nuka-Cola Quantum (79/110)
- Scribe Pre-War Book (76/103)
- First Aid Box
- Wall Safe Items (2)

⑰ Corner Office

There's a generator and more food on the desk. The metal door leads out to the loading yard where you can slay a Sniper.

⑱ Chamber with Hole in Floor

You can drop down here to the tunnel, although it is better to take the stairs.

- First Aid Box

WESTERN OFFICES, SECOND AND GROUND FLOORS

⑲ Ground Floor Small Tables

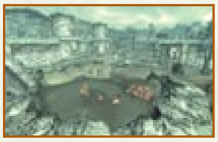
There's food on these.

⑳ Tunnel

Drop down into the rocky excavation and hop over the barricaded desks, then access the two safes here, and grab the Skill Book.

- Floor Safe Items (2)
- Tumblers Today (20/25)

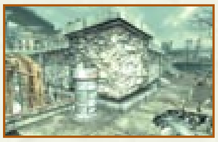
16.A: IRRADIATED CRATER



- Threat Level: 2
- Faction: Raider
- Danger: Low Radiation

This dangerous place to drink is north of a small band of Raiders.

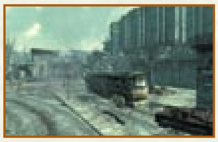
16.B: PULOWSKI PRESERVATION SHELTER



- Threat Level: 2
- Faction: Raider

At the top of the Arlington Metro North steps in the small courtyard, this contains wine and a negligee.

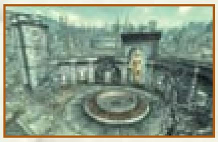
16.C: CITY COACH LINER



- Threat Level: 2
- Faction: Raider
- Danger: Low Radiation

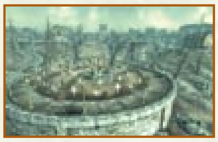
Parked near the trio of Raiders, have you tried sneaking with a Stealth Boy, dropping Mines, and exploding the vehicle? The shockwave kills all three of these deviants.

16.D: CIRCULAR COURTYARD



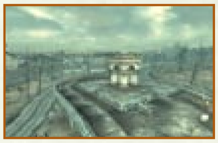
- Threat Level: 2
- Faction: Raider

16.E: FOUNTAIN



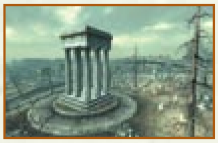
- Threat Level: 1
- Highly Visible Landmark

16.F: ARLINGTON MONUMENT (SHORT)



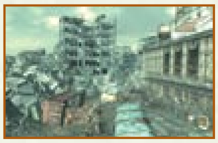
- Threat Level: 1
- Highly Visible Landmark

16.G: ARLINGTON MONUMENT (TALL)



- Threat Level: 1
- Highly Visible Landmark

16.H: CONTAINER TRUCK

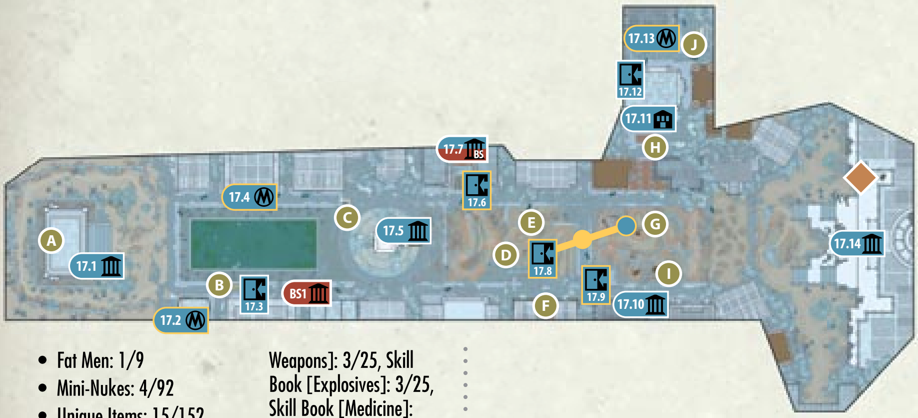


- Threat Level: 1

Just outside Mama Dolce's are a couple of rusting trucks and an overturned container of barrels. A dead Wastelander rests inside this container, next to a Skill Book.

- Tales of a Junktown Jerky Vendor (20/24)

Zone 17: The Mall



- Fat Men: 1/9
- Mini-Nukes: 4/92
- Unique Items: 15/152
- Nuka-Cola Quantum: 5/110
- Schematics: 1/23
- Pre-War Books: 6/103
- Skill Book [Barter]: 2/24, Skill Book [Big Guns]: 1/25, Skill Book [Energy Weapons]: 3/25, Skill Book [Explosives]: 3/25, Skill Book [Medicine]: 2/25, Skill Book [Small Guns]: 1/25, Skill Book [Sneak]: 3/25, Skill Book [Speech]: 2/25
- Work Bench: 1
- Holotapes [Replicated Man]: 3/19

PRIMARY LOCATIONS

17.01: Lincoln Memorial Maintenance Room
17.02: Hazmat Disposal Site L5
17.03: Mirelurk Nesting Hole
17.04: Georgetown / The Mall Metro
17.05: The Washington Monument
17.06: Museum Station
17.07: Museum of History Entrance
17.08: Bunker
17.09: Museum Station
17.10: Museum of Technology Atrium
17.11: The National Archives (Front Entrance)
17.12: The National Archives (Rear Entrance)
17.13: Penn. Ave. / The Mall Metro
17.14: Capitol Building West Entrance
BS17.01: Museum Authority Building

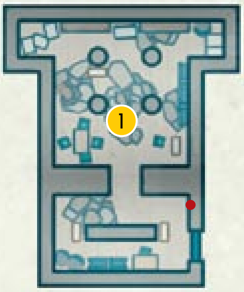
SECONDARY LOCATIONS

17.A: Statue of Lincoln (Headless)
17.B: City Coach Liner
17.C: Brotherhood Lookout
17.D: Brotherhood Defenses
17.E: Super Mutant Defenses
17.F: Super Mutant Camp
17.G: Super Mutant Defenses
17.H: City Coach Liner
17.I: Ammo Cache
17.J: City Coach Liner

17.01: LINCOLN MEMORIAL MAINTENANCE ROOM (LINCOLN MEMORIAL)

- Miscellaneous Quest: Head of State
- Threat Level: 3
- Faction: Slaver
- Danger: Grenade Bouquet, Mines
- Collectible: Nuka-Cola Quantum
- Highly Visible Landmark
- Interior Exploration
- Inhabitants: Leroy Walker, Silas

EXTERIOR MAPS AND LOCATIONS



Lincoln Memorial

RELATED INTERACTIONS

Leroy Walker: You can sell Lincoln artifacts collected from the Museum of History.

GENERAL NOTES

Leroy Walker and his band of Slavers are the largest contingent outside Paradise Falls, and they have secured the Lincoln Memorial so it doesn't fall into the hands of Abolitionists and become a beacon for freeing slaves, and ruining their business. Currently there are around half a dozen Slavers on the steps and behind sandbag defenses at this structure. Locate Silas and he takes you into the maintenance room. Should you sneak around this monument, the path at the base is dotted with Mines and Grenade Traps, so watch out. Inside the monument itself, there's a place to sleep, but you can't access the steps unless you've begun hostilities with the Slavers.

① Leroy's Quarters

Inside the Maintenance Room, you can speak with, and sell Lincoln artifacts to, Leroy Walker, the commander here. Search the room thoroughly, and providing Walker doesn't see you, take the Quantum.

- Frag Mines
- Nuka-Cola Quantum (80/110)

17.02: HAZMAT DISPOSAL SITE L5

- Threat Level: 2
- Underground Connection

The Metro Station entrance leads to:

» **D.C. U21:** Hazmat Disposal Site L5 Interior (Mall Southwest) (page 463)

The following surface location can be accessed from here:

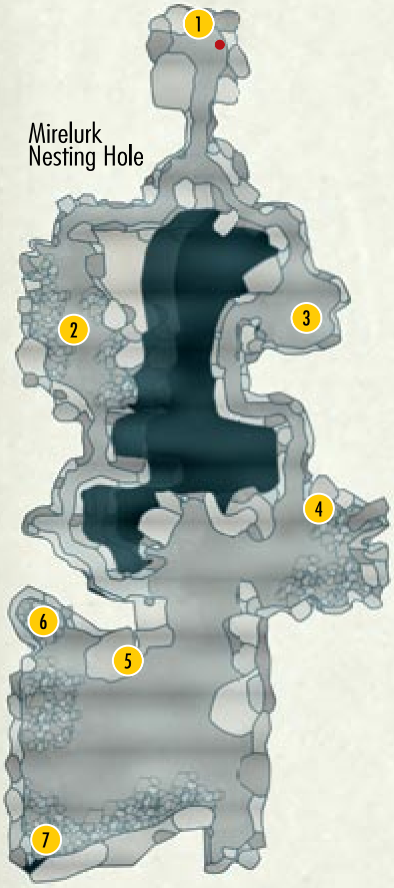
» **21.01:** Hazmat Disposal Site L5 (L'Enfant Plaza) (page 452)

The quickest way to L'Enfant Plaza (the only way except for access from the Irradiated Metro area [9.12]) is to take this Metro Station. The area is reasonably quiet, if you haven't disturbed the nearby Slavers.

17.03: MIRELURK NESTING HOLE

- Threat Level: 3
- Danger: Low Radiation
- Collectibles: Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostiles: Mirelurk Genus

INTERIOR MAPS AND LOCATIONS



GENERAL NOTES

Near the irradiated, waterlogged Mall area, by a coach liner [17.B] is a damaged sewer line. You can enter the exposed grate. It leads into a large underground cave system packed with Mirelurks.

① Entrance Grate

There are some Chems here, and a path leading south that forks left and right.

② West Tunnel

There are pockets of radiation here.

- First Aid Box

③ East Tunnel

There are Giant Ant corpses here.

④ Main Cavern (Northeast)

This is a large circular path. There is a skeleton with whiskey, Purified Water, and other common items in tiny boxes.

⑤ Mercenary and Brahmin Corpse (Upper area)

⑥ Well-Hidden Alcove (Upper Northwest Corner)

Check near the skeleton for items:

- First Aid Box
- Assault Rifle and Ammo
- Chinese Army: Spec. Ops. Training Manual (18/25)

⑦ Upper Southwest Corner

There's a ham radio here.

- Nuka-Cola Quantum (81/110)

17.04: GEORGETOWN / THE MALL METRO (NORTHWEST)

- Threat Level: 2
- Danger: Low Radiation
- Underground Connection
- Hostiles: Vicious Dogs

The Metro Station entrance leads to:

» **Location D.C. U8:** Georgetown / The Mall Metro (Interior) (page 458)

The following surface locations can be accessed from Underground Metro Tunnels:

» **14.07:** Georgetown / The Mall Metro (Georgetown South) (page 429)

This often-used location is the usual place to enter the Mall, if you're heading from the cratered remains of a tunnel in the Georgetown zone. As you exit and head east, beware of a pack of Vicious Dogs.

17.05: THE WASHINGTON MONUMENT

- Main Quest: Galaxy News Radio
- Threat Level: 2
- Faction: Brotherhood of Steel, Super Mutant
- Highly Visible Landmark
- Interior Exploration
- Sleep Mattress
- Radio Signal
- Friendly: Brotherhood Paladin

This is the biggest landmark in the entire Wasteland, and one you should use to situate yourself in almost any of the zones. It's guarded by Brotherhood Paladins from Super Mutant attack. The entrance is sealed to visitors except during the quest. Head inside, enter the foyer, and use the golden elevator to reach the observation deck, where a radar dish needs to be affixed. There's some 10mm Ammo, a place to sleep, and an incredible view from up here.

17.06: MUSEUM STATION (THE MALL)

17.07A: MUSEUM OF HISTORY ENTRANCE

- Miscellaneous Quest: Head of State, You Gotta Shoot 'Em in the Head
- Freeform Quest (2)
- Threat Level: 4
- Faction: Ghoul
- Danger: Low Radiation
- Collectibles: Nuka-Cola Quantum, Schematic, Skill Book (3), Holotape: Replicated Man (3)
- Follower
- Health and Chems
- Guns and Ammunition
- Interior Exploration
- Lots o' Caps
- Rare or Powerful Item (9)
- Sleep Mattress
- Work Bench
- Inhabitants: Willow

The Metro Station entrance leads to a number of linked Underground Metro Areas:

» **D.C. U22.A:** Anacostia Crossing Station (Interior) (page 463)

» **D.C. U22.B:** Museum Station (page 464)

» **D.C. U6.B:** Metro Central (page 457)

From Location D.C. U6.B, you can reach:

» **11:** Dupont Circle

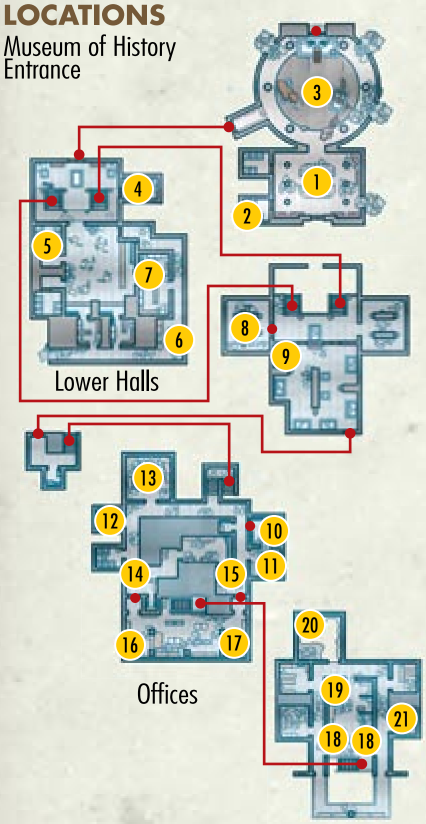
» **12:** Vernon Square

- **14:** Georgetown
- **15:** Pennsylvania Avenue
- **16:** Arlington National Cemetery
- **17:** The Mall
- **18:** Seward Square

The following surface locations can be accessed from the Underground Metro Tunnels:

- **17.09:** The Mall (near Museum of Technology Atrium) (page 440).
- **18.05:** Anacostia Crossing Station (Seward Sq. Southeast) (page 445)
- **9.16:** Anacostia Crossing (Exterior) (page 411)
- Various location from **U6.B:** Metro Central (page 457)

INTERIOR MAPS AND LOCATIONS



RELATED INTERACTIONS

Willow: You can ask her about Underworld and converse generally about her job.

Directly under the entrance to the Museum of History is a set of escalators heading down to an Underground station that links indirectly to the maze known as Metro Central. A good escape point, and if you need to visit Rivet City (or south), head out from here or the Museum of Technology Station [17.09] on the opposite side of the Mall. Although the museum's facade is crumbling, the building is still a spectacular example of pre-apocalypse architecture. Head inside through the pair of ornate wooden doors.

MUSEUM OF HISTORY ENTRANCE

① Museum Foyer

Give it a cursory inspection.

② Restrooms

- Nikola Tesla and You (20/25)

③ Rotunda

This comes complete with a moth-eaten mammoth and crumbling dinosaur skeleton. From here, you can visit two separate locations: the museum's lower halls, and the Ghoul stronghold known as Underworld. As you might have guessed, the latter's entrance is under the giant skull in the north wall.

MUSEUM OF HISTORY LOWER HALLS

④ (Ground Floor) Office

Locate the wall safe.

- Wall Safe Items
- First Aid Box

⑤ (Ground Floor) Restroom

You'll find a chewed-on Wastelander.

⑥ (Ground Floor) Outer Corridor

Danger: There are two Bear Traps in the area, and find the Nuka-Cola Quantum next to the Chem-dependant (and now dead) Wastelander.

- Nuka-Cola Quantum (82/110)

⑦ (Ground Floor) East Kitchen

Check the wall, and the bottom shelf near the doorway for the Skill Book.

- First Aid Box
- D.C. Journal of Internal Medicine (22/25)

⑧ (Upper Floor) Cells

If you're sneaking, you can close the cell door and activate the turrets at the terminal to rake the Glowing One in here.

⑨ Wrecked Display (West)

- Lincoln's Diary (67/152)

MUSEUM OF HISTORY OFFICES

⑩ Southwest Armory

There are gun cabinets, a locked door you can circumvent if you head through the hole in the wall, a wall safe, a computer to turn off the turret, and the following items:

- Ammunition Box (3)
- First Aid Box
- Wall Safe Items
- 10mm Pistol and Ammo
- Action Abe Action Figure (68/152)

⑪ Linked Office

There's more 10mm Ammo in here, too.

⑫ Restrooms

⑬ Collapsed Room (Northwest)

Check the rubble for a rare find!

- Lincoln's Hat (69/152)

⑭ Cell Door #1

⑮ Cell Door #2

⑯ (Archives) Southwest Corner, Ground Floor

Check the bookcase below the balcony.

- John Wilkes Booth Wanted Poster (70/152)

⑰ (Archives) Southeast Corner; Ground Floor

Check the top shelf of the bookcase below the balcony.

- Civil War Draft Poster (71/152)

⑱ (Archives) Two Desks, Top Floor

Look at the wall for this item, which appears only during Miscellaneous Quest: Head of State. Then check the desk.

- Lincoln Memorial Poster (72/152)
- Lincoln's Voice (73/152)

⑲ (Archives) Middle Room, Top Floor

Check the display case to the northwest.

- First Aid Box
- Lincoln's Repeater (74/152)
- Chinese Army: Spec. Ops. Training Manual (19/25)

⑳ (Archives) North Room, Top Floor

Work around the holes in the floor to this item:

- Ammunition Box

㉑ (Archives) East Library Room, Top Floor

- Antique Lincoln Coin Collection (75/152)

FREEFORM QUEST: LINCOLN'S PROFIT MARGINS

All of these Lincoln artifacts can be sold to at least one of these people: Leroy Walker at the Lincoln Memorial [17.01], Hannibal Hamlin at the Temple of the Union [3.10], or Abraham Washington at the Capitol Preservation Society in Rivet City [9.15]. Use Speech challenges to wheedle more Caps than the amounts shown.

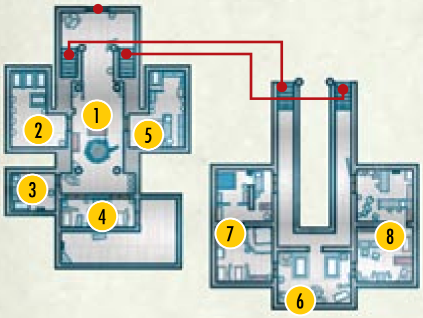
† Critical to completing Head of State if you side with the Abolitionists.

ARTIFACT	LOCATION	PRICE PAID (CAPS)
Lincoln's Hat	Museum of History	40
Action Abe	Museum of History	10
John Wilkes Booth Wanted Poster	Museum of History	5
Civil War Draft Poster	Museum of History	5
Lincoln's Diary	Museum of History	75
Antique Lincoln Coin Collection	Museum of History	15
Gift Shop Poster of the Lincoln Memorial†	Museum of History	100
Lincoln's Voice (Phonograph)	Museum of History	50
Lincoln's Repeater Rifle	Museum of History	100

17.07B: MUSEUM OF HISTORY: UNDERWORLD

INTERIOR MAPS AND LOCATIONS

Concourse



- Inhabitants: Winthrop, Tulip, Quinn, Doctor Barrows, Nurse Graves, Cerberus, Ahzrukhal, Charon, Mister Crowley, Snowflake, Carol, Greta, Patchwork

RELATED INTERACTIONS

Underworld Inhabitant: You can ask what they do around here, and about the Underworld.

Winthrop: You can ask about the Replicated Man, and have him Repair your equipment.

Tulip: You can ask how she spends her money, what she has for sale, and about the Replicated Man.

Quinn: You can ask where the Lincoln Memorial is.

Doctor Barrows: You can speak to him about his "fresh human samples," the Replicated Man, and to heal your wounds, radiation, and purchase medical supplies.

Nurse Graves: You can ask her to heal your wounds, and about the Replicated Man.

Reilly: You can revive and ask about her duties and if she gets into the Wasteland.

Ahzrukhal: You can ask him for a drink, and Charon's contract.

Charon: Nope, he's not saying much.

Mister Crowley: Ask him about a quest.

Snowflake: He can style your hair free!

Carol and Greta: You can purchase a room for the night.

Patchwork: You can find him wandering around Underworld.

UNDERWORLD

① Main Concourse

This has a ground floor and an upper balcony, with locations surrounding each.

② Restrooms

These are incredibly well-kept, and the Ghouls sleep here.

③ Winthrop's Maintenance Room

The terminal has notes on the parts he's having problems with, and unlock a wall safe.

- Holotape: The Replicated Man (22/24)
- Wall Safe Items

④ The Chop Shop

Here you can request all kinds of medical help from Doctor Barrows and Nurse Graves, observe Glowing Ones from safety, and inspect a Feral Ghoul Barrows has injected with Psycho.

For a medical haul, and complete hostility and pandemonium, kill Barrows, take his Medical Supply Key, and open the otherwise-inaccessible First Aid Box on the wall.

- Holotape: The Replicated Man (23/24)
- Doctor Barrows' Medical Supply Key
- First Aid Box Chop Shop Inventory

⑤ Tulip's Underworld Outfitters

Tulip has a best selection of equipment to purchase (or steal) in the Wasteland. Top of the list is a Railway Rifle Schematic that might be worth killing over.... Additionally, there's a load of weapons, junk, and food on display here, a bed Tulip sleeps on, a Work Bench with a Bottlecap Mine to fiddle with, and her entire inventory in a locker, accessed via the key you'll find on her corpse. Finally, you can hack her terminal, and read some rather flowery literature (in four parts) called Paradise Lost.

- Work Bench
- Holotape: The Replicated Man (24/24)
- Underworld Outfitters' Supply Key
- Locker: Tulip's Inventory
- Schematic: Railway Rifle (23/23)

⑥ Snowflake

This stylist may be high on Jet, but he cuts your hair for free.

⑦ Carol's Place

Here you can stay for 120 Caps per night (a little steep, but you aren't close to a bed otherwise), or massacre the pair (although it's useful to speak to start Freeform Quest: Hired Help first). If Mister Crowley isn't in the bar, he's probably here, sleeping. You can take Carol's Place Supply Key from either corpse, and raid the fridge for food and alcohol, and a few Stimpaks. There's a Baseball Bat and a safe behind the counter, containing a load of Caps.

- Carol's Place Supply Key
- Carol's Place Cooler

Inventory

- Counter Safe Caps

⑧ Ninth Circle Bar

Chat with the oddly unnerving Ahzrukhal. He sells you drinks, and the contract of the unnerving Charon, who's standing guard with a Combat Shotgun. Anzrukhal has the Ninth Circle Supply Key (which you might want to wait until the end of Hired Help to take) that opens the cooler, which is full of alcohol and a load of Caps. Ahzrukhal will also buy a few antiques you may have found; such as Agatha's Violin. His terminal has clues and notes on Carol, Patchwork, Snowflake, and Doctor Barrows. You can unlock the wall safe from here. This is also the place to meet the completely unnerving Mister Crowley, and begin his quest.

- Ninth Circle Supply Key
- Wall Safe Caps

FREEFORM QUEST: THIS OLD HOUSE

Winthrop is having trouble with the ventilation systems in Underworld. He's running out of spare parts and can't go out and trade for what he needs. He asks you if you'd like to Trade for these items if you ask him what's wrong. He needs Scrap Metal, and you need the Caps.

> If you have a high **Melee Weapons**, **Small Guns**, **Big Guns**, **Energy Weapons**, or **Strength**, you can threaten Whintrop. Succeed, and he gives you some Rad-X and RadAway, and refuses to speak to you again. Fail, you get nothing.

Agree, and return with five Scrap Metal and Winthrop gives you either a Stimpak, Rad-X, or RadAway. Keep this up for as long as you like.

FREEFORM QUEST: HIRED HELP

Up at the Ninth Circle, Ahzrukhal is interested in selling Charon's contract, but only for the right price. Speak to Charon, and he gruffly points you to his master. Bring the conversation around to Charon's contract. You can buy or earn the contract:

> If you're unskilled in **Bartering**, the price is 2,000 Caps.
>
> If you're skilled in Bartering, the price is 1,000 Caps.

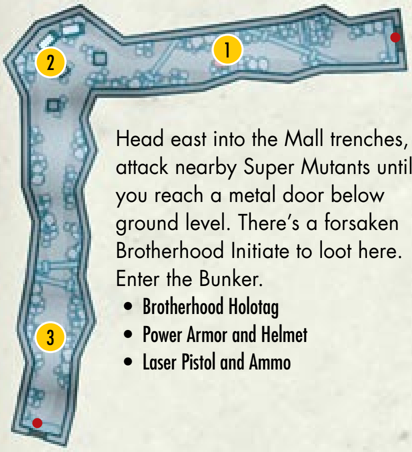
To earn the contract, agree to kill one of Ahzrukhal's rivals, a waitress named Greta. Head to Carol's place, dispatch Greta without being spotted (try using a Stealth Boy, and Pickpocket a Grenade into Greta's clothing). A safer bet is to wait until 8 PM, follow Greta into the Museum Lobby, and kill her. Return and let Ahzrukhal know the deed is done, and speak to Charon, who's more than happy to end his relationship!

- Charon's Employment Contract
- Follower: Charon

17.08: BUNKER

- Threat Level: 4
- Faction: Brotherhood of Steel, Super Mutant
- Danger: Chain Trap, Grenade Bouquet
- Collectible: Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Hostile: Super Mutant Genus

Bunker



Head east into the Mall trenches, attack nearby Super Mutants until you reach a metal door below ground level. There's a forsaken Brotherhood Initiate to loot here. Enter the Bunker.

- Brotherhood Holotag
- Power Armor and Helmet
- Laser Pistol and Ammo

① Red-engine-on-a-chain Trap

② Bunk Bed Area

- Brotherhood Holotag
- Power Armor and Helmet
- Ammunition Box
- First Aid Box (2)
- Duck and Cover! (22/25)

③ Girder-on-a-chain Trap

Watch the exterior steps too; there are Grenade Traps to avoid out here.

- Frag Grenade (6)

17.09: MUSEUM STATION

- Threat Level: 4
- Faction: Super Mutant
- Underground Connection

The Metro Station entrance leads to a number of linked Underground Metro Areas:

» **D.C. U22.A:** Anacostia Crossing Station (Interior) (page 463).

» **D.C. U22.B:** Museum Station (page 464).

» **D.C. U6.B:** Metro Central (page 457).

From Location D.C. U6.B, you can reach:

» **11:** Dupont Circle

» **12:** Vernon Square

» **14:** Georgetown

» **15:** Pennsylvania Avenue

» **16:** Arlington National Cemetery

» **17:** The Mall

» **18:** Seward Square

The following surface locations can be accessed from the Underground Metro Tunnels:

» **17.06:** The Mall (below Museum of History) (page 437).

» **18.05:** Anacostia Crossing Station (Seward Sq. Southeast) (page 445).

» **9.16:** Anacostia Crossing (Exterior) (page 411).

» Various locations from **U6.B:** Metro Central (page 457).

The second of the "twin" stations north and south, in the middle of this zone, this station allows quick access into the Museum of Technology. It's also a point to retreat to if combat against the Super Mutants in the Mall trenches is going badly.

17.10: MUSEUM OF TECHNOLOGY

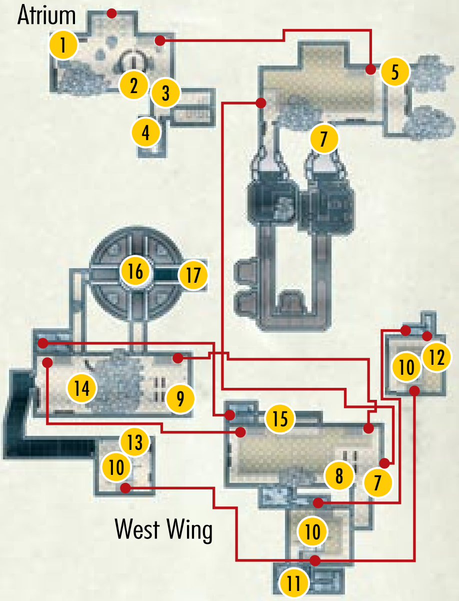
- Main Quest: Galaxy News Radio
- Freeform Quest
- Threat Level: 3
- Faction: Super Mutant
- Collectibles: Nuka-Cola Quantum, Skill Book (2)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Lots o' Caps
- Hostiles: Super Mutant Genus
- Inhabitants: Prime and Jiggs

Prime mentions in his notes that he's waiting for Jiggs at the Jury Street Metro Station [5.13]. Head there and check out the diner.

Amid the explosions, and Super Mutant body parts flying everywhere, attempt to navigate the Mall trenches, skirting around them to the imposing and once-grand structure to the south. Head into the Atrium and prepare for Mutie combat.

INTERIOR MAPS AND LOCATIONS

Museum of Technology



MUSEUM OF TECHNOLOGY ATRIUM

① West Corner of Atrium

Read messages on the Research Lead's Terminal.

- Tech Museum Note

② Prime's Information Kiosk

Part of the Freeform Quest: Jiggs' Loot.

③ Restroom Doorway

- First Aid Box

④ (Upper Area) Small Security Room

Switch off the turret and check out the Maintenance Terminal: there are four entries regarding the smooth running of the exhibits.

- Nikola Tesla and You (21/25)

⑤ RobCo Stealth Boy Model 3001 Podiums

- Stealth Boy (2)

⑥ Vault-Tec Exhibit

MUSEUM OF TECHNOLOGY WEST WING

⑦ Scale Model of Vertibird

⑧ Prime's Information Kiosk

Part of the Freeform Quest: Jiggs' Loot.

⑨ Terminals

Read all about Far Out Space Facts here.

⑩ Delta IX Exhibit

⑪ Rubble-Filled Office

Drop down from the upper stairs to this hard-to-reach balcony, and enter the room with a mattress, two hugging skeletons, some Purified Water, and a Skill Book on the desk.

- Guns and Bullets (22/25)

12 Metal Door

This leads to a small maintenance closet with a First Aid Box and terminal on a desk with a Custodian Key for Tech Museum. This allows access to the door on the upper mezzanine (north side) near the Lunar Lander Exhibit, and some loot in an adjacent desk.

- Custodian Key for Tech Museum

13 Prime's Infomation Kiosk

Part of the Freeform Quest: Jiggs' Loot.

14 Virgo II Lunar Lander Exhibit

- Communications Dish

15 Security Room

You can turn off the turret and hack the Security Terminal to complete Jiggs' Loot.

- 10mm Pistol

16 Planetarium

17 Maintenance Room

Unlock the Gun Cabinet (the end of Jiggs' Loot), and read five entries from the Research Lead's Terminal about viruses plaguing the museum's computers, acquisitions located, and the like.

- First Aid Box (2)
- Nuka-Cola Quantum (83/110)
- Gun Cabinet Weapons

FREEFORM QUEST: JIGGS' LOOT

Locate the four terminals throughout this building; the first is in the atrium and features an entry marked "#000." Check the terminal again and the number has changed to #001. As the name of the hacker is "Prime," choose the prime number related to 001.

The second terminal is along the wall from the model of the Vertibird. The third terminal is at the base of the Delta IX Exhibit. The last terminal is in the security room just off the corridor near the Virgo II Exhibit.

TERMINAL NUMBER	NUMBER TO INPUT
#000	Read Menu option
#001	#019
#002	#053
#003	#113
#004	#Get Passcode

Make a mistake and you have to start over. Complete the quest, and you can open the adjacent wall safe in the security room. Stagger away with the Caps and Gun Cabinet Key, and open the cabinet in the east maintenance room inside the planetarium.

- 200 Caps
- Gun Cabinet Ammo and Weapons

If you want to meet up with Prime, check **Freeform Quest: The Jigg Is Up** (page 355) for the conclusion to this quest.

17.11: THE NATIONAL ARCHIVES (FRONT ENTRANCE)

17.12: THE NATIONAL ARCHIVES (REAR ENTRANCE)

- Miscellaneous Quest: Stealing Independence
- Freeform Quest (3)
- Threat Level: 4
- Faction: Super Mutant
- Danger: Chain Trap, Gas Leak, Mines, Terminal Trap
- Collectibles: Mini-Nuke, Pre-War Book (5), Skill Book (4)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item (7)
- Hostiles: Robot Genus, Super Mutant Genus, Turret
- Inhabitants: Sydney, Button Gwinett, Thomas Jefferson

RELATED INTERACTIONS

Sydney: You can team up and hunt for Relics together.

Button Gwinett: You can speak about history, convince him to hand over the Declaration of Independence, or search for ink for a forgery.

Set a little farther back from the Mall, this museum is a striking building. Dodge the Super Mutant blasts and choose one of two entrances: a grand door at the top of the front steps, or a back entrance into a rear library.

THE NATIONAL ARCHIVES

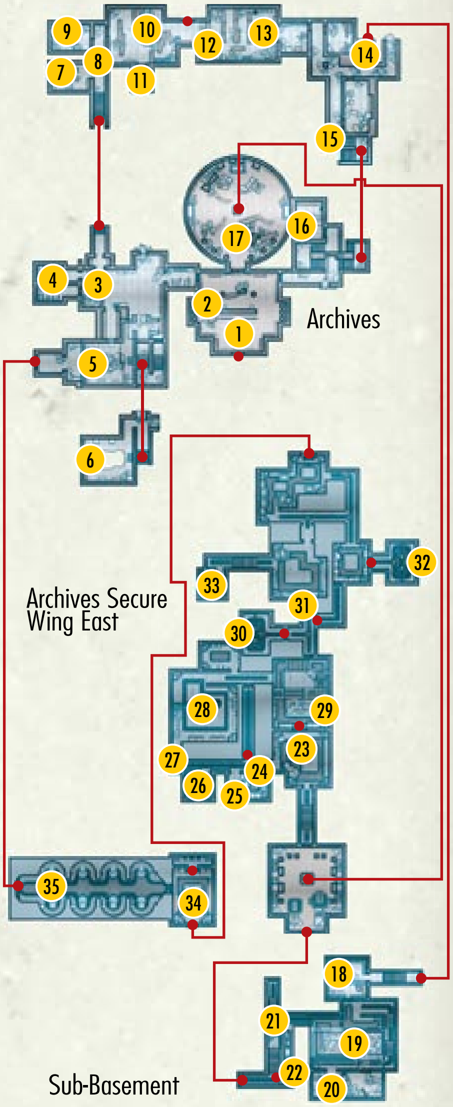
1 Foyer

The foyer features two National Archives Guess and Win! Terminals with eight questions on American history (the answers are on page 281).

- Archives Prize Voucher

INTERIOR MAPS AND LOCATIONS

The National Archives



2 Prize Terminal

Redeem your voucher for one of the following:

- Glamorously Grape Mentats (3)
- Brilliantly Berry Mentats (3)
- Observantly Orange Mentats (3)

3 Southwest Rooms

Check the bookcases near a doorway to steps down.

- Combat Shotgun and Ammo

4 Restrooms

- First Aid Box (2)

5 Filing Room

Disarm the terminal. The elevator can be used only from the Archival Strongroom.

- Ammunition Box (2)

6 Above Filing Room

Locate a RadAway, Stimpak, and the following:

- First Aid Box
- Ammunition Box (4)

7 Northwest Classroom

- Ammunition Box (2)
- Frag Grenade (2)
- Pulse Grenade

8 Danger: Red-engine-on-a-chain Trap!

9 Northwest Classroom

This area also has Darts.

- First Aid Box

10 Northwest Library Area

Beware of Frag Mines throughout this area, which cause the nearby Pre-War Books to fly off the fallen bookcase shelf they are on.

- Duck and Cover! (23/25)
- Frag Mine (3)
- Scribe Pre-War Book (77–81/103)

11 Danger: Brahmin-skull-on-a-log-on-a-chain Trap!

12 Danger: Brahmin-hindquarters-on-a-chain Trap!

13 Northeast Library Area

These items are near a desk and floor safe.

- Ammunition Box (2)
- Floor Safe Items
- First Aid Box

14 Wall Terminal and Door

This leads to the sub-basement.

15 Danger: Brahmin-head-on-a-chain Trap

At the base of the stairs.

16 Administrator's Office

A hole in one wall allows you to see the rotunda (and Sydney). Administer Berkley's Terminal has four entries to read, dealing with a shipment of Fruit Mentats, a clue about activating the rotunda lift, and some comic mischief regarding the "Thomas Jefferson Protectron." You can also unlock the wall safe from here, which contains more Prize Vouchers to redeem at Location #2.

- Wall Safe Items
- Archives Prize Voucher (6)

17 Rotunda

The rotunda is littered with activated Mines and a friendly mercenary named Sydney (although she also goes by "Little Moonbeam"). Defend the rotunda against a wave or two of Super Mutants, and she allows you lift access down into the Secure Wing East.

You can also kill Sydney and take Sydney's 10mm "Ultra" SMG, but don't do it until after she accesses her terminal, you evil fiend.

- Frag Mine (19)
- Pulse Mine
- Ammunition Box

ARCHIVES SUB-BASEMENT

18 Storage Room

Beware of a heavy Super Mutant presence. Locate the Stimpak, and the following:

- Ammunition Box (3)
- Sheet Music Book

19 Bridge

Danger: Escaping gas!

20 Southern Room

- Ammunition Box (3)
- First Aid Box

21 Corridor Junction

Locate the skeleton.

- Laser Rifle

22 Gated Storage Area

Open the gate for a Metal Helmet and these items:

- Mini-Nuke (61/92)
- Stealth Boy
- Duck and Cover! (24/25)

ARCHIVES SECURE WING EAST

Button Gwinett rallies his troops over the P.A. system throughout this search.

23 Utility Gate

Open this with a high Science Skill.

24 Metal Door

This requires you to Lockpick.

25 Robot Defense Room #1

- Laser Rifle and Ammo
- Ammunition Box

26 Robot Defense Room #2

- Laser Pistol
- Ammunition Box

27 Danger: Escaping Gas!

28 Shelving

- Ammunition Box
- Pulse Mine

29 Turret Generator

Repair this to deactivate all turrets between here and Button Gwinnett's chamber.

30 Secure Vault #1

Unlock the door, and ransack the vault for the following:

- Ammunition Box (7)
- First Aid Box
- Lying, Congressional Style (20/25)
- Bill of Rights (76/152)

31 Locked Door

32 Secure Vault #2

Unlock the door, and ransack the vault for the following:

- Ammunition Box (5)
- Magna Carta (77/152)

33 Generator Room (West)

- Super Sledge

34 Archival Strongroom

This is where you finally meet Button Gwinett. Refer to the quest (page 283) for the conversations you can have. Whether you talk or blast your way into Gwinett's mind, you can use the Strongroom Security Terminal to unlock all the doors.

- Archives Security Terminal Password
- Button's Wig (78/152)
- Declaration of Independence (79/152)
- Tales of a Junktown Jerky Vendor (21/24)

35 Protectron Pod Bay

Interact with "Thomas Jefferson." You can also access the Maintenance Terminal, to read about BGWIN009's system memory leak, an automated turret lock, a long-deactivated Nightingale, and other entries by the long-dead P. Brantseg of the Robotics Team. Leave via the elevator behind you.

FREEFORM QUEST: AN INK TO THE PAST

If you don't wish to destroy Button Gwinett, and he won't hand over the Declaration of Independence, cursing won't help. But traveling to the Arlington Public Library [9.18] and locating the Ink there will do the trick.

- [Fake] Declaration of Independence (80/152)

FREEFORM QUEST: OLD RELICS FOR AN OLD RELIC

If you've gathered the Bill of Rights or Declaration of Independence (or the faked version), you can sell them to Abraham Washington over at Rivet City's Capitol Preservation Society [9.15].

FREEFORM QUEST: MY LITTLE MOONBEAM

Assuming Sydney survived, you can speak to her either in the National Archives, in Rivet City, or in the Ninth Circle drinking establishment in Underworld (where she emigrates after this quest). Bring the following object:

- A Note from Little Moonbeam's Father

This Holotape is in the Statesman Hotel [12.08] (on a bed by a desiccated corpse). Speak with Sydney about her father. You need to figure out that her father's "sappy" name for her ("Little Moonbeam") is the one used in the Holotape message, if you listened to it. Sydney is shocked and taken aback that her father didn't leave when she was 14, but rather tried to help her. She presents her customized one-of-a-kind SMG as a token of her appreciation.

- Sydney's 10mm "Ultra" SMG (81/152)

17.13: PENN. AVE. / THE MALL METRO (THE MALL NORTHEAST)

- Threat Level: 3
- Faction: Super Mutant
- Underground Connection

The Metro Station entrance leads to a linked Underground Metro Area:

» **D.C. U9:** Penn. Ave. / The Mall Metro (Interior) (page 459)

The following surface location can be accessed from here:

» **15.07:** Penn. Ave. / The Mall Metro (Penn. Ave. South) (page 431)

Offering quick escapes to and from Pennsylvania Avenue, this Metro Station is also close to the Capitol Building and the National Archives. Although you can't quickly reach the Wasteland from here, you're at the back entrance to the Archives, and can avoid much of the Super Mutant activity in the main Mall area.

17.14: CAPITOL BUILDING WEST ENTRANCE

- Threat Level: 5
- Faction: Super Mutant, Talon Mercenary
- Danger: Behemoth
- Collectibles: Fat Man Launcher, Mini-Nuke (3), Nuka-Cola Quantum, Skill Book (6), Pre-War Book
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Hostiles: Super Mutant Behemoth, Super Mutant Genus, Talon Company Merc, Talon Company Robot

Note

This entrance leads to linked surface areas: Capitol Building (Interior), and the Mall. The interior map and tactics are shown below.

The eastern end of the Mall, on the steps to the Capitol Building, is where the fighting is fiercest. Pockets of Talon Company Mercs, Super Mutants, and (once they arrive) the Enclave are engaged in a violent and chaotic struggle for dominance. You're advised to attack from range, bring everything you have with you, and tool up for a protracted struggle. Battle to the top of the steps, using the stone buttressing as cover. Enter the West Entrance door.

CAPITOL BUILDING WEST ENTRANCE

Note

All these interior sections can be accessed in either direction.

This place is thick with Super Mutant stench, so expect severe resistance throughout, as well as attacks from dug-in Talon Company Mercs.

1 Office Room

- First Aid Box

2 Office Room #2

A Robot, Merc, and Mutie are all here.

- First Aid Box

3 Storage Room

Unlock the metal door to grab:

- First Aid Box
- Nikola Tesla and You (22/25)

4 Connecting Office (Rotunda)

This offers tools and an alcove off the rotunda with a terminal to turn off the Talon Company's turrets.

- First Aid Box

5 Capitol Rotunda

This area is a complete disaster zone. Watch as a Behemoth makes short and exceedingly violent work of the Talon Company, although one Merc has a Fat Man and Mini-Nuke of his own! Finish it off with missiles, back into corridors it can't chase you down, and make sure you search its corpse and the entire rotunda.

- Fat Man (9/9)
- Mini-Nuke (62–64/92)
- Ammunition Box (4)
- Missile Launcher and Ammo
- Frag Grenade (2)
- U.S. Army: 30 Handy Flamethrower Recipes (20/25)

CAPITOL BUILDING HALL OF COLUMNS

6 Restroom

There's a dead Merc in here.

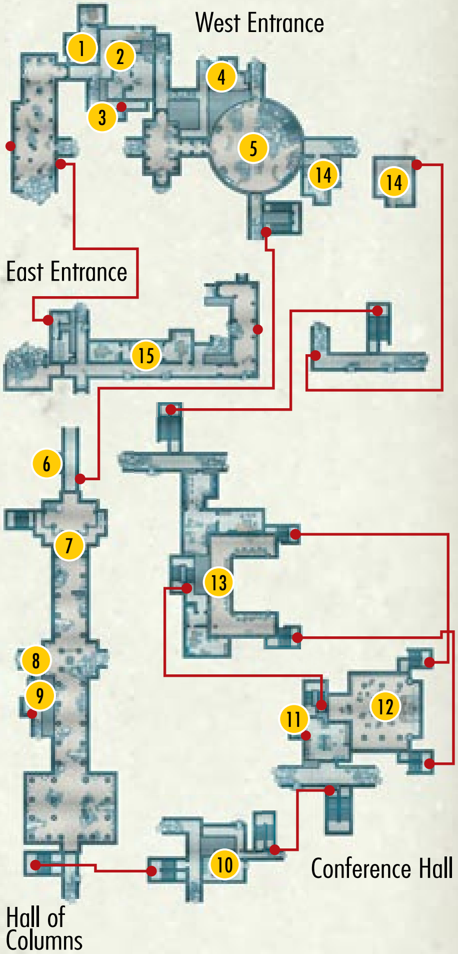
7 (Upper area) Sniper's Balcony

Check the railing for a Skill Book.

- D.C. Journal of Internal Medicine (23/25)
- Ammunition Box (2)

INTERIOR MAPS AND LOCATIONS

Capitol Building



8 Turret Control Terminal

Hack it to deactivate the turrets.

9 Side Passage

Unlock the door to a small storage room.

- First Aid Box
- Chinese Army: Spec. Ops. Training Manual (20/25)

10 Office

There are Darts on the pool table, and:

- First Aid Box

CAPITOL BUILDING CONFERENCE HALL

11 West Wall Metal Door

Unlock it to reach a storage room.

- First Aid Box

12 Conference Hall

Check the podiums for Caps and these:

- Assault Rifle (2)
- Ammunition Box (2)
- Lying, Congressional Style (21/25)

⑬ Upper Balcony

A number of interconnecting doors are located here.

- First Aid Box

⑭ (Capitol Building West Map) Room with hole in the floor.

Drop down to complete the search.

- First Aid Box

CAPITOL BUILDING EAST ENTRANCE

This is a quick exit to or from Seward Square.

⑮ Long Conference and Cubicle Filing Room

There's scattered whiskey, wine, Stimpaks, and the following on tables and in cubicles:

- Nuka-Cola Quantum (84/110)
- Tales of a Junktown Jerky Vendor (22/24)
- Scribe Pre-War Book (82/103)

17.A: STATUE OF LINCOLN (HEADLESS)

- Miscellaneous Quest: Head of State
- Threat Level: 3
- Faction: Slaver
- Highly Visible Landmark

The statue is missing a head, which is sits on the second floor of the Temple of the Union.

17.B: CITY COACH LINER

- Threat Level: 2

A rusting coach liner marks the location of the nearby Mirelurk Nesting Hole [17.03].

17.C: BROTHERHOOD LOOKOUT

- Threat Level: 2
- Faction: Brotherhood of Steel
- Danger: Low Radiation, Mines
- Guns and Ammunition
- Health and Chems

A forward observation post close to the Washington Monument holds a Brotherhood Initiate, with a Knight patrolling nearby. If you're heading east, beware of a few Frag Mines laid across the road. The post itself has Rad Chems and the listed items, although all of these must be stolen, usually resulting in hostility from the Brotherhood.

- Frag Mine
- Ammunition Box (4)
- First Aid Box (2)

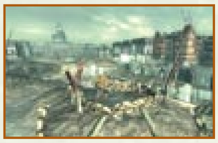
17.D: BROTHERHOOD DEFENSES

- Threat Level: 4
- Factions: Brotherhood of Steel, Super Mutant
- Guns and Ammunition

On the southern edge of the Mall trenches, there's a Brotherhood defense post with a dead Initiate. Grab these during lulls in combat:

- Brotherhood Holotag
- Power Armor and Helmet
- Laser Rifle and Ammo

17.E: SUPER MUTANT DEFENSES



- Threat Level: 4
- Faction: Brotherhood of Steel, Super Mutant

This Super Mutant defense position is central in the Mall trenches, a large section in the center of this zone where Brotherhood, Mutant, and Talon Company Mercs all fight for supremacy. The trenches themselves are death-traps; snipe from a distance, tagging the Super Mutants you can see, and work your way around the tops of the trenches so you can retreat out of firing range easily.

17.F: SUPER MUTANT CAMP

- Threat Level: 3
- Faction: Super Mutant

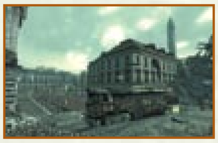
Attack these monstrosities on your way to or from the Museum of Technology.

17.G: SUPER MUTANT DEFENSES

- Threat Level: 3
- Faction: Super Mutant

A sandbag defense at the highest spot in the Mall trenches has a Mutie or two. Take up a defensive position here.

17.H: CITY COACH LINER



- Threat Level: 2
- Faction: Super Mutant

Parked close to the front steps of the National Archives, this can take out a few Super Mutants if you're lucky.

17.I: AMMO CACHE

- Threat Level: 3
- Faction: Super Mutant
- Guns and Ammunition
- Health and Chems
- Sleep Mattress

This dead-end has a place to sleep and some choice items.

- Ammunition Box (3)
- First Aid Box

17.J: CITY COACH LINER

- Threat Level: 2
- Faction: Super Mutant

Close to the Mall Northeast Metro Station is a city coach liner, perfect for destroying.

ENCLAVE CAMP LOCATIONS

- Main Quest: Picking Up the Trail

CAMP E17.01

- Threat Level: 5
- Factions: Enclave, Super Mutant

A Vertibird lands on the top of the steps, remaining there to back up two Soldiers, a Scientist, and a Modified Deathclaw.

Zone 18: Seward Square

- Mini Nukes: 5/92
- Skill Book [Repair]: 1/25, Skill Book [Speech]: 1/25
- Unique Items: 2/152

PRIMARY LOCATIONS

18.01: Capitol Building East Entrance

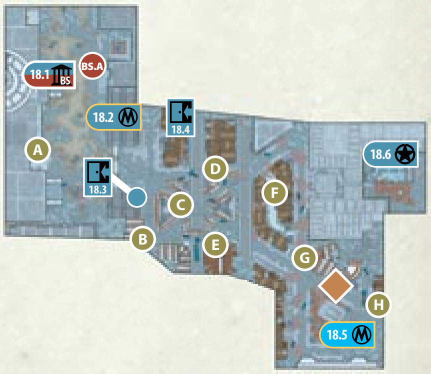
18.02: Penn. Ave. / Seward Sq. Metro

18.03: Office Building

18.04: Sewer

18.05: Reilly's Rangers Compound

18.06: Anacostia Crossing Station



SECONDARY LOCATIONS

18.A: Pulowski Preservation Shelter
18.B: A Cuppa Joe
18.C: Iron Statue
18.D: Container Truck
18.E: Broadway Cinema
18.F: Explosive Alley
18.G: Cornucopia Fresh Groceries
18.H: Container Truck
BS18.A: Talon Company Camp

18.01: CAPITOL BUILDING EAST ENTRANCE

- Threat Level: 3
- Factions: Super Mutant, Talon Mercenary
- Highly Visible Landmark
- Interior Exploration
- Hostiles: Super Mutant Genus, Talon Company Merc

Note

This entrance leads to linked surface areas: 17.14: Capitol Building (Interior), and the Mall. The interior map and tactics are shown in location 17.14.

The quickest way from Seward Square to the Mall (assuming you defeat the Super Mutants inside) is via the Capitol Building. This structure is being bombarded by Talon Company artillery. On this side of the building is a small contingent of Super Mutants. Sneak or flee to cover; the building columns are a good place to snipe from.

18.02: PENN. AVE. / SEWARD SQ. METRO (SEWARD SQUARE NORTH)

- Threat Level: 3
- Factions: Super Mutant, Talon Mercenary
- Interior Exploration
- Hostiles: Super Mutant Genus, Talon Company Merc

The Metro Station entrance leads to a linked Underground Metro Area:

» **D.C. U10:** Penn. Ave. / Seward Sq. Metro (Interior) (page 459).

The following surface location can be accessed from the Underground Metro Tunnels:

» **15.08:** Penn. Ave. / Seward Sq. Metro (Penn Ave. East) (page 431).

The closest Metro Station to the Capitol Building, on the east of the pedestrian bridge, is the Seward Square North entrance. Talon Company Mercs are on the bridge, and Super Mutants all over.

18.03: OFFICE BUILDING (TALON ARTILLERY STRIKE POINT)

- Threat Level: 2
- Faction: Talon Mercenary
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostiles: Talon Company Mercs

INTERIOR LOCATIONS GENERAL NOTES

A metal door on the east side of the building facing the Super Mutant courtyard leads into an office building.

Stimpaks

The ground floor is devoid of items, but the upper northeast corner has five Stimpaks.

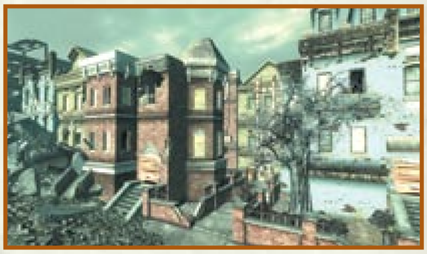
Workstation

On the opposite corner is a workstation with five entries.

Step out onto the bridge, drop the Talon Company Merc Sniper, and gather his belongings. Also on a small table is a Holotape: Seward Square Artillery. You can call a couple of airstrikes on the grounds of the Capitol Building from the switch here. If you snuck here without attracting foes, rain hell on the battle between Mutants and Mercs.

- First Aid Box (2)
- Ammunition Box (2)
- Holotape: Seward Square Artillery

18.04: SEWER (SEWARD SQUARE)



- Threat Level: 2
- Faction: Super Mutant
- Underground Connection
- Hostiles: Super Mutants

The Sewer entrance leads to an Underground Metro Area:

» **D.C. U11:** Sewer (Interior)

The following surface locations can be accessed from the Underground Metro Tunnels:

» **15.03:** Sewer (Penn. Ave.) (page 431)

Head into the Sewer from this manhole cover, which can take you to an identical manhole cover in the northeastern section of Pennsylvania Avenue.

18.05: ANACOSTIA CROSSING STATION (SEWARD SQ. SOUTHEAST)

- Threat Level: 3
- Faction: Super Mutant
- Underground Connection

This place is teeming with Super Mutants that will strafe and charge. They are active in this southeastern end of the zone, too.

The Metro Station entrance leads to a number of linked Underground Metro Areas:

» **D.C. U22.A:** Anacostia Crossing Station (Interior) (page 463).
» **D.C. U22.B:** Museum Station (page 464).
» **D.C. U6.B:** Metro Central (page 457).

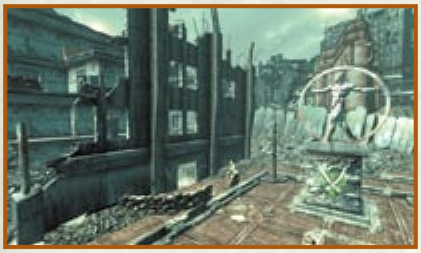
From Location D.C. U6.B, you can reach:

» **11:** Dupont Circle
» **12:** Vernon Square
» **14:** Georgetown
» **15:** Pennsylvania Avenue
» **16:** Arlington National Cemetery
» **17:** The Mall
» **18:** Seward Square

The following surface locations can be accessed from the Underground Metro Tunnels:

- » **17.06:** The Mall (near Museum of History Entrance) (page 437)
- » **17.09:** The Mall (near Museum of Technology Atrium) (page 440)
- » **9.16:** Anacostia Crossing (Exterior) (page 411)
- » Various location from **U6.B:** Metro Central (page 457)

18.06: REILLY'S RANGERS COMPOUND



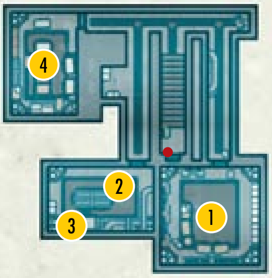
- Miscellaneous Quest: Reilly's Rangers
- Freeform Quest (3)
- Threat Level: 1
- Faction: Reilly's Rangers
- Services: Healer, Repairer, Trader
- Collectible: Skill Book
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Loads o' Caps
- Rare or Powerful Item (2)
- Inhabitants: Reilly, Brick, Butcher, Donovan, Theo (Deceased)

Note

Begin the quest to easily access the interior of this structure.

INTERIOR MAPS AND LOCATIONS

Reilly's Ranger Compound



Head up the street to a pair of sandbag defenses, and then east, heading through a narrow passageway. You appear in a courtyard daubed with Reilly's insignia, and a half-wrecked building to the north. Approach the wall terminal, but don't access it yet; head up the steps and explore the ruined building above for a large supply of items:

- Ammunition Box (5)
- First Aid Box (2)

Check the wall terminal and locked door. If you've met Reilly, you can easily enter this building. There is a second message on the wall terminal, from Reilly's sibling.

If you began Mini Encounter 0.01: Searching for Cheryl, there are additional clues to her whereabouts here.

REILLY'S RANGER COMPOUND

① Reilly's Terminal and a Radio

The terminal has three options:

Current Personnel Listing

Bios of Reilly and her teammates.

Current Contracts

They are currently mapping the D.C. Ruins, and eradicating Super Mutants.

Reilly's Personal Notes

Four entries detail Reilly's escapades.

② Storage Room

Are you missing a pencil? There are household items, too.

- Ammunition Box

③ Small Generator

- Dean's Electronics (20/25)

④ Barracks and Common Room

There's food in the fridge, beer to swig, Stimpaks, some Chems, and the listed items. Complete **Miscellaneous Quest: Reilly's Rangers**, and if one or more of the Rangers survived, you also receive a choice of rewards from Reilly: Ranger Battle Armor or Eugene the Minigun.

- Ammunition Box (2)
- First Aid Box
- Frag Grenade
- Scoped .44 Magnum and Ammo
- Ranger Battle Armor (82/152)
- Eugene (83/152)

FREEFORM QUEST: GEOMAPPING WITH REILLY

Speak with Reilly once the quest is over. She offers a GeoMapper to help her map the Wasteland. Take it because this is a great way of making Caps. For every Primary Location you reach, the GeoMapper offloads the data from your Pip-Boy. She has two additional GeoMappers if you lose or sell the first. You receive 20 Caps per location; start right now by downloading all the locations you've already found.

- GeoMapper (3)
- Caps

FREEFORM QUEST: DONOVAN, MASTER REPAIRER

If Donovan survived, you can Trade and Repair with him.

FREEFORM QUEST: THE BUTCHER WILL SEE YOU NOW

If Butcher survived, you can purchase medical supplies and seek Healing from him.

18.A: PULOWSKI PRESERVATION SHELTER

- Threat Level: 2
- Faction: Super Mutant
- Collectible: Skill Book

This Shelter contains an old suitcase, old money, and a Skill Book.

- Lying, Congressional Style (22/25)

18.B: A CUPPA JOE

- Threat Level: 3
- Faction: Super Mutant
- Highly Visible Landmark

18.C: IRON STATUE

- Threat Level: 4
- Faction: Super Mutant
- Highly Visible Landmark

This statue overlooks a Super Mutant camp with a lot of Mutants and Centaurs.

18.D: CONTAINER TRUCK

- Threat Level: 4
- Faction: Super Mutant
- Health and Chems

A container truck with a Super Mutant minigunner. Sneaking up the planks behind him and onto the top of the container truck is a good way to kill him. Check the back of the truck, and open the safe.

- Floor Safe Items
- First Aid Box

18.E: BROADWAY CINEMA

- Threat Level: 4
- Faction: Super Mutant
- Highly Visible Landmark

18.F: EXPLOSIVE ALLEY

- Threat Level: 4
- Faction: Wastelander
- Danger: Mines
- Collectible: Mini-Nuke (5)

FREEFORM QUEST: THE PREACHER

- Hostile: The Preacher

In an alley just west of Reilly's Ranger Compound, a lunatic has rigged up a P.A. system. His babble is nonsense, but it's freaking out the locals. Find one of them at the southern entrance to this alley. Speak to the Wastelander about the situation, and attempt one of the following plans:

Aim a Sniper Rifle at the preacher and shoot him before the explosion takes place, then gather up his explosives.

Activate a Stealth Boy, ignore the madman's babbling, and gather the explosives up.

Convince the Wastelander to go in and greet the preacher, which he does, before getting caught in the firestorm.

The trick here is not to let the alley explode; you don't want to waste that many Mines and Mini-Nukes!

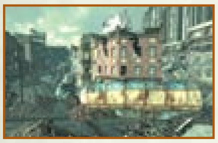
- Frag Mine (5)
- Mini-Nuke (65–69/92)

18.G: CORNUCOPIA FRESH GROCERIES

- Miscellaneous Quest: Reilly's Rangers
- Threat Level: 1
- Factions: Reilly's Rangers, Super Mutant
- Highly Visible Landmark

Look for this landmark during the quest, because the corner of the street it is on (7th) leads to Reilly's Ranger Compound.

18.H: CONTAINER TRUCK



- Threat Level: 2
- Factions: Super Mutant, Wastelander
- Danger: Baby Carriage
- Health and Chems
- Guns and Ammunition

Step in, fix the trap, and grab what you need:

- Ammunition Box (2)
- First Aid Box (2)

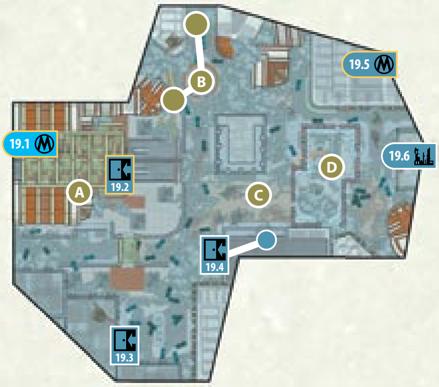
ENCLAVE CAMP LOCATIONS CAMP E18.01

- Main Quest: Picking Up the Trail
- Faction: Enclave, Super Mutant
- Threat Level: 2

A Vertibird drops in on the main road near the south station, and deposits a Soldier and a Sentry Bot to mop up the Super Mutants.

Zone 19: Falls Church

- Mini-Nukes: 1/92
- Unique Items: 1/152
- Nuka-Cola Quantum: 1/110
- Pre-War Books: 2/103
- Skill Book [Lockpick]: 2/25, Skill Book [Sneak]: 1/25, Skill Book [Unarmed]: 1/25



PRIMARY LOCATIONS

19.01: Marigold Station
19.02: Falls Church / Mason District Metro
19.03: Office Building (#1)
19.04: Office Building (#2)
19.05: Arlington / Falls Church Metro
19.06: L.O.B. Enterprises

SECONDARY LOCATIONS

19.A: Pulowski Preservation Shelter
19.B: Super Mutant Courtyard
19.C: Playground
19.D: Super Mutant Camp

19.01: MARIGOLD STATION (FALLS CHURCH METRO)

- Threat Level: 3
- Faction: Super Mutant
- Guns and Ammunition
- Underground Connection

The Metro Station entrance leads to two linked Underground Metro Areas:

» **D.C. U16.A:** Marigold Station (Interior) (page 460).
» **D.C. U16.B:** Queen Ant's Hatchery (page 461).

The following surface locations can be accessed from the Underground Metro Tunnels:

» **9.10:** Marigold Station (Grayditch) (page 404).

The two stations here are close together but lead to completely different zones, so make sure you choose your location carefully! As you emerge, check the area for Super Mutants, and the platform for a mattress and these items, courtesy of a dead Raider.

- Assault Rifle
- Ammunition Box
- Frag Mines

19.02: FALLS CHURCH / MASON DISTRICT METRO (FALLS CHURCH METRO)

- Threat Level: 3
- Faction: Super Mutant
- Underground Connection

The Metro Station entrance leads to two linked Underground Metro Areas:

» **D.C. U17.A:** Falls Church / Mason District Metro (Interior) (page 461).
» **D.C. U17.B:** Franklin Metro Utility (page 461).

The following surface locations can be accessed from the Underground Metro Tunnels:

» **20.02:** Falls Church / Mason District Metro (Franklin Station) (page 451).

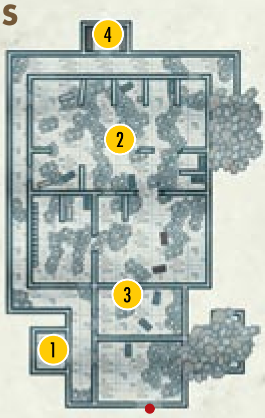
This place has a number of lurking Super Mutants, and Marigold Station at the opposite (west) end of this covered station. There are Chems and a Stimpak in a tiny crate on top of the tunnel structure above you.

19.03: OFFICE BUILDING (#1)

- Threat Level: 4
- Factions: Brotherhood of Steel, Super Mutant
- Danger: Bear Trap, Chain Trap
- Collectible: Skill Book
- Health and Chems
- Interior Exploration
- Hostiles: Super Mutant Genus
- Inhabitants: Paladin Hoss

INTERIOR MAPS AND LOCATIONS

Office Building



GENERAL NOTES

Battle along the sunken road, or across the footbridge to reach a large, debris-strewn courtyard with a bus stop in the middle. The office in question has an entrance you can't miss! Once inside, slow down, and watch for some fiendish traps.

① Restroom

Disarm the Brahmin-on-a-chain Trap.

- First Aid Box

② Main Office

Check the desk near the south wall for a Skill Book and safe.

- Tumblers Today (21/25)
- Floor Safe Items

③ Danger: Bear Trap!

④ Small Storage Room

Initiate Pek can be found here.

FREEFORM QUEST: THE LOST INITIATE

Outside one of the Metro locations, two Brotherhood Paladins approach you. Speak to Paladin Hoss and they request help. An Initiate was trapped inside a nearby building. Ask for a reward and you receive a grudging offer of 100 Caps for your aid. You must run and gun around the entire zone, shooting Super Mutants until all of them are defeated. Then, head south over the footbridge, and into this office building. Execute all Muties inside, and look for Initiate Pek in the back room. Return with the youngster, or if he doesn't make it, report back to Hoss, letting him know the news.

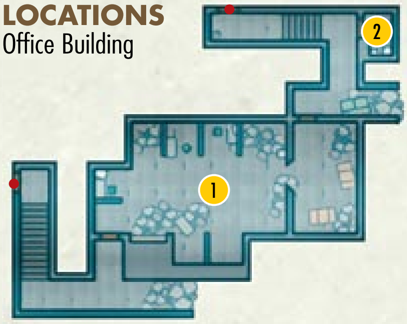
- Brotherhood Holotag
- Power Armor and Helmet
- 100 Caps

19.04: OFFICE BUILDING (#2)

- Threat Level: 1
- Factions: Brotherhood of Steel, Super Mutant
- Danger: Shotgun Trap
- Health and Chems
- Interior Exploration

INTERIOR MAPS AND LOCATIONS

Office Building



GENERAL NOTES

South of the playground is a concrete office building. Pick either entrance (the following pre-supposes you used the western door).

① Office

Find small amounts of Ammo on the bookcases, and a Brotherhood Initiate fighting Super Mutants. Claim his Holotags if he dies, then access the terminal. It is the last note Elise Walton ever wrote.

- Brotherhood Holotag
- Power Armor and Helmet

② Restroom

Stoop and disarm the Rigged Shotgun.

- Combat Shotgun and Ammo
- First Aid Box

19.05: ARLINGTON / FALLS CHURCH METRO (NORTH)

- Threat Level: 2
- Faction: Super Mutant
- Underground Connection

The Metro Station entrance leads to a Underground Metro Areas:

» **D.C. U15:** Arlington / Falls Church Metro (Interior) (page 460)

The following surface location can be accessed from the Underground Metro Tunnel:

» **16.04:** Arlington / Falls Church Metro (Cemetery South) (page 434)

North of the school and L.O.B. Enterprises is a Metro Station (Falls Church North on your World Map). This is a quick way to reach Mama Dolce's and the cemetery. Expect light resistance from Super Mutants in the school as you head in or out of here.

19.06: L.O.B. ENTERPRISES

- Threat Level: 4
- Danger: Gas Leak
- Collectibles: Mini-Nuke, Nuka-Cola Quantum, Pre-War Book (2), Skill Book (3)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item
- Hostiles: Robot Genus
- Interior Maps and Locations

Located at 18527 Fairford, L.O.B. Enterprises is still recognizable, east of the Super Mutant camp in the ruined office. Head up the steps to the only entrance door to this weapons manufacturer.

L.O.B. ENTERPRISES

1 Lobby

On the lobby desk is a Front Desk Terminal with the following four entries:

All Personnel: Emergency Protocols

Notes on how the employees may use a desk as a barricade, and instant rescinding of cafeteria privileges.

Weapon Practice Tonight?

Information on practicing with "low-grade, military-class" weapons.

Sent Item: MAN THE DOORS!!

THE FEDS ARE HERE!

2 Restrooms (south)

- First Aid Box

3 East-West Corridor

There's a terminal and a bit of food here.

4 Upper, Rubble-Filled Office

Accessed via the lower floor rubble pile. Check the skeleton near a terminal. Scout the entire area for these items:

- First Aid Box
- Pulse Grenade
- Frag Grenade (3)
- Ammunition Box

5 Cafeteria

There's food in the fridge and vending machine. Check the wall and table for these items:

- First Aid Box
- 10mm Submachine Gun and Ammo

6 Small Storage Room (Northeast area)

There are Darts, a Skill Book and a First Aid Box to grab.

- Pugilism Illustrated (23/25)
- First Aid Box

7 Large Office (Northeast)

Grab three Cartons of Cigarettes and some food on the bookcases. There's another employee terminal in here.

8 Large Office (West)

Find an employee terminal and a Quantum on a bookcase here.

- Nuka-Cola Quantum (85/110)

9 Gas-Filled Basement

- Laser Rifle
- Ammunition Box

10 Desk with a Skeleton

There are stairs up to the elevator to L.O.B. Enterprises East Wing.

- Ammunition Box
- Laser Pistol

L.O.B. ENTERPRISES EAST WING

11 Side Office

There's a Teddy Bear, Stealth Boy, and Security Terminal, which offers advice and information for the long-dead security captain, and turrets you can bring back online.

- Stealth Boy

12 Northeast Office

Debris-filled, with stairs up to the next floor.

- 10mm Submachine Gun and Ammo

13 Long Office (North)

There's an employee terminal, and a bar with a fridge stocked with food.

- First Aid Box

14 (Upper Floor) R&D Terminal

Hack the R&D Terminal to discover information on four types of prototype liquid-based ammunition that the company was working on.

- Scribe Pre-War Book (83–84/103)

15 Locked Door

16 CEO's Office Bathroom

Check the light for the Mini-Nuke.

- First Aid Box
- Mini-Nuke (70/92)

17 CEO's Desk

There are Darts, a terminal with a receipt from "Happy Liberty" imports, and an L.O.B. Enterprises Secure-Case with a Zhu-Rong v418 Chinese Pistol and Ammo inside.

- First Aid Box
- Ammunition Box (2)
- Tumblers Today (22/25)
- Zhu-Rong v418 Chinese Pistol and Ammo (84/152)

L.O.B. ENTERPRISES ARCHIVES

18 Employee Terminal and Desk

- Chinese Army: Spec. Ops. Training Manual (21/25)

19 Danger: Escaping Gas!

20 L.O.B. Employee Corpse

- 10mm Submachine Gun and Ammo
- Ammunition Box (2)

21 Room with Safe

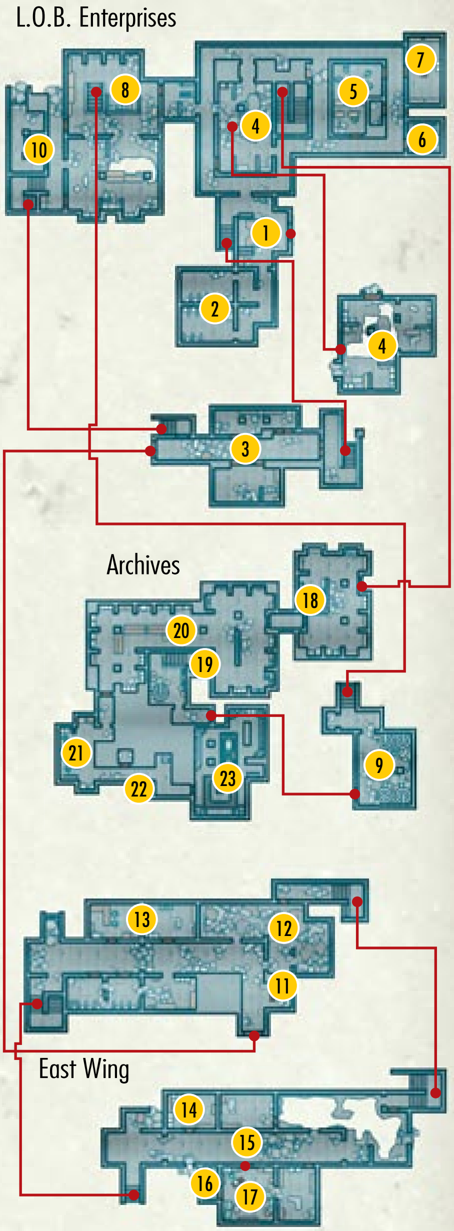
- Floor Safe Items
- First Aid Box

22 Restrooms

One is stuffed with Cherry Bombs!

23 Generator Room

- First Aid Box (2)
- Stealth Boy



19.A: PULOWSKI PRESERVATION SHELTER

This shelter has two Ammo Boxes and some Dirty Water to take.

- Ammunition Box (2)

19.B: SUPER MUTANT COURTYARD

- Threat Level: 2
- Health and Chems

At the north end of this zone, near the sunken road. is a fountain with thick bushes and rusting vehicles. Blast them so they explode and take the Super Mutants out.

- First Aid Box

19.C: PLAYGROUND

- Threat Level: 2

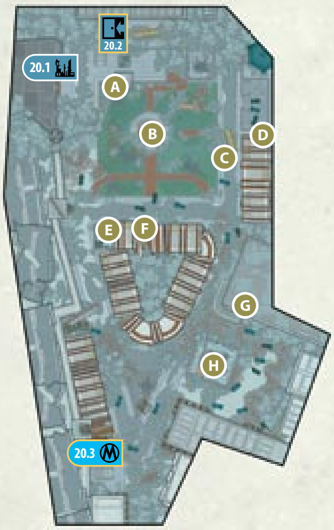
19.D: SUPER MUTANT CAMP

- Threat Level: 3
- Faction: Super Mutant

If you're being shot at, check this area for Super Mutants. Then check the desks.

Zone 20: Mason District

- Nuka-Cola Quantum: 1/110
- Pre-War Books: 2/103
- Skill Book [Barter]: 1/24, Skill Book [Melee Weapons]: 1/25, Skill Book [Repair]: 1/25, Skill Book [Small Guns]: 1/25



PRIMARY LOCATIONS

20.01: Hubris Comics Publishing

20.02: Falls Church / Mason District Metro

20.03: Flooded Metro

SECONDARY LOCATIONS

20.A: Iron Statue

20.B: Irradiated Super Mutant Courtyard

20.C: Overturned City Coach Liner

20.D: Pulowski Preservation Shelter

20.E: Mason House

20.F: Mason Alcove

20.G: Mason Station (Blocked)

20.H: Super Mutant Camp

20.01: HUBRIS COMICS PUBLISHING

- Miscellaneous Quest: The Superhuman Gambit
- Freeform Quest
- Threat Level: 3
- Faction: Ghoul
- Danger: Baby Carriage, Baseball Pitcher, Grenade Bouquet (2), Mines, Shotgun Trap, Terminal Trap
- Collectibles: Nuka-Cola Quantum, Pre-War Book (2), Skill Book (2)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus, Mad Johnny Wes, Turret

The building leads to a linked Underground area:

» **D.C. U14:** Hubris Comics Utility Tunnels (page 460)

The following surface locations can be accessed from the Underground Metro Tunnels:

» **9.D:** Sewer Grate (page 413)

The Hubris Comics Building still holds a grandeur from back when the adventures of Grognak and Captain Cosmos were incredibly popular. The building is in the northwest corner of the Mason District, overlooking the irradiated park, and right next to the Falls Church/Mason District Metro station. You can also visit the Hubris Comics building via the tunnel from the Capital Wasteland.

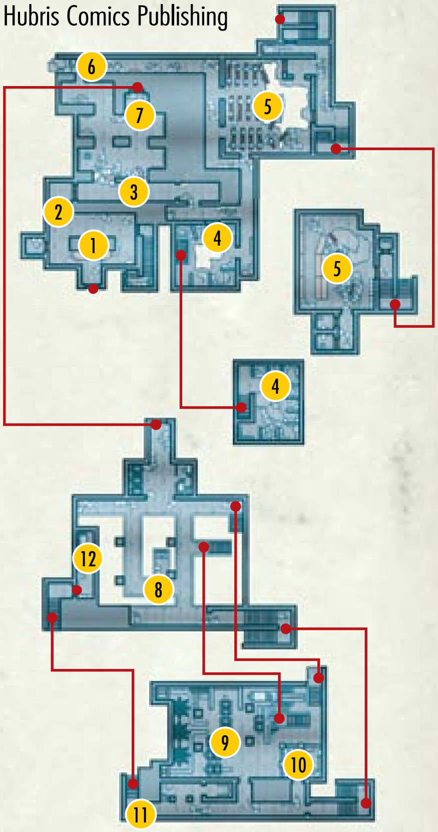
HUBRIS COMICS PUBLISHING

Note

You can enter this area via one of two entrances from the Utility Tunnels, or from the exterior Mason District. The following scavenger hunt assumes you begin at the entrance foyer.

INTERIOR MAPS AND LOCATIONS

Hubris Comics Publishing



Hubris Comics Printing

1 Foyer

Disarm the Dummy Terminal Trap, grab the Skill Book, and access the Receptionist Terminal. Read the entries. Of note:

Letters to the Editor

"Obsessed in Oakmont" writes about how infuriating the portrayal of the AntAgonizer is in the *Grognak the Barbarian* comic books. Interesting....

Beta Testing Notice

The "Lil' Heathens" fan club meets on Monday to beta-test Grognak's latest computer adventure: Reign of Grelok.

- Tales of a Junktown Jerky Vendor (23/24)

2 Pile of Debris

- Scribe Pre-War Book (85/103)

3 East-West Corridor

Beware of the Rigged Shotgun, and disarm one of the Baby Carriages you see.

- Combat Shotgun and Ammo

4 Beta Testing Office

Beware of two Grenade Bouquets; one above the hole in the floor, and the other at the top of the stairs. Downstairs is a terminal that allows you access to the Reign of Grelok (beta). Check Freeform Quest: The Official Reign of Grelok Strategy Guide for more information.

- Ammunition Box (2)
- First Aid Box (3)
- Frag Grenade (6)

5 Editors' Offices

Find Ghouls and a hole in the floor. Downstairs are ruined bookcases, a storage room, and restrooms, with some common items.

6 Danger: Pitching Machine Trap!

7 Elevator down to Hubris Comics Printing

HUBRIS COMICS PRINTING

8 Upper Balcony

There are eight Frag Mines to disarm on this structure.

- Frag Mine (8)

9 Printing Presses

Activating them just results in an alarming amount of smoke.

Note

Causing the smoke from the presses makes Mad Johnny a little less accurate with that Minigun.

10 Lower Floor Office

You can access a Publishing Terminal here, allowing you to unlock the Foreman's Door.

- Scribe Pre-War Book (86/103)
- First Aid Box (2)

The Foreman's Terminal is where the majority of your rewards are piled; don't let the *Grognak* fall to the print room below.

11 Danger: Baseball Pitcher Trap!

12 Foreman's Office and Balcony

Unlock via the Publishing Terminal or Lockpick. Mad Johnny Wes lives up to his name; he can't be reasoned with, so drop him and take his Minigun. Search for Darts, and a terminal that controls the turrets; shut them down if you haven't blown them up.

- First Aid Box (3)
- Ammunition Box (3)
- Nuka-Cola Quantum (86/110)
- Grognak the Barbarian (22/25)

FREEFORM QUEST: THE OFFICIAL REIGN OF GRELOK STRATEGY GUIDE

Welcome to the wide plains! The following locations can be trekked to:

North: Foothills stretch to clouds gathering around an ominous peak.

East: A dirt path to a lonely chapel.

South: A bustling town.

West: A thin tower stands alone in a bog.

Inventory: You begin with a Rusty Sword and Drinking Flask.

The correct order of visiting is as follows:

Optional Tasks

Go East: Visit the lonely chapel. Look around. Use your Rusty Sword on the Zombie so it falls into the grave. Look in the grave, get the Zombie head as a trophy.

Go South: Enter the town, and look around; there's a Blacksmith and a Priest here. Visit the Priest and present the Zombie head to him. He rewards you with the Chapel Key.

Go North, then East: The Chapel doors are now unlocked. Examine the Chapel. There is a stone Cistern here and you have more than enough water to fill your Drinking Flask.

Critical Path

Go North: Look around the mountainside. Grelok is here, but is much too strong for your puny Rusty Sword. Investigate the glinting object; it is a rough gemstone.

Go South, and then West: You move into the swamp, and spot a Wizard in the tower. Talk to the Wizard. He refines the gemstone, and gives it back, with a Magical Shard.

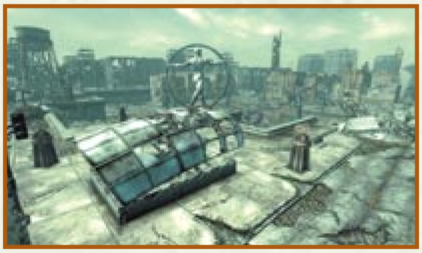
Go East, then South: Enter the town, and visit the Blacksmith. Following your careful instructions, he re-forges your sword with the magical shard at the center of the blade.

Go West, then North: Face Grelok, and use the Magical Sword to defeat him! He won't be spewing his heresies again!

The End

(Thank you for purchasing this strategy guide.)

20.02: FALLS CHURCH / MASON DISTRICT METRO (FRANKLIN STATION)



- Threat Level: 2
- Faction: Super Mutant
- Underground Connection
- Hostiles: Super Mutants

The Metro Station entrance leads to two linked Underground Metro Areas:

» **D.C. U17.A:** Falls Church / Mason District Metro (Interior) (page 461)

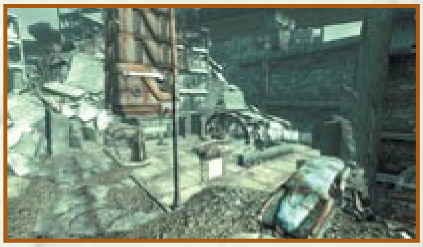
» **D.C. U17.B:** Franklin Metro Utility (page 461)

The following surface locations can be accessed from the Underground Metro Tunnels:

» **19.02:** Falls Church / Mason District Metro (page 447)

There's an irradiated playground to the southeast, a coach liner to hide behind, and Hubris Comics to the southwest.

20.03: FLOODED METRO (MASON DISTRICT SOUTH)



- Threat Level: 2
- Faction: Super Mutant
- Danger: Low Radiation
- Underground Connection

The Metro Station entrance leads to:

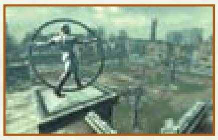
» **D.C. U19:** Flooded Metro (Interior) (page 463)

The following surface location can be accessed from here:

» **9.17:** Flooded Metro (Capital Wasteland) (page 411)

Offering passage to the southern Capital Wasteland via the Flooded Metro, this station is at the joining of two roads.

20.A: IRON STATUE



- Threat Level: 2
- Highly Visible Landmark

Overlooking the courtyard playground, this provides partial cover from the Muties roaming the lower area.

20.B: IRRADIATED SUPER MUTANT COURTYARD

- Threat Level: 4
- Faction: Super Mutant, Wastelander
- Danger: Low Radiation
- Guns and Ammunition
- Hostiles: Super Mutant Genus
- Captive Wastlander

Super Mutants have turned this playground courtyard into an irradiated swamp of terror. They are holding a Wastelander captive. Attempt any fighting from the higher ground to the northwest. Should you prevail, you can release the captive, and inspect a weapons cart:

- Ammunition Box (4)
- Chinese Assault Rifle (3)

Rescue any captives and take their gift for a small boost to your Karma, or refuse the gift for a larger boost.

20.C: OVERTURNED CITY COACH LINER

- Threat Level: 3

This provides good cover, or you can coax the Muties to the vicinity, and blow it up.

20.D: PULOWSKI PRESERVATION SHELTER

- Threat Level: 2
- Collectible: Skill Book

In the corner of a fenced parking lot is a shelter with some tools, junk, and a copy of *Dean's Electronics.*

- Dean's Electronics (21/25)

20.E: MASON HOUSE

- Threat Level: 2
- Danger: Low Radiation

A few Chems and vodka are available in this small cafe alcove.

20.F: MASON ALCOVE

- Threat Level: 2
- Collectible: Skill Book
- Guns and Ammunition

On the corner of Jarndyce Way and Dexter Avenue is an open building that provides a great sniping position overlooking the Mutie courtyard. Someone else thought so too, but he's long-dead. Grab his belongings: a Stimpak, and the following big-ticket items:

- Ammunition Box
- Frag Grenade (2)
- 10mm Pistol
- Sniper Rifle
- Guns and Bullets (23/25)

20.G: MASON STATION (BLOCKED)

- Threat Level: 1

20.H: SUPER MUTANT CAMP

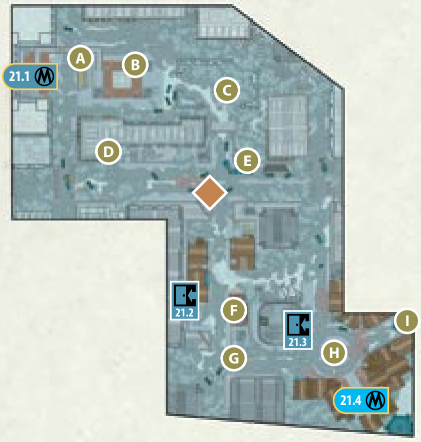
- Threat Level: 2
- Faction: Super Mutant

South of the blocked-up Metro Station is a small set of Super Mutant defenses; only two of the brutes are here, making the open-air office structure easy to infiltrate, and the enemies quick to slaughter.

- Ammunition Box (4)
- Chinese Assault Rifle (3)

Zone 21: L'Enfant Plaza

- Skill Book [Big Guns]: 1/25, Skill Book [Science]: 1/25



PRIMARY LOCATIONS

21.01: Hazmat Disposal Site L5 (L'Enfant Plaza)
21.02: Shop (Madame Jealle's)
21.03: Offices of the Capital Post
21.04: Irradiated Metro

SECONDARY LOCATIONS

21.A: Footbridge and City Coach Liner
21.B: Glass Pyramid Courtyard
21.C: Tunnel Cache
21.D: Pulowski Preservation Shelter
21.E: Container Truck
21.F: L'Enfant Cafe
21.G: City Coach Liner
21.H: Roundabout
21.I: Container Truck and Burial Mound

21.01: HAZMAT DISPOSAL SITE L5 (L'ENFANT PLAZA)

- Threat Level: 2
- Underground Connection

The Metro Station entrance leads to:

» **D.C. U20:** Hazmat Disposal Site L5 Interior (Mall Southwest) (page 463)

The following surface location can be accessed from here:

» **17.02:** Hazmat Disposal Site L5 (Mall Southwest) (page 436)

Exit into L'Enfant Plaza with a nearby pool table, the odd item, and a cache of two First Aid Boxes on the building ledge accessed via the footbridge.

- First Aid Box (2)

21.02: SHOP (MADAME JEALLE'S)

- Threat Level: 1
- Health and Chems
- Interior Exploration

A back-alley to the west of the main road is a "reading room for the discreet gentleman"; enter the Metal Door and dodge the mannequins to the counter terminal that unlocks the safe on the back wall. There are Chems and Stimpaks on the counter, as well as some negligees.

- First Aid Box
- Wall Safe Items

21.03: OFFICES OF THE CAPITAL POST

CAPITOL POST

- Threat Level: 2
- Danger: Terminal Trap
- Health and Chems
- Interior Exploration
- Hostiles: Radroaches
- Inhabitants: Gibson (Deceased)

Enter the offices of the Capital Post. On the foyer desk is a terminal that unlocks the desk safe. Head north into the room of terminals, but be sure you inspect the back of one; it's a Grenade Trap! When you're done dismantling, go clockwise around the room and activate the three terminals, reading the saved stories from hundreds of years ago:

Capital Post Top Stories: July 27, 2052
    United Nations Disbanded!
    Pint-Sized Slasher: More than Myth?
Capital Post Top Stories: June 3, 2072
    U.S. to Annex Canada!
    Development of Super Weapon Confirmed
Capital Post Top Stories: January 11, 2077
    Commies Crushed—Alaska Liberated!
    Food Riots Rile Feds

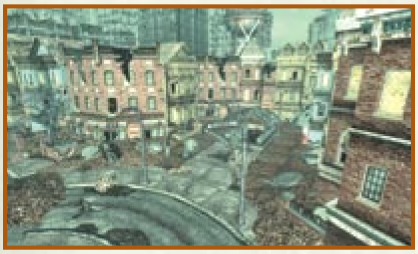
Head downstairs into the printing room, take the First Aid Box, and then inspect Gibson. This man lacks one crucial part of his ensemble: his head. Search him and take Gibson's Key and Gibson's Scrap of Paper. The note has a simple message: "Search the house!"

- Desk Safe Items
- First Aid Box
- Gibson's Key
- Gibson's Scrap of Paper

Note

"The House" in question is a tiny model home inside Gibson's House, which in turn, is in Minefield [3.09].

21.04: IRRADIATED METRO (L'ENFANT SOUTH)



- Threat Level: 2
- Faction: Super Mutant
- Danger: Low Radiation
- Underground Connection

The Metro Station entrance leads to:

» **D.C. U20:** Irradiated Metro (page 463)

The following surface locations can be accessed from the Underground Metro Tunnels:

» **9.12:** Irradiated Metro Station (page 406)

As you emerge, you're facing the roundabout, with the offices of the Capital Post across from you.

21.A: FOOTBRIDGE AND CITY COACH LINER

- Threat Level: 2
- Faction: Super Mutant
- Danger: Low Radiation
- Health and Chems

Across from the station is a city coach liner; use it as cover as you press into the courtyard. Don't forget to head over and across the footbridge, and access the ledge above the station to secure the secret cache mentioned previously [21.01].

21.B: GLASS PYRAMID COURTYARD

- Threat Level: 3
- Faction: Super Mutant

There are a number of Super Mutants in this courtyard; this is a good place to dash to and use as cover. There are common items inside the Mail Dropboxes.

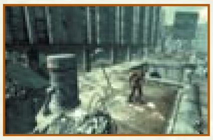
21.C: TUNNEL CACHE

- Threat Level: 3
- Faction: Super Mutant
- Collectible: Skill Book
- Guns and Ammunition
- Sleep Mattress

At the rubble-filled north end of the sunken road is a small hidey-hole under a pile of concrete. Inside is a cache of goods, Caps, a Sniper Rifle on the mattress, a trunk, a Combat Helmet, two Ammo Boxes, and a Skill Book.

- Caps
- Sniper Rifle
- Ammunition Box (2)
- U.S. Army: 30 Handy Flamethrower Recipes (21/25)

21.D: PULOWSKI PRESERVATION SHELTER



- Threat Level: 3
- Faction: Super Mutant
- Collectible: Skill Book
- Guns and Ammunition

Open this shelter up, and take the wine, eyeglasses, and most importantly, the *Big Book of Science.* Check the nearby building pillars for an Ammo Box to inspect.

- Ammunition Box
- Big Book of Science (23/25)

21.E: CONTAINER TRUCK

- Threat Level: 3
- Faction: Super Mutant

In the crossroads section of the sunken road, near where the Enclave Vertibird lands, is a container truck. It contains no items, but it makes excellent cover.

21.F: L'ENFANT CAFE

- Threat Level: 3
- Faction: Super Mutant
- Guns and Ammunition
- Health and Chems

Across from Besnik's Barbership and a block south of A Cuppa Joe is a diner with a few scattered Chems and the following:

- First Aid Box (2)
- Ammunition Box

21.G: CITY COACH LINER

- Threat Level: 3
- Faction: Super Mutant
- Danger: Low Radiation

Parked on the sloping road around the corner from the diner, this can be exploded to cause damage, or used as cover.

21.H: ROUNDABOUT

- Threat Level: 2

Near the irradiated Metro entrance is a large roundabout. Check the mailbox for items, and watch for Super Mutants.

21.I: CONTAINER TRUCK AND BURIAL MOUND

- Threat Level: 2
- Faction: Super Mutant

At the northeast end of the road, where a Super Mutant and Centaur head out to ambush you, is a rusting truck engine. Of more interest is the Burial Mound; dig into it and uncover Search Party Log #1. This begins Mini Encounter 0.01: Searching for Cheryl (page 305).

- Search Party Log #1

ENCLAVE CAMP LOCATIONS

CAMP E21.01

- Main Quest: Picking Up the Trail
- Threat Level: 3
- Faction: Enclave, Super Mutant

A Vertibird drops in on the crossroads, and deposits three Soldiers to mop up the remaining Super Mutant hold-outs.

Zone U: Linking Underground Locations (D.C. Ruins)

TOPOGRAPHICAL OVERVIEW

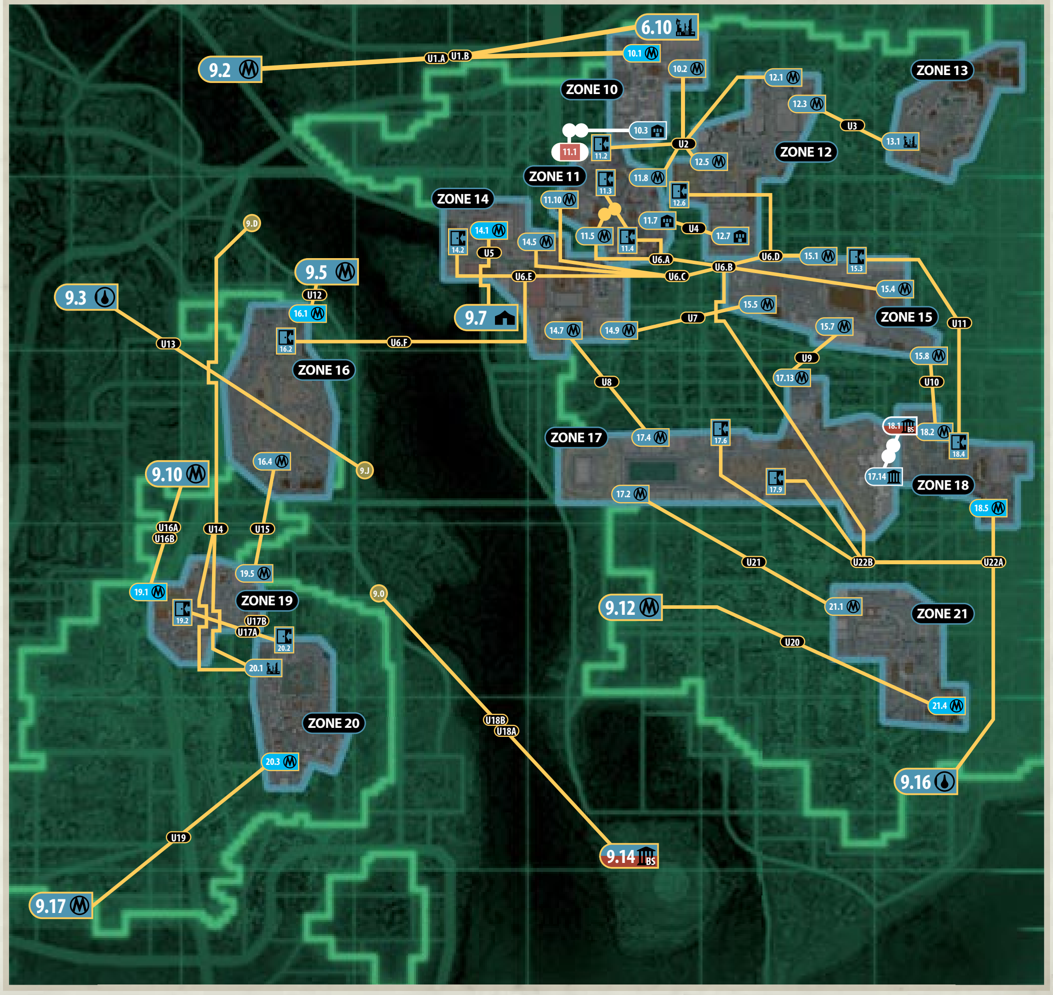
The final series of locations within Zones 9–21 are Underground locations. Study the Overview map closely, and you'll see locations from only the zones that link to and from an Underground location. You can then use this Overview map to plot where you want to go; this is the only way to reach Zones 10–21. Remember that locations on your Local Map and World Map have slightly different names; the names referenced here appear mainly on your Local Map. You have a whole world of irradiated water-wading, Ghoul-grappling, and subterranean searching available in-between the surface locales.

AVAILABLE COLLECTIBLES

- Mini-Nukes: 1/92
- Unique Items: 3/154
- Nuka-Cola Quantum: 8/110
- Scribe Pre-War Books: 12/103
- Skill Book (Barter): 1/24
- Skill Book (Big Guns): 4/25
- Skill Book (Energy Weapons): 3/25
- Skill Book (Explosives): 1/25
- Skill Book (Lockpick): 3/25
- Skill Book (Medicine): 2/25
- Skill Book (Melee Weapons): 3/25
- Skill Book (Repair): 4/25
- Skill Book (Science): 2/25
- Skill Book (Small Guns): 2/25
- Skill Book (Sneak): 4/25
- Skill Book (Speech): 3/25
- Skill Book (Unarmed): 2/25
- Work Bench: 4

UNDERGROUND LOCATIONS

U01.A: Farragut West Station
U01.B: Tenleytown / Friendship Station
U02: Metro Junction
U03: Vernon East / Takoma Park
U04: Dry Sewer
U05: Tepid Sewer
U06.A: Dupont Circle Station
U06.B: Metro Central
U06.C: Foggy Bottom Station
U06.D: Freedom Street Station
U06.E: DCTA Tunnel 014-B Potomac
U06.F: Arlington Utility
U07: Penn. Ave. / Georgetown Metro
U08: Georgetown / The Mall Metro
U09: Penn. Ave. / The Mall Metro
U10: Penn. Ave. / Seward Sq. Metro
U11: Sewer
U12: Arlington / Wasteland Metro
U13: County Sewer Mainline
U14: Hubris Comics Utility Tunnels
U15: Arlington / Falls Church Metro
U16.A: Marigold Station
U16.B: Queen Ant's Hatchery
U17.A: Falls Church/Mason Dst. Metro
U17.B: Franklin Metro Utility
U18.A: Taft Tunnels
U18.B: Taft Tunnel
U19: Flooded Metro
U20: Irradiated Metro
U21: Hazmat Disposal Site L5
U22.A: Anacostia Crossing Station
U22.B: Museum Station

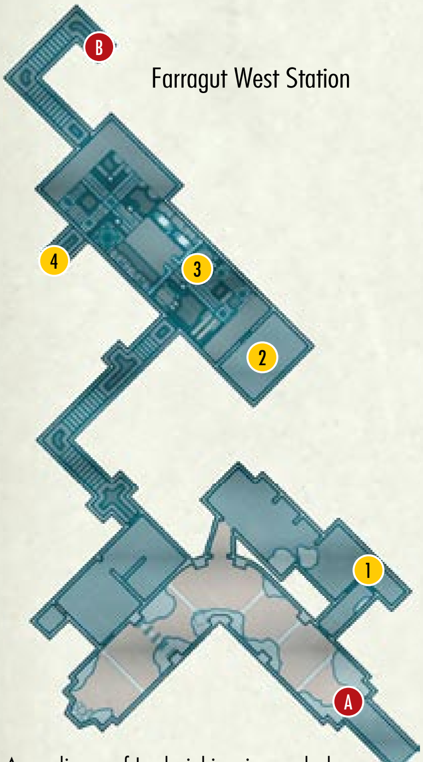

6.10
9.2
U1.A U1.B
10.1
10.2
ZONE 10
12.1
ZONE 13
12.3
10.3
U3
11.1
11.2
U2
13.1
12.5
ZONE 12
ZONE 11
11.3
11.8
ZONE 14
11.10
12.6
9.D
14.1
14.5
11.5
11.7
U4
12.7
14.2
U5
11.4
U6.A
U6.D
15.1
15.3
9.5
U6.E
U6.C
U6.B
15.4
9.3
U12
9.7
15.5
ZONE 15
16.1
U7
U11
16.2
U6.F
14.7
14.9
15.7
U13
ZONE 16
15.8
U9
17.13
U8
U10
18.1
18.2
17.6
ZONE 17
17.4
18.4
16.4
9.J
17.14
ZONE 18
9.10
17.9
17.2
18.5
U16A
U16B
U14
U15
U21
U22B
U22A
19.5
19.1
ZONE 19
9.0
9.12
21.1
ZONE 21
19.2
U17B
U17A
20.2
U20
20.1
21.4
ZONE 20
U18B
U18A
20.3
9.16
U19
9.14
9.17

Underground Locations

U01.A: FARRAGUT WEST STATION

- Threat Level: 3
- Faction: Ghoul
- Danger: Gas Leak
- Collectible: Pre-War Book (3), Skill Book (2)
- Guns And Ammunition
- Interior Exploration
- Lots O' Caps
- Sleep Mattress
- Underground Connection
- Hostiles: Mole Rats, Ghoul Genus

INTERIOR MAPS AND LOCATIONS



A modicum of Lockpicking is needed. Beware of escaping gas and Ghouls, too.

① Ticket Master's Office

Metro Security Terminal. Releases Protectron.

② DCTA Service Office

DCTA Service Access Terminal: Read the system warning, and begin a gas flow test (shut off gas to the northwest). Unlock the floor safe.

- Naval Cot
- First Aid Box
- Floor Safe
- DCTA Laser Firearms Protocol and Laser Pistol
- Floor Safe Items
- Caps
- Nikola Tesla and You (23/25)

③ Ghouls and Generators

There's a gate, gas leak, and metal door to exit.

④ Hatch Door to Weapons Cache

- Frag Grenade (2)
- 10mm Pistol (2)
- Assault Rifle
- Scribe Pre-War Book (87–89/103)
- Missile (4)
- U.S. Army: 30 Handy Flamethrower Recipes (22/25)
- Ammunition Box (2)

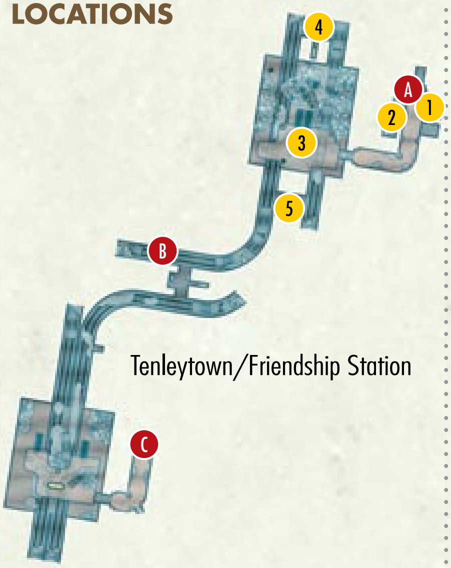
Ⓐ Location 9.02: The Capital Wasteland

Ⓑ Location U01.B: Tenleytown / Friendship Station

U01.B: TENLEYTOWN/ FRIENDSHIP STATION

- Threat Level: 3
- Faction: Ghoul, Super Mutant
- Collectible: Nuka-Cola Quantum, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus, Radroaches, Super Mutant Genus

INTERIOR MAPS AND LOCATIONS



A couple of collectibles and a whole load of Ghouls inhabit these underground passages.

① Restrooms

- Assault Rifle

② Ticket Master's Office

Terminal unlocks the wall safe. The Skill Book is on the left locker shelf.

- Wall Safe Items
- Grognak the Barbarian (23/25)

③ Burning Shack

- Nuka-Cola Quantum (87/110)

④ Connecting Corridor

Dead Mercenary by the small generators.

- Laser Rifle

⑤ Connecting Corridor

Shelves with food, junk, and the following items.

- First Aid Box Health and Chems
- Lying, Congressional Style (23/25)

Ⓐ Location 6.10: The Capital Wasteland

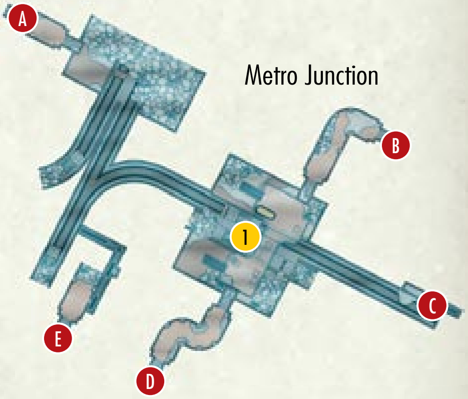
Ⓑ Location U01.A: Farragut West Station

Ⓒ Location 10.01: Chevy Chase

U02: METRO JUNCTION

- Threat Level: 3
- Faction: Ghoul
- Collectible: Skill Book
- Underground Connection
- Hostiles: Ghoul Genus

INTERIOR MAPS AND LOCATIONS



① Table and Lantern

This rubble-filled area features Ghouls and a recently deserted Raider camp. Check the eastern area and jump down from above to the sloping pile of rubble; the Skill Book is on the table here.

- Grognak the Barbarian (24/25)

Ⓐ Location 10.02: Chevy Chase

Ⓑ Location 12.01: Vernon Square

Ⓒ Location 12.05: Vernon Square

Ⓓ Location 11.08: Dupont Circle

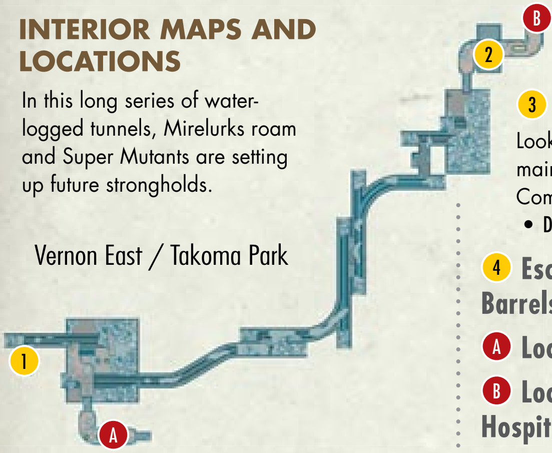
Ⓔ Location 11.02: Dupont Circle

U03: VERNON EAST / TAKOMA PARK

- Threat Level: 4
- Faction: Super Mutant
- Danger: Low Radiation, Mines, Shotgun Trap
- Collectible: Nuka-Cola Quantum, Skill Book
- Guns And Ammunition
- Interior Exploration
- Underground Connection
- Hostiles: Mirelurk Genus, Super Mutant Genus

INTERIOR MAPS AND LOCATIONS

In this long series of water-logged tunnels, Mirelurks roam and Super Mutants are setting up future strongholds.



① Connecting Corridor

Four Frag Mines and a pressure plate (Rigged Shotgun) lead to a hidey-hole, a mattress, and a floor safe.

- Frag Mine (4)
- Combat Shotgun and Ammo
- Floor Safe Items
- Nuka-Cola Quantum (88/110)

② Station Concourse

The restrooms have Mirelurk Egg Clutches to raid. Check inside the ticket master's office (south end of hallway) for a Skill Book.

- Lying, Congressional Style (24/25)

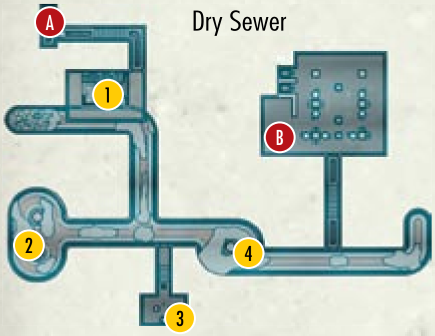
Ⓐ Location 12.03: Vernon Square

Ⓑ Location 13.01: Takoma Park

U04: DRY SEWER

- Threat Level: 4
- Factions: Super Mutant, Talon Mercenary
- Danger: Gas Leak, Low Radiation
- Collectible: Skill Book
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostiles: Super Mutant Genus, Talon Company Mercs

INTERIOR MAPS AND LOCATIONS



A squad of Talon Company Mercs engages against Super Mutants streaming down from the hospital.

① Stairwell

Watch for a small band of Talon Company Mercs and a Grenade bouquet halfway down the stairs.

- Frag Grenade (3)

② Tunnel Cul-de-sac

- First Aid Box

③ Generator and Storage Room

Look for the Skill Book, away from the main corridor of Super Mutant and Talon Company combat.

- Dean's Electronics (22/25)

④ Escaping Gas and Radioactive Barrels

Ⓐ Location 11.07: Dupont Circle

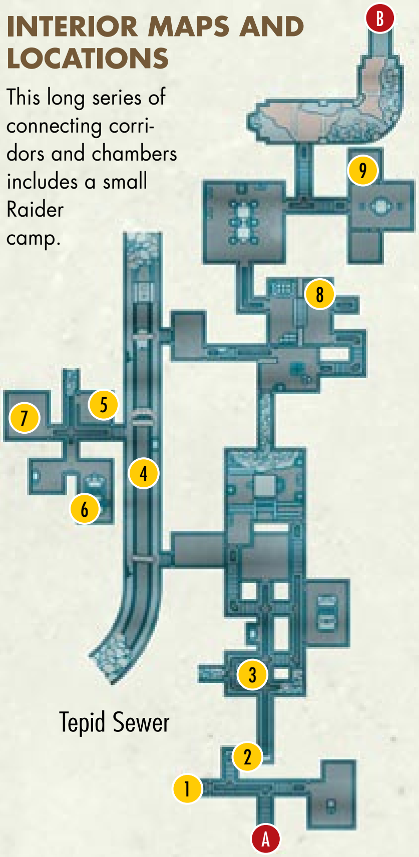
Ⓑ Location 12.07: Our Lady of Hope Hospital

U05: TEPID SEWER

- Threat Level: 3
- Faction: Raider
- Danger: Mines
- Collectible: Scribe Pre-War Book (2), Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Underground Connection
- Work Bench
- Hostiles: Mole Rats, Raiders, Turrets

INTERIOR MAPS AND LOCATIONS

This long series of connecting corridors and chambers includes a small Raider camp.



① Storage Room

- First Aid Box

② Wall Terminal

Shut off turret from here.

③ Corridor Network

- First Aid Box

④ Raider Defense

Find 10 Frag Mines on the ground on either side of the sandbags, and items behind the sandbags.

- Frag Mine (10)
- Ammunition Box (3)
- Frag Grenade (2)
- First Aid Box

⑤ Storage Room

- First Aid Box

⑥ Generator

- Dean's Electronics (23/25)

⑦ Raider Sleeping Quarters

Here you can find Darts, mattresses, a floor safe and some key items:

- Assault Rifle
- Scribe Pre-War Book (90/103)
- Floor Safe Items

⑧ Raider Wall Terminal and Door

Raiders and Mole Rats are engaged in combat. Inside is a storage closet with a Pre-War Book hidden in a tiny crate below several burned books. The Ammo Box is locked.

- First Aid Box
- Ammunition Box
- Scribe Pre-War Book (91/103)

⑨ Raider Workshop

Tools, scrap metal, and junk are in here.

- Work Bench

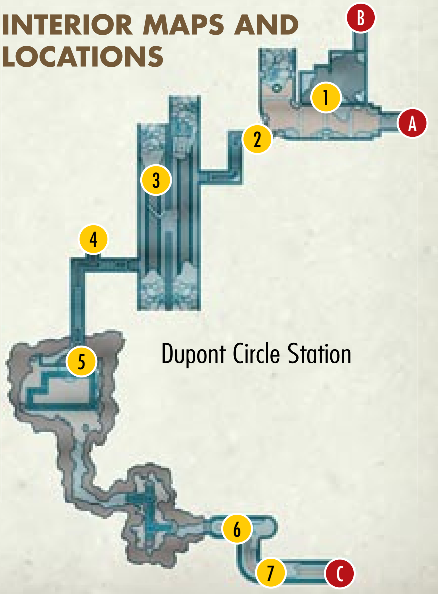
Ⓐ Location 9.07: The Capital Wasteland

Ⓑ Location 14.01: Georgetown

U06.A: DUPONT CIRCLE STATION

- Threat Level: 3
- Factions: Raider, Super Mutant
- Danger: Bear Trap, Mines
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Underground Connection
- Hostiles: Super Mutant Genus, Raiders, Turrets

INTERIOR MAPS AND LOCATIONS



Super Mutants prowl the north station concourse. The Raiders have a large cavern stronghold to the south.

1 Ticket Master's Office

Metro Security Terminal. Releases Protectron. A postal crate on table has Skill Book.

- Lying, Congressional Style (25/25)

2 Bear Trap

3 Sleeping Raider and Mattress

- Ammunition Box (3)

4 Storage Alcove

There are some Chems and dirty water.

- Ammunition Box (3)
- First Aid Box

5 Wall Terminal

Shut off turret from here.

6 Raider Defenses

Four Mines are south of the blocks.

- Ammunition Box
- Assault Rifle
- Frag Mine (4)

7 Grenade Bouquet

- Frag Grenade (3)

A Location 11.04: Collapsed Car Tunnel

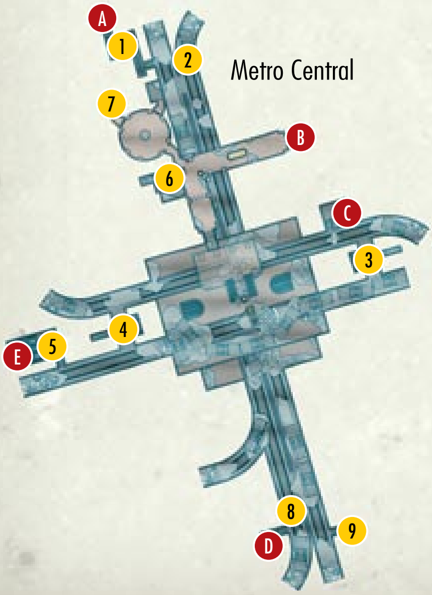
B Location 11.05: Dupont Circle

C Location U6.B: Metro Central

U06.B: METRO CENTRAL

- Threat Level: 3
- Factions: Talon Mercenary, Ghoul
- Danger: Low Radiation
- Collectible: Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus, Talon Company Mercs, Vicious Dogs

INTERIOR MAPS AND LOCATIONS



Ghouls and Talon Company Mercs fight in the three-level central section.

1 Raider Barricade

A Raider is fighting against Ghouls, near a weapons cache and Stimpaks.

- Ammunition Box (3)
- Assault Rifle
- 10mm Pistol
- Frag Grenade (2)

2 Dead Slave

A body holds the location of the Temple of the Union [3.10].

3 Talon Company Corpses

This connecting tunnel dead-end contains bodies and a Stimpak.

- Assault Rifle
- Chinese Assault Rifle and Ammo

4 Connecting Tunnel

Small generators are inside a gate.

- Dean's Electronics (24/25)

5 Exit Stairwell

Find a dead Talon Company Merc, sandbags, and barricades.

- Chinese Assault Rifle and Ammo
- Ammunition Box (3)

6 Ticket Master's Office

The Metro Security Terminal releases a Protectron.

7 Small Circular Restroom

Talon Merc corpse holds a Stimpak.

- Chinese Assault Rifle and Ammo

8 Small Sandbag Barricade

- Ammunition Box (3)

9 Locked Storage Closet

Near the pack of Vicious Dogs, also find Chems and scattered junk and Ammo in here.

- First Aid Box (2)
- Pugilism Illustrated (24/25)

A Location U06.A: Dupont Circle Station

B Location 15.04: Pennsylvania Avenue

C Location U06.D: Freedom Street Station

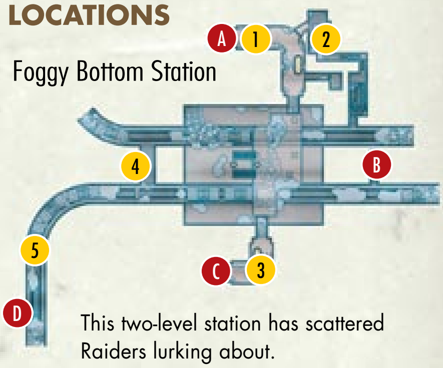
D Location U06.C: Foggy Bottom Station

E Location U22.B: Museum Station

U06.C: FOGGY BOTTOM STATION

- Threat Level: 3
- Faction: Raider
- Collectible: Nuka-Cola Quantum, Skill Book
- Guns And Ammunition
- Interior Exploration
- Underground Connection
- Hostiles: Raiders

INTERIOR MAPS AND LOCATIONS



This two-level station has scattered Raiders lurking about.

1 Five Bear Traps

2 Ticket Master's Office

Metro Security Terminal. Releases Protectron. Skill Book on the computer console adjacent to the pod.

- Nikola Tesla and You (24/25)

3 Bear Trap

4 Connecting Tunnel

Scattered mattresses and small generators.

- Nuka-Cola Quantum (89/110)

5 Grenade Bouquet

- Frag Grenade (6)

A Location 11.10: Dupont Circle

B Location U06.B: Metro Central

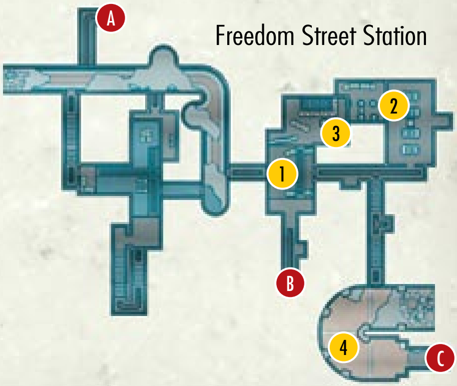
C Location 14.05: Georgetown

D Location U06.E: DCTA Tunnel 014-B Potomac

U06.D: FREEDOM STREET STATION

- Threat Level: 2
- Faction: Ghoul
- Services: Repairer, Trader
- Danger: Bear Trap, Low Radiation
- Collectible: Skill Book
- Interior Exploration
- Guns And Ammunition
- Health And Chems
- Underground Connection
- Hostiles: Ghoul Genus

INTERIOR MAPS AND LOCATIONS



This series of overlapping corridors and ruined tunnels is laden with Bear Traps, standing water, and radioactive barrels.

① Two Bear Traps (lower chamber)

② Generator Room

- First Aid Box

③ Scavenger's Barricade

A Scavenger Repairs and Trades with you. He has food and Chems on the shelves, and items to steal.

- Tumblers Today (23/25)
- Ammunition Box

④ Four Bear Traps

Ⓐ Location 12.06: Vernon Square

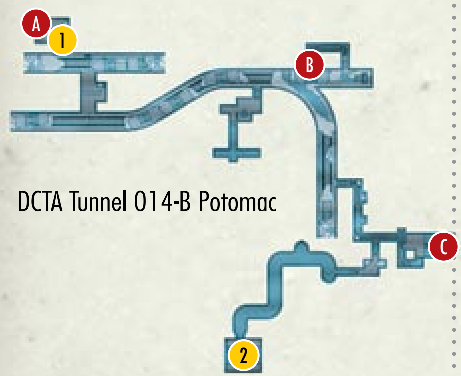
Ⓑ Location 06.B: Metro Central

Ⓒ Location 15.01: Pennsylvania Avenue

U06.E: DCTA TUNNEL 014-B POTOMAC

- Threat Level: 4
- Danger: Low Radiation
- Collectible: Skill Book
- Guns And Ammunition
- Interior Exploration
- Underground Connection
- Hostiles: Mirelurk Genus

INTERIOR MAPS AND LOCATIONS



This series of half-submerged tunnels is filled with Mirelurks and Egg Clutches.

① Deserted Sandbags

- Ammunition Box

② Waterlogged Treatment Room with Stimpaks and Egg Clutches

- D.C. Journal of Internal Medicine (24/25)

Ⓐ Location U06.F: Arlington Utility

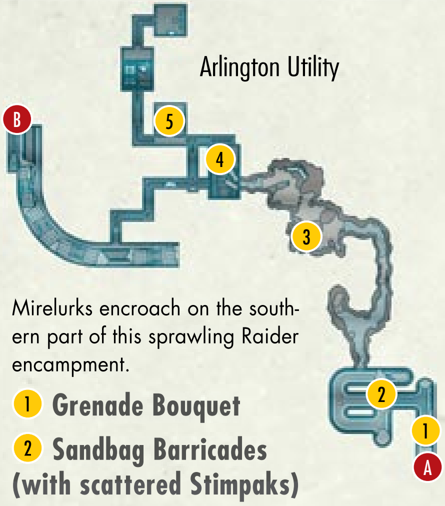
Ⓑ Location 14.02: Georgetown

Ⓒ Location U06.C: Foggy Bottom Station

U06.F: ARLINGTON UTILITY

- Threat Level: 3
- Faction: Raider
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostiles: Mirelurk Genus, Radroaches, Raiders

INTERIOR MAPS AND LOCATIONS



Mirelurks encroach on the southern part of this sprawling Raider encampment.

① Grenade Bouquet

② Sandbag Barricades (with scattered Stimpaks)

- Ammunition Box (3)
- First Aid Box
- Assault Rifle
- Hunting Rifle

③ Raider Encampment

Throughout the tunnel area, complete with bunk-beds.

- Ammunition Box
- First Aid Box

④ Raider Eating Balcony

Scattered Chems are here.

- U.S. Army: 30 Flamethrower Recipes (23/25)

⑤ Raider Storage (with bunk-beds)

- Baseball Bat
- Ammunition Box (2)
- 10mm Pistol

Ⓐ Location 06.E: DCTA Tunnel 014-B Potomac

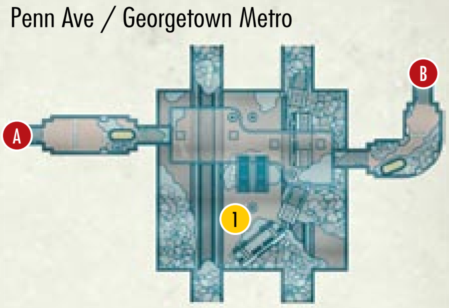
Ⓑ Location 16.02: Arlington National Cemetery

U07: PENN AVE/ GEORGETOWN METRO

- Threat Level: 2
- Faction: Raider
- Guns And Ammunition
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostiles: Raiders, Raider Guard Dogs

INTERIOR MAPS AND LOCATIONS

A ruined concourse and mezzanine link these two locations.



① Abandoned Camp

This has mattresses, Nuka-Cola, food, and the following items:

- Ammunition Box (2)
- Assault Rifle and Ammo

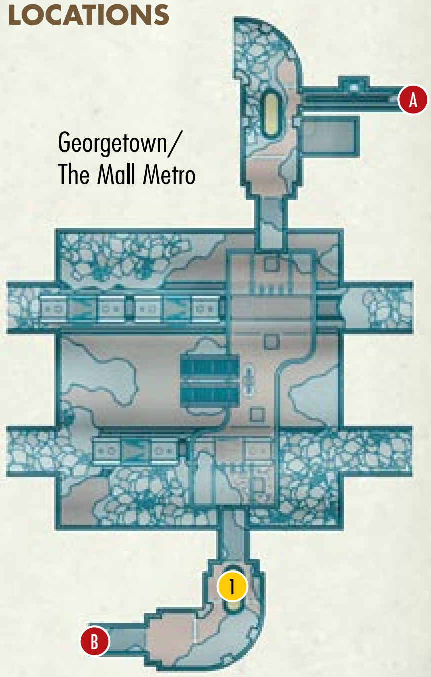
Ⓐ Location 14.09: Georgetown

Ⓑ Location 15.05: Pennsylvania Avenue

U08: GEORGETOWN/ THE MALL METRO

- Threat Level: 3
- Faction: Ghoul
- Danger: Low Radiation
- Collectible: Skill Book
- Health And Chems
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus

INTERIOR MAPS AND LOCATIONS



This collapsed station has Ghouls roaming the mezzanine.

① Ticket Booth

- First Aid Box
- Chinese Army: Spec. Ops. Training Manual (22/25)

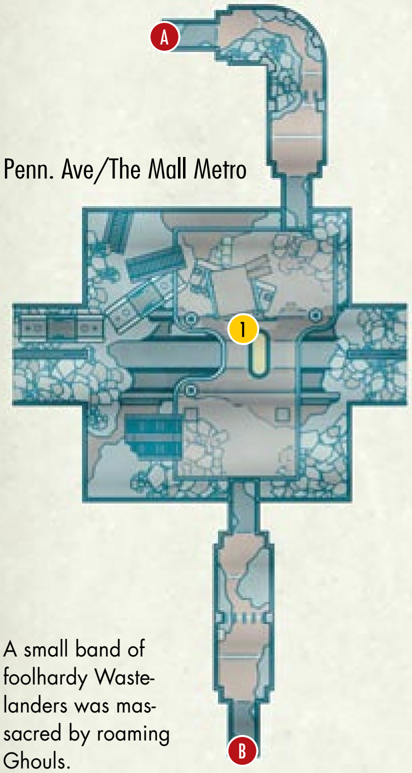
Ⓐ Location 14.07: Georgetown

Ⓑ Location 17.04: The Mall

U09: PENN. AVE / THE MALL METRO

- Threat Level: 2
- Factions: Ghoul, Wastelander
- Guns And Ammunition
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus

INTERIOR MAPS AND LOCATIONS



A small band of foolhardy Wastelanders was massacred by roaming Ghouls.

① Raised Bar (flaming barrel)

- Ammunition Box (2)

Ⓐ Location 15.07: Pennsylvania Avenue

Ⓑ Location 17.13: The Mall

U10: PENN AVE./ SEWARD SQ. METRO

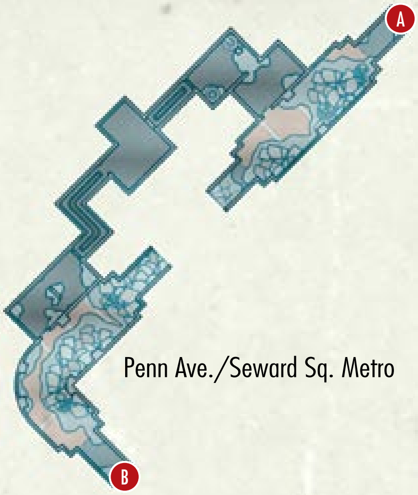
- Threat Level: 2
- Faction: Ghoul
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus

INTERIOR MAPS AND LOCATIONS

In this devastated station, Raiders have been savaged by marauding Feral Ghouls.

Ⓐ Location 15.08: Pennsylvania Avenue

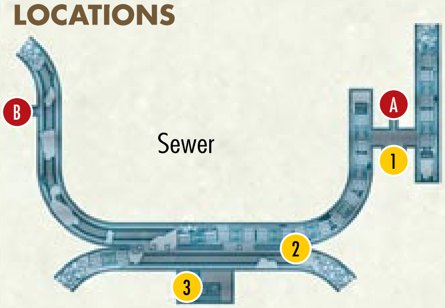
Ⓑ Location 18.02: Seward Square



U11: SEWER

- Threat Level: 3
- Faction: Super Mutant
- Collectible: Skill Book
- Guns And Ammunition
- Interior Exploration
- Underground Connection
- Hostiles: Super Mutant Genus

INTERIOR MAPS AND LOCATIONS



Super Mutants are advancing through this sewage line and blocked Metro tunnel.

① Ruined Sofa Alcove

- Ammunition Box

② Top of Stairwell

Skeletons lie near a Holotape that tells of a weapons stash in the southeast tunnel.

- Laser Pistol and Ammo
- Holotape: Hidden Stash Note

③ Hidden Stash

A cluster of Ammo Boxes is hidden behind concrete bricks in the wall.

- Ammunition Box
- Tumblers Today (24/25)

Ⓐ Location 15.03: Pennsylvania Avenue

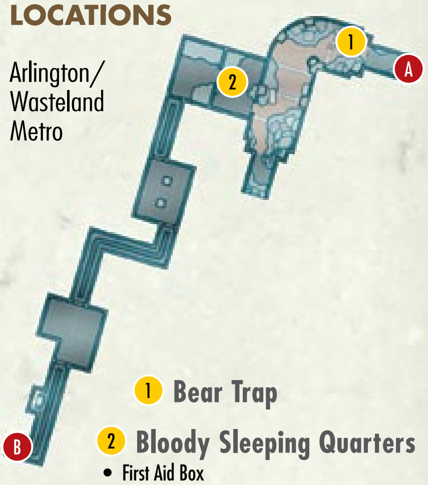
Ⓑ Location 18.04: Seward Square

U12: ARLINGTON / WASTELAND METRO

- Threat Level: 1
- Faction: Ghoul
- Danger: Bear Trap
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostiles: Ghoul Genus

A few wayward Ghouls snarl in the gloom of this short connecting series of corridors.

INTERIOR MAPS AND LOCATIONS



① Bear Trap

② Bloody Sleeping Quarters

- First Aid Box

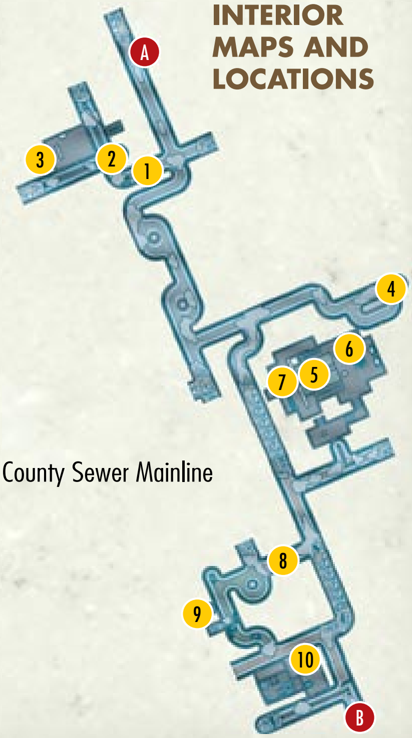
Ⓐ Location 9.05: Capital Wasteland

Ⓑ Location 16.01: Arlington Cemetery

U13: COUNTY SEWER MAINLINE

- Threat Level: 3
- Factions: Ghoul, Wastelander
- Danger: Bear Trap, Chain Trap, Gas Leak, Grenade Bouquet, Low Radiation
- Collectibles: Nuka-Cola Quantum, Pre-War Book (4), Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Lots O' Caps
- Sleep Mattress
- Underground Connection
- Hostiles: Gallo, Ghoul Genus, Radroache

INTERIOR MAPS AND LOCATIONS



A thoroughfare for Wastelanders heading to and from the city, this place is filled with Ghouls, some more eccentric than others.

① Grenade Bouquet

- Frag Grenade (3)

② Girder-on-a-chain trap, and Bear Trap

③ Gallo's Hideaway

Gallo the Ghoul is a dangerous cannibal and collector. His Terminal unlocks a floor safe with a Nuka-Cola Quantum in it. Gallo's corpse holds a Skill Book. There are Darts, scattered Caps, Gallo's Storage Key in a bedside footlocker, and other items to find, as well as his caged Radroaches. The storage room to the northeast, unlocked with his key, holds ammo, and a First Aid Box.

- Nuka-Cola Quantum (90/110)
- Tales of a Junktown Jerky Vendor (24/24)
- Gallo's Storage Key
- Ammunition Box (2)
- Scribe Pre-War Book (92–93/103)
- First Aid Box

④ Skeleton

- Hunting Rifle and Ammo

⑤ Sewer Management Room

A metal gate gives access to the Sewer Management Terminal, giving access to the storage door. The room beyond contains items.

- Scribe Pre-War Book (94–95/103)
- Big Book of Science (24/25)
- First Aid Box (2)
- Ammunition Box (2)

⑥ Large Storage Room (Mid Level)

- Ammunition Box (3)

⑦ Gas Leak

⑧ Skeleton with Stimpak

- 10mm Pistol and Ammo

⑨ Dead Mercenary

- 10mm Pistol and Ammo
- Ammunition Box

⑩ Stairwell with Glowing One

A terminal at the top unlocks a floor safe, near storage shelves.

- Ammunition Box (2)
- First Aid Box
- Hunting Rifle and Ammo
- Floor Safe Items

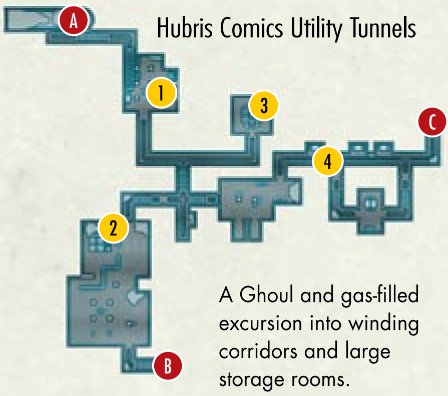
Ⓐ Location 9.03: Sewer Waystation

Ⓑ Location 9.J: The Capital Wasteland

U14: HUBRIS COMICS UTILITY TUNNELS

- Threat Level: 3
- Faction: Ghoul
- Danger: Gas Leak
- Collectibles: Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus

INTERIOR MAPS AND LOCATIONS



Hubris Comics Utility Tunnels

A Ghoul and gas-filled excursion into winding corridors and large storage rooms.

① Column and Pipe Room

Check for a desk with a Skill Book on it.

- Dean's Electronics (25/25)

② Machine Room (Skeleton)

- Assault Rifle and Ammo
- Stealth Boy
- First Aid Box

③ Wall Terminal

Shut off turret from here. Ammo, Caps, and First Aid are on other side of the fence.

- First Aid Box
- Ammunition Box (3)

④ Gas Leaks

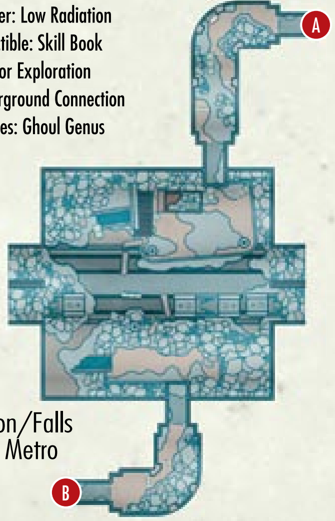
Ⓐ Location 9.D: The Capital Wasteland

Ⓑ Location 20.01: Hubris Comics Publishing (first exit)

Ⓒ Location 20.01: Hubris Comics Publishing (alternate exit)

U15: ARLINGTON/ FALLS CHURCH METRO

- Threat Level: 2
- Factions: Ghoul, Wastelander
- Danger: Low Radiation
- Collectible: Skill Book
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus



Arlington/Falls Church Metro

INTERIOR MAPS AND LOCATIONS

The entire mezzanine section of this station has collapsed on the platform below. Wastelanders lie dead, and Ghouls rule here. Check the northern, junk-filled container for the Skill Book on a chair.

- U.S. Army: 30 Handy Flamethrower Recipes (24/25)

Ⓐ Location 16.04: Arlington National Cemetery

Ⓑ Location 19.05: Falls Church

U16.A: MARIGOLD STATION

- Miscellaneous Quest: Those!
- Freeform Quest
- Threat Level: 3
- Faction: Wastelander
- Danger: Gas Leak, Low Radiation
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Rare Or Powerful Item
- Underground Connection
- Hostiles: Doctor Lesko, Fire Ant Genus, Lug-Nut

INTERIOR MAPS AND LOCATIONS

This sprawling Metro Tunnel complex is crawling with mutated Fire Ants. Find a dead man's key, and uncover a madman's experiments.

For more information on Grady, consult the Freeform Quest at Girdershade (page 376).

① Storage and Small Generator Room

- Ammunition Box (2)

② Gas Leak and Item Storage Room

- First Aid Box

③ Grady (in mezzanine ticket booth)

- Grady's Last Recording

④ Connecting Tunnel

- Scoped .44 Magnum and Ammo
- Silenced 10mm Pistol and Ammo
- First Aid Box
- Ammunition Box
- Sledgehammer

⑤ Storage Room

Beware of escaping gas. Grady's Fire Hose is in here, as well as some food and Chems.

- Grady's Safe Key
- Ammunition Box (2)

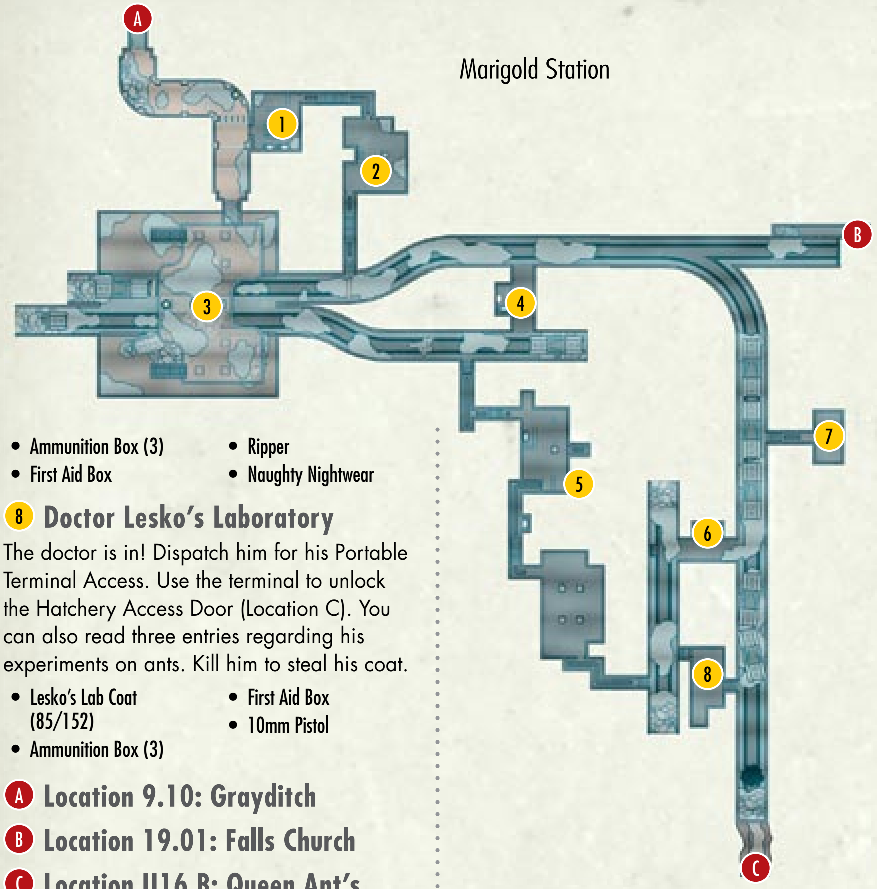
⑥ Connecting tunnel; William Brandice

Brandice is lying here, dead. Take his key to unlock an item in his house in Graydtich.

- William Brandice's Key
- Ammunition Box

⑦ Grady's Storage Closet

Grady stored some Naughty Nightwear that Ronald Laren over at Girdershade would pay good Caps for. Fight or convince [Speech] Lug-Nut you're keeping it.



Marigold Station

- Ammunition Box (3)
- First Aid Box
- Ripper
- Naughty Nightwear

8 Doctor Lesko's Laboratory

The doctor is in! Dispatch him for his Portable Terminal Access. Use the terminal to unlock the Hatchery Access Door (Location C). You can also read three entries regarding his experiments on ants. Kill him to steal his coat.

- Lesko's Lab Coat (85/152)
- Ammunition Box (3)
- First Aid Box
- 10mm Pistol

A Location 9.10: Grayditch

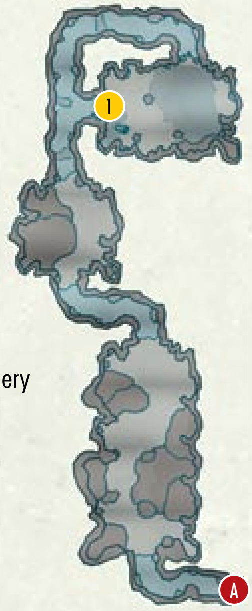
B Location 19.01: Falls Church

C Location U16.B: Queen Ant's Hatchery

U16.B: QUEEN ANT'S HATCHERY

- Threat Level: 4
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum, Skill Book
- Interior Exploration
- Rare Or Powerful Item
- Underground Connection
- Hostiles: Fire Ant Genus, Marigold Ant Queen

INTERIOR MAPS AND LOCATIONS



Queen Ant's Hatchery

This gloomy cavern contains a frightening collection of mutated and gigantic insects.

1 Ant Queen's Nest

This waterlogged cave holds a gigantic Ant Queen, and her Soldiers. Doctor Lesko's Portacomp is accessible, and you can attempt the experiment (consult the quest on page 404 for more details). Don't forget the collectibles! The doctor's Protectron is dormant, unless provoked.

- Big Book of Science (25/25)
- Nuka-Cola Quantum (91/110)

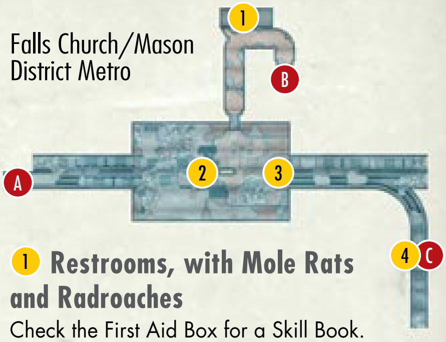
A Location U16.A: Marigold Station

U17.A: FALLS CHURCH/ MASON DISTRICT METRO

- Threat Level: 4
- Factions: Ghoul, Raider
- Danger: Low Radiation
- Collectibles: Pre-War Book, Skill Book (2)
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostiles: Ghoul Genus, Mole Rats, Radroaches, Raiders

INTERIOR MAPS AND LOCATIONS

This advanced Raider stronghold is being torn apart by ferocious Ghoul incursions.



Falls Church/Mason District Metro

1 Restrooms, with Mole Rats and Radroaches

Check the First Aid Box for a Skill Book.

- First Aid Box
- D.C. Journal of Internal Medicine (25/25)

2 Raider Camp Ticket Booth

- Blood Pack
- Missile
- First Aid Box
- Duck and Cover! (25/25)

3 Raider Camp Diner

Built around an old Dot's Diner, this offers a place to sleep, and Darts!

- Scribe Pre-War Book (96/103)
- Stealth Boy

4 Entrance to Franklin Metro Utility

Play with a terminal or door to enter.

A Location 19.02: Falls Church

B Location 20.02: Mason District

C Location U17.B: Franklin Metro Utility

U17.B: FRANKLIN METRO UTILITY

- Threat Level: 5
- Faction: Ghoul
- Danger: High Radiation
- Interior Exploration
- Collectibles: Mini-Nuke, Nuka-Cola Quantum, Pre-War Book (2), Skill Book (3)
- Guns And Ammunition
- Health And Chems
- Lots O' Caps
- Rare Or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench (2)
- Hostiles: Ghoul Genus

INTERIOR MAPS AND LOCATIONS

Make a terrifying maneuver through a Glowing One-infested laboratory, and radioactive tunnel system.

1 Lab Terminal

This terminal unlocks the wall safe on the pillar behind you. There are Darts and neatly arranged junk throughout.

- Wall Safe Items

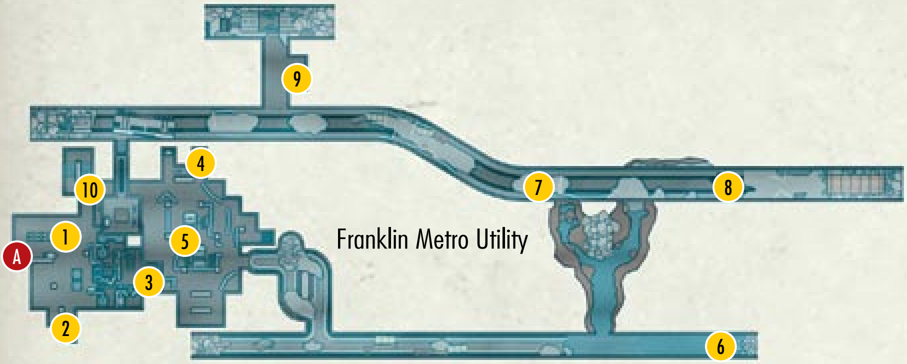
2 Storage Shelves Alcove

- Work Bench
- Ammunition Box (2)

3 Desk Terminal

Shut off the adjacent turret from here. Nearby is a gate with Ammo, two Stimpaks, and a Skill Book.

- Ammunition Box
- Blood Pack
- Tumblers Today (25/25)



4 Junk Storage Shelves

- Ammunition Box(2)

5 Generator Room Counter

- Guns and Bullets (24/25)
- Ammunition Box
- Combat Shotgun and Ammo
- Stealth Boy
- Missile (2)

6 Flooded End Tunnel

- Mini-Nuke (71/92)
- Advanced Radiation Suit

7 Irradiated and Gutted Subway Car

- Ammunition Box (5)
- Nuka-Cola Quantum (92/110)
- Burnmaster (86/152)

8 Rickety Shelving

Find this partway along the irradiated tunnel, with Darts and other junk to sift through. There are mattresses farther along.

- Blood Pack
- Missile (2)
- Ammunition Box
- U.S. Army: 30 Handy Flamethrower Recipes (25/25)

9 Connecting Tunnel (Darts and other junk)

- First Aid Box

10 Workshop

Look for Chems on shelves, and a hole down to trash bin. There are two Pre-War Books on a shelf near the trash bin.

- Work Bench
- Scribe Pre-War Book (97–98/103)

A Location U17.A: Falls Church/ Mason Dst Metro

U18.A: TAFT TUNNELS

- Threat Level: 4
- Factions: Enclave, Wastelander
- Danger: Low Radiation
- Collectible: Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Work Bench
- Underground Connection
- Hostiles: Enclave Eyebots, Enclave Soldiers

INTERIOR MAPS AND LOCATIONS

Escorting Doctor Li out of the Enclave-filled tunnels is tricky, and this is your only chance to grab the following items.

1 Wall First Aid Box

There are Rad Chems in this area, too.

- First Aid Box

2 Overflow Door Control

This terminal accesses the utility door.

3 Dead Chinese Commando

In the room with the Enclave Soldier reinforcements is a desk covered in items.

- Chinese Assault Rifle
- Chinese Pistol
- Chinese Army: Spec. Ops. Training Manual (23/25)
- Dirty Chinese Jumpsuit

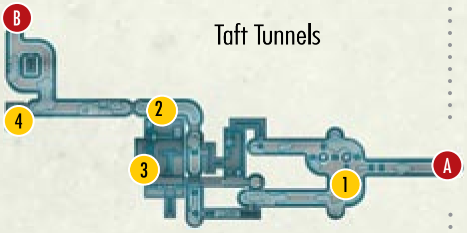
4 Irradiated Workshop

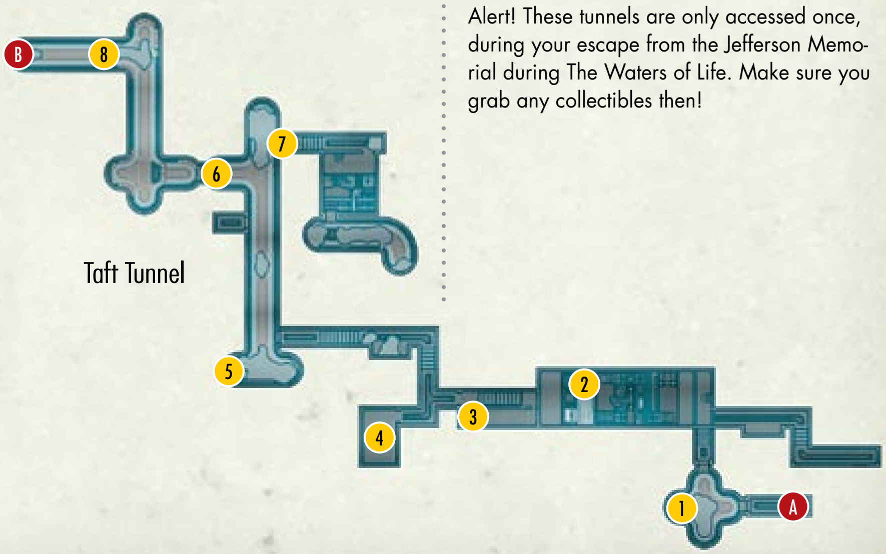
- Work Bench
- Bottlecap Mine

A Location 9.14: Jefferson Memorial Gift Shop

B Location 18.B: Taft Tunnel

Alert! These tunnels are only accessed once, during your escape from the Jefferson Memorial during The Waters of Life. Make sure you grab any collectibles then!





U18.B: TAFT TUNNEL

- Threat Level: 3
- Factions: Enclave, Ghoul, Wastelander
- Collectibles: Nuka-Cola Quantum, Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Underground Connection
- Hostiles: Enclave Soldiers, Ghoul Genus
- Friends: Brotherhood Initiates

INTERIOR MAPS AND LOCATIONS

Fight Ghouls through narrower corridors, until you find salvation at the hands of the Brotherhood of Steel.

1 Corpse and Radio

2 Odd Protective Headgear

- Eyebot Helmet

3 Decapitated Enclave Soldier

- Tesla Armor
- Tesla Helmet
- Plasma Rifle

4 Medical Bay

- Metal Helmet
- First Aid Box

5 Picnic Table

- Nuka-Cola Quantum (93/110)
- Nikola Tesla and You (25/25)

6 Corpse Pile

7 Locked Hatch Door

This leads to a stairwell down to a safe with plenty of Caps.

- Hunting Rifle

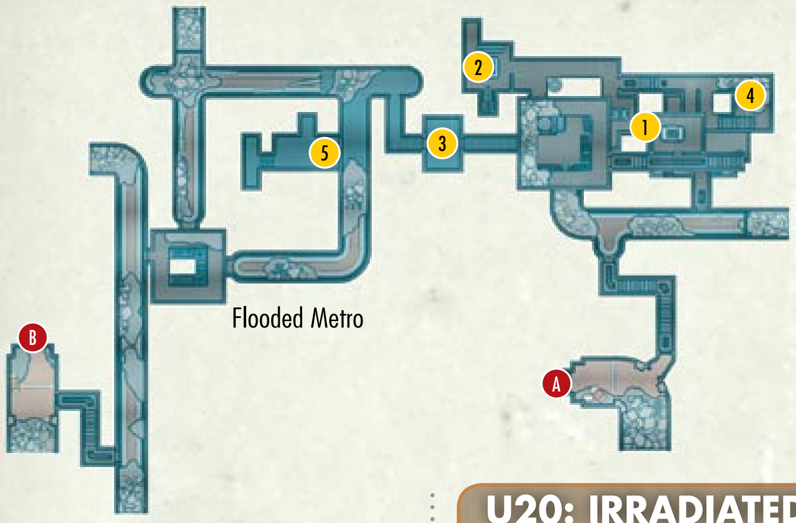
8 Brotherhood Defenses (Shelving)

- Ammunition Box (3)
- First Aid Box

A Location 18.A: Taft Tunnels

B Location 9.0: The Capital Wasteland

Alert! These tunnels are only accessed once, during your escape from the Jefferson Memorial during The Waters of Life. Make sure you grab any collectibles then!



U19: FLOODED METRO

- Threat Level: 4
- Danger: High Radiation, Mines, Shotgun Trap
- Collectibles: Nuka-Cola Quantum, Skill Book
- Guns And Ammunition
- Health And Chems
- Interior Exploration
- Lots O' Caps
- Rare Or Powerful Item
- Sleep Mattress
- Underground Connection
- Hostiles: Mirelurk Genus

INTERIOR MAPS AND LOCATIONS

Two large stairwells connected by lower sewer tunnels are confusing and dangerous, thanks to a large Mirelurk population.

① Skeleton, Near Jet (Top Floor)

- Scoped .44 Magnum and Ammo
- First Aid Box
- Guns and Bullets (25/25)

② Gun Cabinet (Middle Floor)

- Gun Cabinet Items

③ Small Thoroughfare Room

- First Aid Box

④ Ground Level Waterlogged Chamber

- First Aid Box

⑤ Trap-filled Storage Chamber

Along the waterlogged tunnel, expect two Frag Mines and a Rigged Shotgun as you enter this room. There is a Gun Cabinet, a mattress, Purified Water (3), and a Holotape, next to an impressive Melee weapon.

- Frag Mine (2)
- Combat Shotgun and Ammo
- Ammunition Box (2)
- Nuka-Cola Quantum (94/110)
- Holotape: Shocker Glove
- The Shocker (87/152)

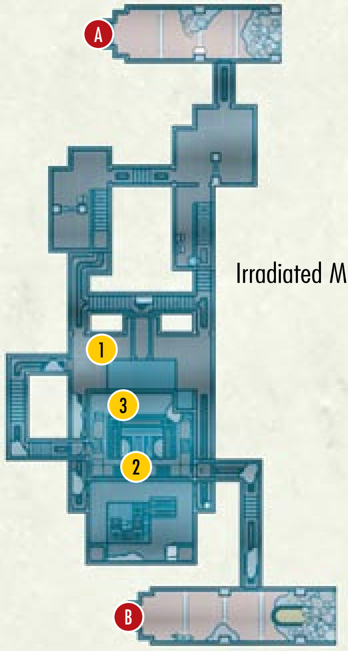
Ⓐ Location 9.17: The Capital Wasteland

Ⓑ Location 20.03: Mason District

U20: IRRADIATED METRO

- Threat Level: 3
- Faction: Ghoul
- Danger: High Radiation
- Collectible: Skill Book
- Interior Exploration
- Underground Connection
- Hostiles: Ghoul Genus

INTERIOR MAPS AND LOCATIONS



Ironically this area is not as radioactive as some locations. The main problem area is a large courtyard with a Glowing One.

① Glowing One Courtyard (northwest console)

- Chinese Army: Spec. Ops. Training Manual (24/25)

② Glowing One Courtyard (south console)

- Assault Rifle

③ Balcony (above courtyard) with assorted Chems and a dead Wastelander

- Blood Pack (2)
- 10mm Pistol and Ammo

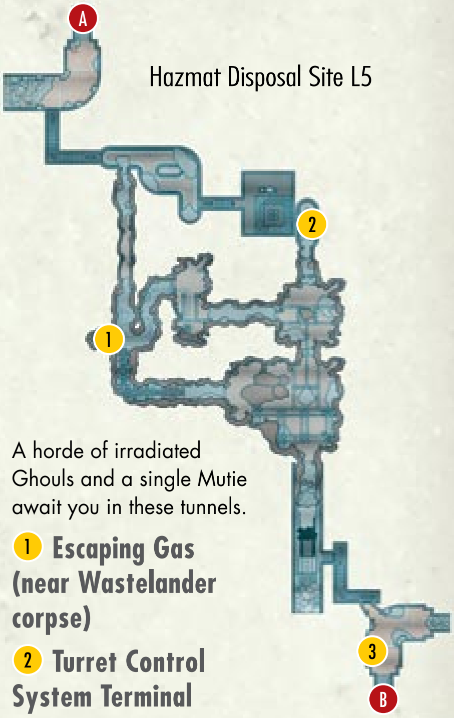
Ⓐ Location 9.12: The Capital Wasteland

Ⓑ Location 21.04: L'Enfant Plaza

U21: HAZMAT DISPOSAL SITE L5

- Threat Level: 4
- Factions: Ghoul, Super Mutant
- Danger: Baby Carriage, Low Radiation
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostiles: Ghoul Genus, Super Mutant Genus

INTERIOR MAPS AND LOCATIONS



A horde of irradiated Ghouls and a single Mutie await you in these tunnels.

① Escaping Gas (near Wastelander corpse)

② Turret Control System Terminal

③ Baby Carriage Trap

Ⓐ Location 17.02: The Mall

Ⓑ Location 21.01: L'Enfant Plaza

U22.A: ANACOSTIA CROSSING STATION

- Threat Level: 3
- Faction: Raider
- Collectible: Skill Book
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostiles: Raiders

INTERIOR MAPS AND LOCATIONS

Raiders have built a ramshackle camp on an extended mezzanine, and roam the nearby tunnels.

① Mezzanine Ticket Booth

- 10mm Pistol and Ammo

② Mezzanine Tables

A collection of tables with scattered Chems

- Pugilism Illustrated (25/25)

③ Ticket Master's Office

Metro Security Terminal releases Protectron. A nearby fridge contains food.

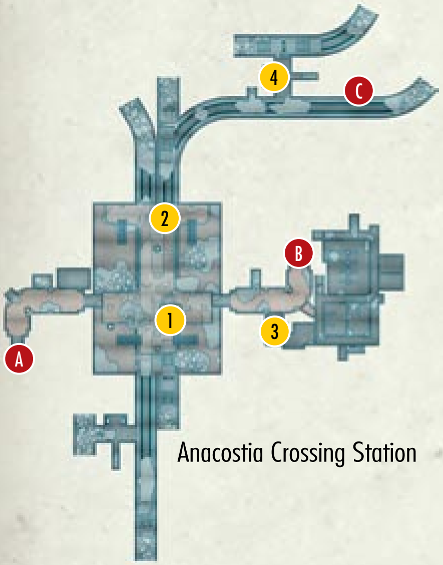
④ Connecting Corridor

A small Raider contingent has a few mattresses and a Stimpak here. The tunnel behind the fence cannot be accessed.

Ⓐ Location 9.16: The Capital Wasteland

Ⓑ Location 18.05: Seward Square

Ⓒ Location U22.B: Museum Station

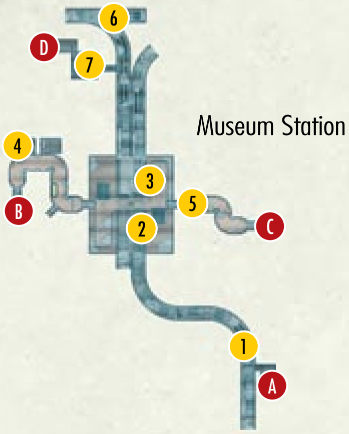


Anacostia Crossing Station

U22.B: MUSEUM STATION

- Threat Level: 3
- Faction: Raider
- Collectible: Skill Book (2)
- Guns And Ammunition
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Hostiles: Raiders, Radroaches, Ghoul Genus

INTERIOR MAPS AND LOCATIONS



Museum Station

Raiders are attempting to clear a Radroach infestation in the upper mezzanine. Elsewhere, small groups patrol the tunnels.

① Tunnel Carriages

- Ammunition Box (.308 Caliber)

② Ammo Cache under table

- Ammunition Box (3)

③ Mezzanine Sandbags

- Ammunition Box

④ Concourse Restrooms

A skeleton is close to a small crate with Chems and a book.

- Chinese Army: Spec. Ops. Training Manual (25/25)

⑤ Concourse Sandbag Defenses

Two locations, with scattered Chems.

- Ammunition Box (4)

⑥ Small Raider Camp

Amid the junk and couple of foes are some mattresses to sleep on.

- Ammunition Box

⑦ Raider Recreation Room

This area features pool table with balls you can take, Darts, and mattresses to sleep on. Hit the electrical switch to open the flap trap door to continue. The entrance room from Metro Central has an Ammo Box in it.

- Grognak the Barbarian (25/25)
- Ammunition Box

Ⓐ Location U22.A: Anacostia Crossing Station

Ⓑ Location 17.06: The Mall (Museum of History)

Ⓒ Location 17.09: The Mall (Museum of Technology)

Ⓓ Location U6.B: Metro Central

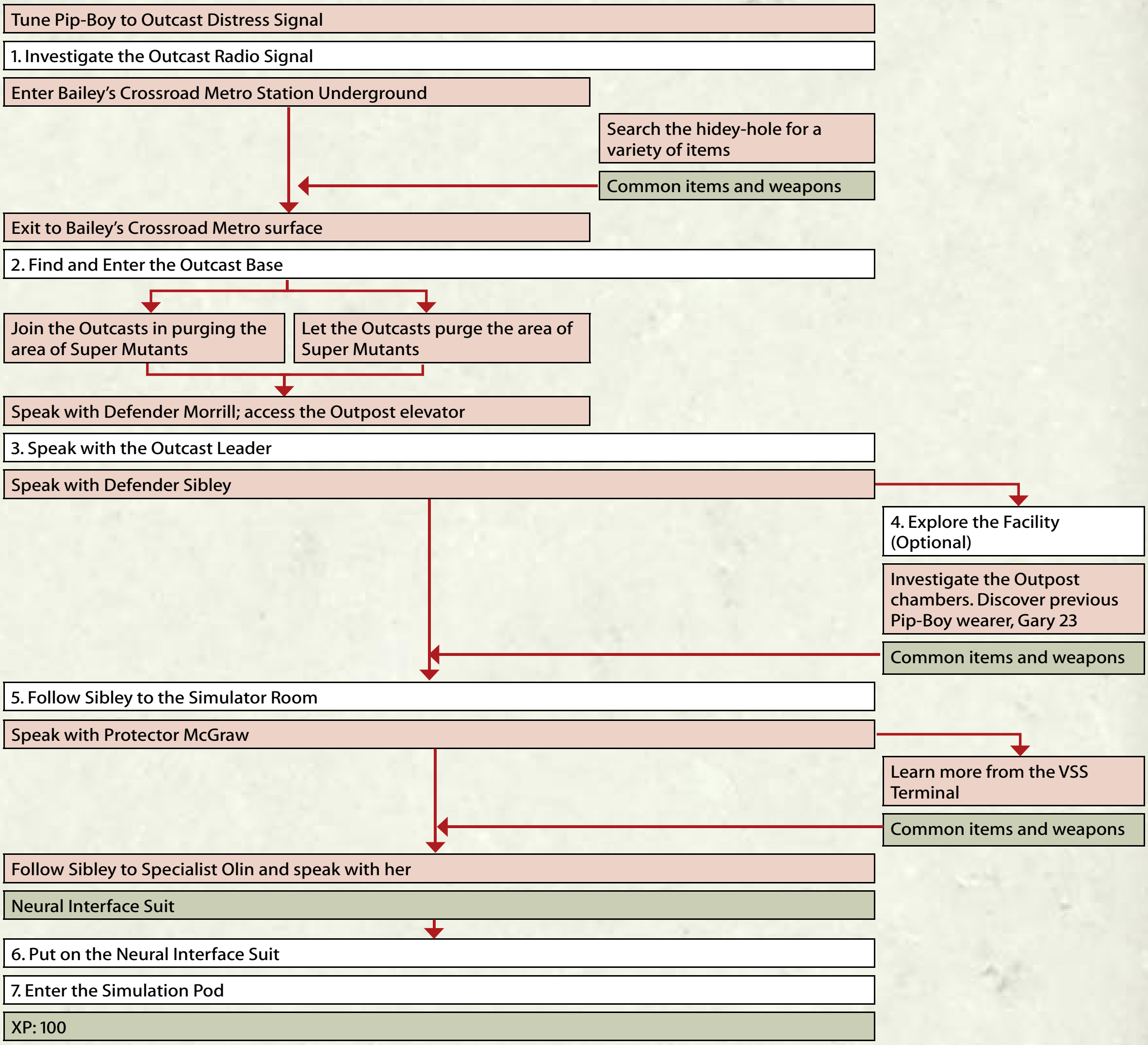
Chapter 8

OPERATION: ANCHORAGE

Aiding the Outcasts

QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Defender Morrill, Defender Sibley, Protector McGraw, Specialist Olin	Gary 23 (Deceased)
Locations	Bailey's Crossroad Metro, Outcast Outpost	Outcast Outpost
Adv. Items/Abilities	Power Armor Training, Science	—
Possible enemies	Raiders, Ghouls, Super Mutants	—



Tune Pip-Boy to Outcast Distress Signal

1. Investigate the Outcast Radio Signal

Enter Bailey's Crossroad Metro Station Underground

Search the hidey-hole for a variety of items

Common items and weapons

Exit to Bailey's Crossroad Metro surface

2. Find and Enter the Outcast Base

Join the Outcasts in purging the area of Super Mutants

Let the Outcasts purge the area of Super Mutants

Speak with Defender Morrill; access the Outpost elevator

3. Speak with the Outcast Leader

Speak with Defender Sibley

4. Explore the Facility (Optional)

Investigate the Outpost chambers. Discover previous Pip-Boy wearer, Gary 23

Common items and weapons

5. Follow Sibley to the Simulator Room

Speak with Protector McGraw

Learn more from the VSS Terminal

Common items and weapons

Follow Sibley to Specialist Olin and speak with her

Neural Interface Suit

6. Put on the Neural Interface Suit

7. Enter the Simulation Pod

XP: 100

Color code: Objective | Action | Rewards

Tip

Ideally, you should attempt this quest early in your Wasteland experience, because it allows you to train in Power Armor without having to access this Perk inside the Brotherhood of Steel's Citadel during the main quest.

TRAINING — FACTIONS & BESTIARY — CENSUS — GEAR — MAIN QUEST — MISC. QUESTS — TOUR — OPERATION: ANCHORAGE — THE PITT — BROKEN STEEL — POINT LOOKOUT — MOTHERSHIP ZETA — APPENDICES

INCOMING COMMUNICATIONS

Outcast Radio Signal

An urgent radio message has been transmitted, and your Pip-Boy has picked up the signal. Access the Data>Radio menu inside your Pip-Boy, and select "Outcast Distress Signal." Listen to a rather frantic Defender Morrill informing anyone on this frequency that backup is needed at Bailey's Crossroads.

NEW OBJECTIVE

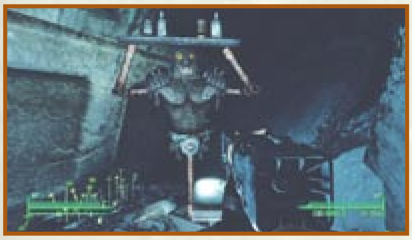
"Investigate the Outcast Radio Signal" begins.

Head southeast toward the Red Racer Tricycle Factory [LAT 02/LONG -15]. Clear any Raiders patrolling the factory's southeast, then locate the remains of the Metro entrance. The door to Bailey's Crossroads Metro is on the wall to the east.

DANK, DAMP, DARK, AND DEADLY

Enter Bailey's Crossroads Metro, an unexplored underground area that leads to Defender Morrill's last known position. Head along the narrow corridor and into the wider mezzanine entrance. The exit to the surface is blocked, so move past the Nuka-Cola machine and onto the mezzanine's upper level, where you'll encounter a couple of Feral Ghouls.

Take the escalator down to the lower level. There are two areas of interest here, both featuring luminous fungi. The first area features a skeleton in a cage; in fact, the whole area has signs of Super Mutant activity. Nearby are two Cartons of Cigarettes, a Frag Grenade, a footlocker, and a latrine with a Sawed-Off Shotgun (and ammo) and Jet nestled inside it. There's makeshift bedding here too; you've slept in worse places.



The alcoholic forager's hidey-hole features many mod cons, including a television and a particularly dumb waiter.

The second area, accessed over the remains of a railway carriage, holds the remains of a small camp where an apparently alcoholic forager was holed up. There's a Super Mutant dummy holding up a plank with Buffout. Behind the sandbags is an Ammo Box and a First Aid Box. Head back up to the mezzanine, and go east through the entrance to the opposite station exit. Surface from the underground onto streets of Bailey's Crossroads.

Sawed-Off Shotgun (and Ammo)

Jet

First Aid Box

Ammunition Box

SLAUGHTER AT SECTOR 7B

Emerge into Bailey's Crossroads and rendezvous with Defender Morrill, who's in the thick of it with his two squad mates and can't give a thorough briefing at the moment. You're tasked with removing Super Mutants from this courtyard. Using your favorite weapon, make short work of the Muties, and follow the Outcasts up the rubble pile to a doorway.

Or, if you're short on conscience, you can simply mow down everyone; the Outcasts have a few good Miniguns you might wish to cannibalize.

Or, if you're short on both ammunition and conscience, you can hang back and let most of the Brotherhood Outcast members receive damage from the Super Mutants before you go in and mop up.

NEW OBJECTIVE

"Find and enter the Outcast base" begins.

Atop the rubble pile are the remains of an office building. Push through with the Outcasts and slay (or watch the Outcasts slay) a Centaur and a couple Super Mutants at the room's opposite end. Search their corpses, then head downstairs, into an "open-plan" office. Use the available cover and bring down the concentration of the Super Mutants to the south (you can let the Outcasts go ahead, but they suffer casualties if you don't back them up).

Defender Morrill

Defender Morrill utilizes cover while he reloads. This is the last stand for his crew, if you're feeling unhelpful.

The firefight continues, as you have at least four Super Mutants defending the office ruins to the south. These are toughened foes with heavier weapons—locate cover before you attack them. Close-assault weaponry is discouraged, because a couple Muties are on the floor above; the stairwell to reach there is broken, so it is inaccessible. Once the Muties are dispatched, rifle through the desks and filing cabinets for ammo. There's also Sexy Sleepwear to try on and a First Aid Box on one section of wall wreckage.

Tip

Remember to scavenge the Super Mutant items, as well as Outcast Armor, Helmets, and other items if you don't feel the need to help every Brotherhood Outcast.

Sexy Sleepwear

First Aid Box

A MORRILL IMPERATIVE

Emerge from the office block and locate the exit sign that leads down some stairs to a blown-out exit. Continue south, out to the perimeter of the Outcast Outpost. Pass the Mark V Turret, and move down the ramp.

Defender Morrill is usually waiting for you at the ramp's base. He will ask what you're doing here and will then notice the glowing device on your wrist. He seems intrigued by this piece of technology and reckons Protector McGraw might want a look-see. You're then allowed access to the steel girders holding up a freight elevator.

> If you've already acquired the **Power Armor Training Perk** and if you've met Brotherhood Outcasts on your travels, obtained their Power Armor, and are now wearing it, Morrill treats you like a brother and wants to know where your squad members are.

If you're wearing only Outcast Armor or an Outcast Helmet (not both), or if you exhibit some unpleasant banter when Morrill asks your intentions, the situation can turn violent. This obviously also occurs if you're here to massacre everything.

Whether Morrill becomes hostile or not, enter the elevator (you may have to kill the Outcast member if Morrill turns violent), then flick the switch inside the elevator and ride it down into the earth.

NEW OBJECTIVE

"Speak with the Outcast Leader" begins.

Step from the freight elevator and enter the Outcast Outpost, housed in the VSS Building (Washington offices of the Virtual Strategic Solutions Company, Incorporated). This building houses some interesting armaments, as the company worked closely with the U.S. Army. You're greeted by Defender Sibley. He orders you to follow him and begins a journey from the Outpost gate to Protector McGraw's location. You can try any of the following dialog options:

- Agree and follow along behind him, all the way to McGraw's chamber.
- Agree and then spend some time exploring the Outpost; as long as you keep your weapons away from Outcast faces, you aren't deemed a problem.
- Disagree, and murder everyone. If you have the armaments and ammunition for a tough battle, you'll have to tackle Sibley and about six other Outcasts, including McGraw. Once they are slain, you receive a new objective.

NEW OBJECTIVE [OPTIONAL]

"Explore the Facility" begins.

Assuming you've heard Sibley and that McGraw is waiting for you, quickly rummage around the facility. Step into the first chamber, which has an upper balcony and two Mark V Turrets. To the north is a rubble-filled dead-end room with some skeletons. The only way onward is to the west. Step into the yellow corridor, and check the stairs to your left (south). They lead up to the balcony with the turrets and a small barracks with a bed to sleep in, Buffout, food, a Power Fist, a Gun Cabinet, Whiskey, and Purified Water. Take a break if you wish, then head down to the T-junction.

To the junction's left is a firmly sealed door, complete with a wall terminal that doesn't allow any access. Ahead is the main generator room (complete with a map of the facility, showing where power is currently off and on), which also houses a Tool Cabinet, a First Aid Box, some Mentats, and a couple Sledgehammers. Turn right (north), and investigate the medical bay to the left (northwest), which is locked. In addition to the First Aid Boxes, Med-X, and other scattered objects, it seems the Outcasts have managed to corral a Gary back from Vault 108 [LAT 18/LONG 06]! Too bad he wasn't a model patient; he looks like he's been recently bludgeoned to death, and his Pip-Boy arm has been sawed off.

Power Fist (and Gun Cabinet weapons)

Chems

First Aid Box

QUICK-CHORE MCGRAW

For now, ignore the room with the large Simulation Pod to the north and head east, into McGraw's chamber. Inside are several items you can take without fear: Chems, a Gun Cabinet, Vodka, a Combat Knife, a Laser Pistol, and several Lead Pipes. When you're ready, step between Defender Sibley and Protector McGraw, and speak to the Outpost's leader. It is advisable to remain witty rather than skittishly violent.

Assuming you remain pleasant, McGraw has a prospective job for you: The Outcasts are unable to interface with a computer program that will allow access to some high-value tech stored behind a blast door they've been unable to open. If you agree, you can easily interface your Pip-Boy with the program; you're then told to report to Specialist Olin.

If you're unwilling to listen to the Outcasts and attempt to murder them all, do so and then enter Olin's pod chamber.

Chems

Melee Weapons

Laser Pistol

NEW OBJECTIVE

"Follow Sibley to the Simulator Room" begins.

> Once hacked (using **Science**), Protector McGraw's VSS Terminal provides some pertinent information for you to peruse. You can't access the Program Updates.

Olin's simulator room is north of McGraw's room, and Sibley leads you there, ordering you to put on a Neural Interface Suit. Although abrupt, she also tells you more about the simulation and what you're doing here. When you've heard enough, select the Neural Interface Suit from your Apparel menu. Then head to the side of the Simulation Pod and access it. You automatically clamber in and are sealed inside. After a flash of blue lights, you're transported into the simulation.

If everyone's dead, locate Olin's body, procure the Neural Interface Suit, put it on, and enter the Simulation Pod without Outcast help.

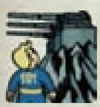
NEW OBJECTIVE

"Put on the Neural Interface Suit" begins.

NEW OBJECTIVE

"Enter the Simulation Pod" begins.

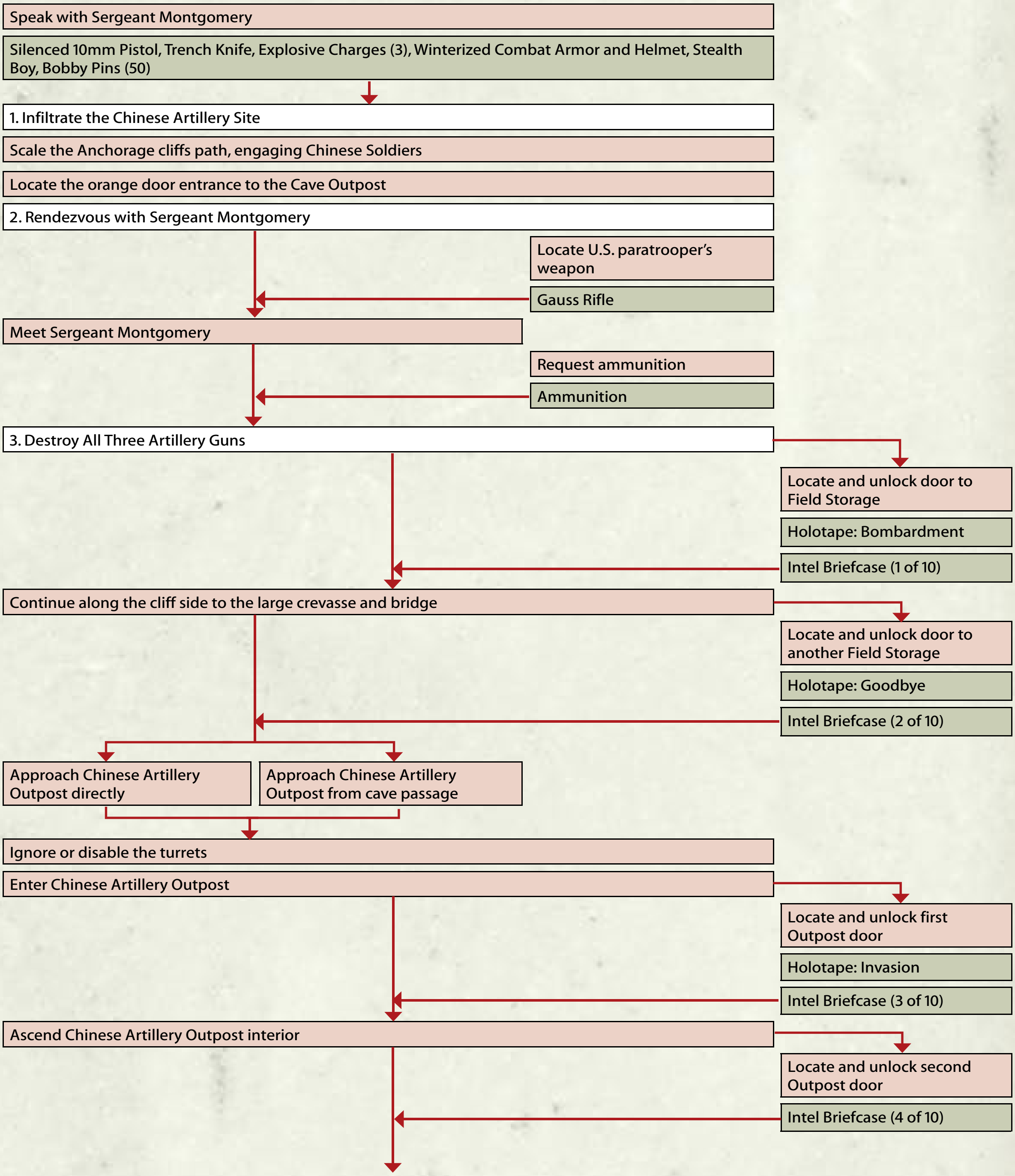
100 XP



The Guns of Anchorage

QUEST FLOWCHART

	MAIN PATH	COVERT OPERATIONS: OPTIONAL PATH
Main Characters	Sergeant Benjamin Montgomery, General Constantine Chase	Sergeant Benjamin Montgomery
Locations	Anchorage Cliffs, Cave Outpost, Cave Passage, Chinese Artillery Outpost, Artillery Overlook	
Adv. Items/Abilities	Melee Weapons, Science, Small Guns, Sneak	
Possible enemies	Chinese Soldier, Chinese Sniper, Chinese Inferno Unit, Crimson Dragoon	



Speak with Sergeant Montgomery

Silenced 10mm Pistol, Trench Knife, Explosive Charges (3), Winterized Combat Armor and Helmet, Stealth Boy, Bobby Pins (50)

1. Infiltrate the Chinese Artillery Site

Scale the Anchorage cliffs path, engaging Chinese Soldiers

Locate the orange door entrance to the Cave Outpost

2. Rendezvous with Sergeant Montgomery

Locate U.S. paratrooper's weapon

Gauss Rifle

Meet Sergeant Montgomery

Request ammunition

Ammunition

3. Destroy All Three Artillery Guns

Locate and unlock door to Field Storage

Holotape: Bombardment

Intel Briefcase (1 of 10)

Continue along the cliff side to the large crevasse and bridge

Locate and unlock door to another Field Storage

Holotape: Goodbye

Intel Briefcase (2 of 10)

Approach Chinese Artillery Outpost directly

Approach Chinese Artillery Outpost from cave passage

Ignore or disable the turrets

Enter Chinese Artillery Outpost

Locate and unlock first Outpost door

Holotape: Invasion

Intel Briefcase (3 of 10)

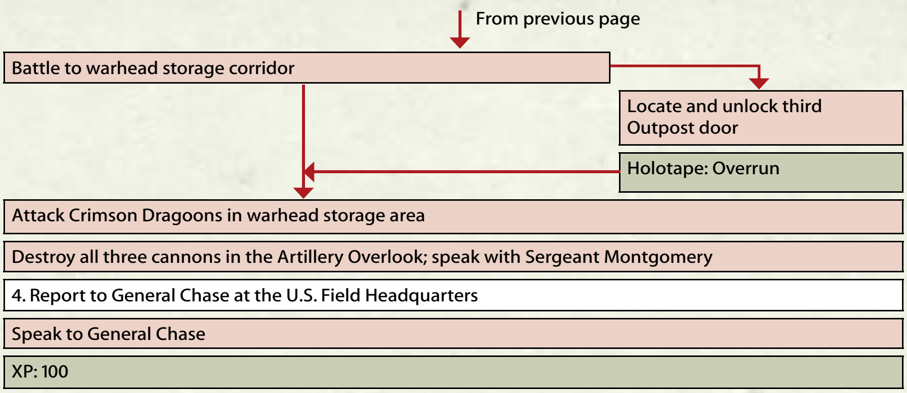
Ascend Chinese Artillery Outpost interior

Locate and unlock second Outpost door

Intel Briefcase (4 of 10)

Continued on next page

Color code: Objective Action Rewards



From previous page

Battle to warhead storage corridor

Locate and unlock third Outpost door

Holotape: Overrun

Attack Crimson Dragoons in warhead storage area

Destroy all three cannons in the Artillery Overlook; speak with Sergeant Montgomery

4. Report to General Chase at the U.S. Field Headquarters

Speak to General Chase

XP: 100

MEETING MONTY

Once you're awake and on your feet, Sergeant Benjamin "Benji" Montgomery greets you, and your simulated inventory updates. Benji says that he's glad you arrived (although it looks like you're the only paratrooper who did). He has some reconnaissance work to do and agrees to join you later, when you head up the cliffs.

- **Silenced 10mm Pistol**
- **Trench Knife**
- **Explosive Charges (3)**
- **10mm Rounds (60)**
- **Winterized Combat Armor**
- **Winterized Combat Helmet**
- **Stealth Boy**
- **Bobby Pins (50)**

NEW OBJECTIVE

"Infiltrate the Chinese Artillery Site" begins.

A proficiency in the **Small Guns** skill is recommended if you wish to easily dispatch the Chinese Soldiers.

A proficiency in the **Energy Weapons** skill allows you to adeptly utilize the Gauss Rifle.

A proficiency in the **Sneak** skill, along with the Stealth Boy, enables you to take a much more subtle approach.

A proficiency in the **Melee Weapons** skill (perhaps with Sneak) allows you to easily stab foes in close-quarter combat.

CLIFFSIDE CLIMB AGAINST THE COMMIES

While Benji skillfully scales the cliff face, you must head roughly northeast toward a concrete promontory, where your first Chinese Soldier awaits. You have three main choices, all of which are combat-related:

You can simply engage with **Small Guns**. Utilize the V.A.T.S. targeting system if you want.

You can swap your 10mm Pistol for a Trench Knife if you're highly skilled in **Melee Weapons**.

You can employ your **Sneak** skill, and optionally the Stealth Boy you've been given, and quietly head past the foe or slay him without making a sound.

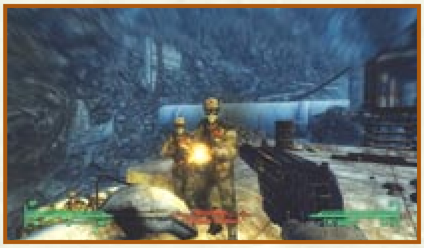
Perform any and all of these actions throughout your cliffside excursion, based on your preferred skills. Just beyond the promontory, the rocky path continues to a section of rusty catwalk steps. Slay a second Chinese Soldier here. Then return to the promontory if you require a Health boost.

Tip

This is your first interaction with a Health Dispenser. Fortunately, it is simple to use—just activate it if you wish to return to full health.

Note

After each enemy falls to the ground, he digitally disintegrates and is removed from the simulation, along with any weapons and apparel he was carrying. For this reason, there is no point in searching bodies, as they blink out of existence. The same is true for items; you can grab only those that are pulsing red.



Farther up the cliffside, the fighting is more precarious and the enemies more foolhardy and dangerous.

Expect another Chinese Soldier to waylay you as you climb the catwalk steps, which leads to a bridge spanning both sides of the cliff. The plummet is endless, and there's a soldier aiming at you from the opposite fortifications built out of the cliffside. Race across the bridge for best results (if you aren't Sneaking and have attracted attention).

Or stand and aim from extreme range if your **Small Guns** prowess is legendary.

Climb another precarious catwalk, readying for further combat as you reach another lookout. This has some sandbag defenses and three godless Commies to sort out. After defeating the foes, turn and head into the rusting lookout room and slay another soldier. Now that you've suppressed all the immediate threats, head back outside and locate the steps to the southeast. They lead down to a small sniping position with a Health Dispenser, Frag Mine, and a Sniper Rifle. Then return to the lookout room, where you can grab a Chinese Assault Rifle, refill your weapons at the Ammo Dispenser, and take two more Frag Mines and two Frag Grenades. You now have many more combat options for the fighting to come:

- You can Sneak, lay Frag Mines, and then coax enemies onto them (or detonate them all with Grenades or gunfire).
- You can lob Frag Grenades at foes, which is particularly handy if they are partially behind cover.
- You can use the Sniper Rifle to methodically clear the path ahead, firing from extremely long range.
- Or, you can run and gun, using the Chinese Assault Rifle to strafe foes at closer range and shrugging off any damage.

Tip

Don't forget to Pickpocket your foes and drop in a Grenade too!

Frag Mine (3)

Sniper Rifle

Chinese Assault Rifle

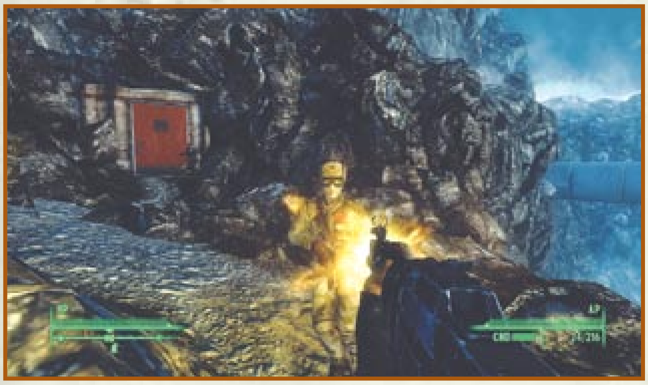
Frag Grenade (2)

PIPE CLEANING

Leave the lookout room and step onto the huge oil pipeline connecting both cliffsides. You're likely to have attracted the attention of two Chinese Soldiers; if you aim for their legs (especially in V.A.T.S.), you can cripple them and send them sliding into the bottomless drop! After you cleanse the immediate area of Commies, optionally head up the broken half of the bridge resting on the pipe. There's a Stealth Boy up on the crates above.

Stealth Boy

Return down to the pipe and cross to the opposite side, heading in a roughly southwest direction. By the hanging (and inaccessible) portion of the bridge, turn right (northwest), and head up the rocky ledge with an additional catwalk. Ahead is another giant pipe, but it is much too high to reach. You may have attracted the attention of a soldier atop this pipe; perform precise shots to drop him. Then spin around to face the southeast; this is where the trail continues.



The door to the Cave Outpost is teeming with Red Chinese. Fight your way through; your country depends on it!

You may meet another Chinese Soldier en route to another concrete promontory, which offers incredible views. Locate the catwalk steps leading up the rocky outcrop, and watch for incoming fire from the northwest. There are two more Chinese Soldiers guarding an orange door up here; you must drop both before attempting to enter the Cave Outpost beyond.

NEW OBJECTIVE

"Rendezvous with Sergeant Montgomery" begins.

EXPLORING THE PARATROOPER'S DEATH PERCH

Head through the connecting room and into a large cavern. As you head down the natural ramp, you spot a U.S. paratrooper being gunned down from the parachute caught in the skylight above. There's no chance to save him, but there's every chance to avenge his death! Bring your favored weapon to bear and rake both the foes' bodies until they crackle out of existence; then check the cavern. It seems your paratrooper brother's death wasn't in vain; he's dropped a new weapon—the Gauss Rifle. Utilize it immediately! While you're in this area, turn south to face an easily missed alcove. Inside is a Health Dispenser, two Frag Mines, two Frag Grenades, a Chinese Assault Rifle, and five Microfusion Cells to power your new Rifle.

Gauss Rifle

Microfusion Cell (5)

Frag Mine (2)

Frag Grenade (2)

Continue north to the opposite side of the open cavern and up the catwalk embedded in the rock. Ready yourself for a couple more threats in a subsequent cavern. Ignore the bottomless chasm to your left, and climb the rocky ramp to the exit tunnel on the eastern side. Follow the metal steps up to a rendezvous with Sergeant Montgomery, who's back from his reconnoiter of the artillery positions. Begin to chat with him.

You can agree to "blow the hell out of this place" and exit the Cave Outpost.

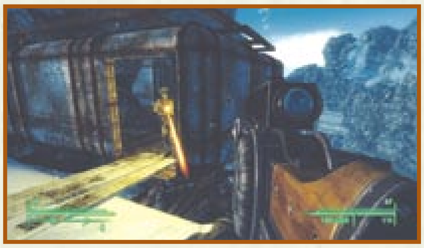
Or, you can choose "Hang on a second. Do you have any spare ammo?" For this, Montgomery gives you some, but don't expect anything other than sarcasm if you ask a second time. When you're ready, move east toward the door to Anchorage Cliffs.

Ammunition

NEW OBJECTIVE

"Destroy all three Artillery Guns" begins.

SWITCHBACK FOR THE SUITCASE

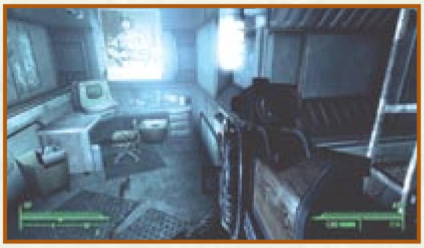


A lone Chinese trooper guards the first of a series of vital Intel pieces.

Upon exiting the Cave Outpost, you're back on the Anchorage Cliffs, but much farther up. Unfortunately, so are the Chinese; a fierce gun battle erupts with two foes below you. With Sergeant Montgomery providing cover fire, lay waste to these intruders, and then run down to the concrete promontories with the spotlights fixed to them. Your way onward is to the north, but it is recommended you double back for a moment.

Face south and head down the catwalk to the connecting pipe that allows access to a tiny overlook station to the southeast. The pipe you're on is the one you gazed up at earlier. With your weapon brandished, trot across the pipe and immediately slaughter the guard stepping out of the overlook station. There's more than just a Ham Radio and Health Dispenser in here:

On the east wall, check the locked door to the Field Storage; this is easy to miss but also easy to unlock using **Lockpick**. Once through, you can enter a small communications room, with three items of interest:



1. Holotape: Bombardment—A recording of an American soldier during the Chinese Invasion
2. Chinese Terminal—A decrypted volume, full of interesting translations, including the Chinese's vulnerability to airborne drop tactics
3. Intel (under the desk)—Well done, soldier! You've found the first of 10 pieces of intelligence!

Holotape: Bombardment

Intel Briefcase (1 of 10)

FREEFORM QUEST

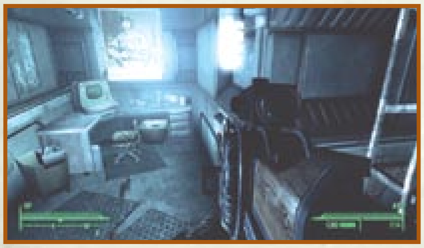
Covert Operations

Note

This begins the Freeform Quest known as **Covert Operations**. You have ten separate Intel Briefcases to locate between now and the end of this simulation. Complete this task, and you're awarded the **Covert Ops perk.**

Retrace your steps and then head north, up some catwalk steps to another fracas with a Chinese fighter. Cross a small bridge and take cover as the cliffside opens up to reveal a large crevasse with a bridge spanning it. On the bridge's other side are several concrete promontories hewn out of the rock; enemies are dug in here. Tag the foe on the near side of the bridge, then use your scope to bring down the one on the bridge's opposite side. Next, cross the bridge but keep your guns trained to the left (south), as there's a couple more enemies lurking in the corridor buildings on this side. Before you explore the area where the troops are firing from, check the Field Storage door.

Unlock the door with **Lockpick** and enter the small chamber, finding the second of your ten Intel cases in here, along with a sorrowful Holotape of an American soldier's last good-bye to his loved one.



Holotape: Goodbye

Intel Briefcase (2 of 10)

FREEFORM QUEST

Covert Operations

Enter the corridor structure that winds west and south; follow it until you reach the junction with the Ammo Dispenser. Fill your inventory with Microfusion Cells, Frag Grenades, and a Mine, then head north; around the corner, go west. Ahead, the rusting corridor opens up to a catwalk bridge leading to the heavily defended front of the Chinese Artillery Outpost. You can try a direct approach, rushing the front doors or sneaking in using a Stealth Boy (although Benji can be a hindrance here). A better plan is to turn west before the corridor ends, locate the door to the Cave Passage, and head inside.

Microfusion Cell (7)

Frag Grenade (2)

Frag Mine

ATTACK FROM ABOVE

The Cave Passage is a small, single cavern with a catwalk embedded in the far wall. Head up the catwalk to the passage and exit door, which leads to a great vantage point overlooking the Artillery Base and two bunkers. The first bunker is near the entrance, and the other is atop it. Montgomery wastes little time engaging the enemy, and you can too; your upper viewpoint gives you excellent line of sight with your Gauss and Sniper Rifles. Try and cut down the troops hiding behind the window slits of both bunkers.

Another recommended tactic is to leave the sergeant blasting away and dash for the side of the building. Race up the stairs and head inside the upper concrete bunker, slaying the two Chinese Soldiers stationed here before they can return fire. There's a Health Dispenser here if you need it. The other bunker is a little more problematic; there are two Mark I Turrets to tackle, as well as a Chinese Inferno Unit—a soldier carrying a Flamer. Blast the turrets through the window slits or head to the bunker's rear, rolling in a Frag Grenade to deal with the Inferno Unit; then set upon the turrets:

You can deactivate the turrets at the wall terminal with **Science**.

- Or, you can ignore the turrets entirely, as there's no reason to enter this bunker.
- Or, you can remain at the doorway, blasting the turrets with your favored weapons until they explode.

Whatever your plan, eventually you should head west and open the Artillery Outlook double doors.

ARTILLERY OUTLOOK: GRIM FOR THE COMMUNISTS

Enter the Outpost, pass the 10,000 feet elevation sign, and listen for the faint rumblings of the artillery shells being launched on Anchorage. Head north, into an unloading dock, and make quick work of the waiting foes. Use the barrels, supply containers, and mechanical computers as cover, dropping foes coming down the shallow ramp to the east. Watch for foes atop the gantry to the north. Climb the gantry steps, tackle more Chinese troops at the catwalk one floor up, then enter the metal corridor structure. There are more enemies to dispatch and a Chinese Assault Rifle to grab (behind the overturned table).

Stay on this top-floor corridor, optionally peering out to the metal balcony overlooking the shallow ramp (a great place to drop

Grenades from if enemies are still bothering you). Then head east, following the corridor around and past a locked door (return to this when the area is completely secure). You come to a small upper storage corner with a long corridor stretching north. Continue there after you head down the stairs, doubling back to the shallow ramp and cleansing the area of Commies. Then stop and retool at the Ammo Dispenser, grabbing the two Missiles, Frag Grenades, Microfusion Cells, and a Sniper Rifle. Heal at the Health Dispenser, then head up the stairs.

Return to the door you passed and unlock it with **Lockpick**. Search the tiny storage room for another Intel case; a shocking Holotape revealing the barbaric nature of the invasion; and a Stealth Boy, if you're determined to use Sneaking over savagery.

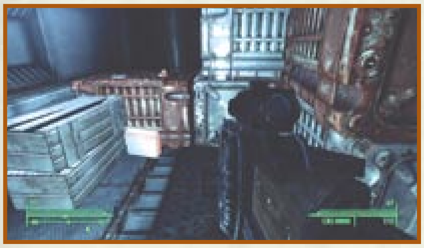
Sniper Rifle

Microfusion Cell (4)

Frag Grenade (2)

Frag Mine

Missile (2)



Holotape: Invasion

Stealth Boy

Intel Briefcase (3 of 10)

FREEFORM QUEST
Covert Operations

ROAMING IN THE GLOAMING

With all items secured, you can return upstairs and follow the long corridor ledge on your right (east); it reveals a vast underground cavern with an open roof. There's little time to admire the view through the gloomy light, as a trio of Chinese Soldiers are active at this ledge's north end. Watch for ambushes from behind the stacked container crates as you round the corner and come upon a connecting landing.

Replenish your weaponry at the Ammo Dispenser, and snag the two Missiles, two Frag Grenades, four Microfusion Cells, and a Frag Mine on the table. Then locate the locked door in the northwest corner. Open it:

Use your **Science** skill to try hacking in via the wall terminal.

Or use **Lockpick** to jimmy the lock open with your Bobby Pins.

Inside is a tiny storeroom with a computer terminal on a table next to two Frag Grenades. You can take the Intel Case next to the terminal too. Ignore the books to the right; although one looks suspiciously like a Pre-War book, you can't take it.

Microfusion Cell (4)

Frag Grenade (4)

Frag Mine

Missile (2)

Intel Briefcase (4 of 10)

FREEFORM QUEST
Covert Operations

Tip

You can temporarily stop your search for Briefcases; no more appear until the third part of this quest.

Climb the steps and head east, onto another lengthy ledge with an open chasm to your right. Since you have plenty of Grenades, lob a couple down this ledge with spectacular results! Expect at least three Chinese Soldiers at this location and another four or so when you round the left (north) corner and head into the warhead storage corridor. Use the warhead crates as cover, and peek out to dispatch any foes you find in the area.

Next, move to the end of this floor, which has two staircases on either side of a square-shaped hole in the ground. It might be wise to avoid that! Beware of a few additional adversaries behind the crates, under the balcony. When the area is cleared, you can check one corner under the stairs for a Health Dispenser. Then climb either staircase, turn left (west), and enter the corridor.

Immediately look to the right (north); there's a door requiring your **Lockpick** skill.

Inside is a small chamber with a Holotape. There's no Intel Briefcase here. Continue along the corridor, up the steps to the corner where you may encounter resistance, and then up the stairs to a connecting room with a Ammo Dispenser, Health Dispenser, and the items listed below. Finally, follow the corridor up to the main warhead storage area.

Holotape: Overrun

Microfusion Cell (3)

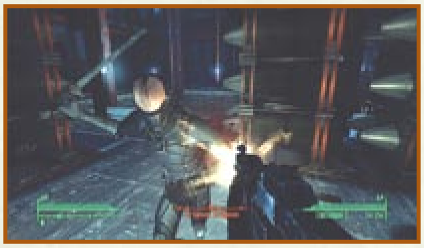
Frag Grenade

Frag Mine (2)

Missile (2)

SEEING RED: THE DRAGOON BATTLES

Step out into the warhead storage area, and immediately head for the base of the stairwells. You're above the room with the square-shaped chasm. Slowly perform a sweep of the area around the base of the staircase, and look closely at your surroundings; a Crimson Dragoon suddenly leaps to action, charges you with a damaging blade attack, and then vanishes! These shock troops are deadly, and the most proficient way to tackle them is to try the following:


Cloaked, vicious, and incredibly fast, Crimson Dragoons are the real red menace!

- Enter V.A.T.S. mode.
- Any Crimson Dragoon you've spotted will appear, but you won't be able to target it.
- Exit V.A.T.S., and manually target your weapon at them, peppering them with gunfire (or blade swipes) until the Dragoon decloaks.
- The Dragoons move incredibly quickly, making manual aiming a real art. If you're less proficient at real-time combat, enter V.A.T.S. mode, and the Dragoon (providing he's still decloaked) is now available to strike.

Continue this plan of attack until you nullify all four Crimson Dragoons lurking in the area. Then take either set of stairs to the east; both lead to a winding catwalk, which you can flee to if the Dragoons are bettering you. Head north along the catwalk to the upper exit doorway, optionally pausing at the exit hatch door to procure health and ammo from the Dispensers, as well as the following items. Then step out to the Artillery Overlook exterior; you're on the Anchorage side this time!

Microfusion Cell (3)
Frag Grenade (5)
Frag Mine
Missile (2)

ANCHORING DOWN ANCHORAGE: ARTILLERY NULLIFICATION

You exit to bright sunlight, but events are taking a troublesome turn as artillery cannons are bombarding the Alaskan city into rubble. This must be stopped at once, so choose the right pathway, to the north, and jog down the suspended catwalk steps to the first artillery cannon. Make short work of the soldier here, then use the cannon's base as cover, as there are two more soldiers inside the circular bunker ahead of you. Rush the bunker's right side, then either lob a grenade in through the doorway or windows, or step in and fire. Head outside, watching for possible fire from a Dragoon sniper nestled on the promontory above. There's an Ammo and Health Dispenser, as well as the items listed below.

Alternatively, you can Sneak down the catwalk to the side of the cannon, plant the explosives, and return the way you came without anyone noticing (if you utilized a Stealth Boy).

Another exit path is to move to the overlook area between the catwalk you came from and the cannon structure. Peer across, and you'll see a sandbag defense on lower ground, across a crevasse. It's actually possible to hug the cliff wall just below the catwalk and step across to this lower section—another escape route.

Aside from backtracking, another path to attempt is a set of metal steps set in the rocks to the southeast. Beware of attackers from above as you ascend up to the second artillery cannon.

Microfusion Cell (4)
Frag Grenade (2)

Tip

The explosives you must clamp to the controllers at the base of each cannon are automatically retrieved from your inventory. Montgomery gave them to you when you first met, and these items cannot be dropped.

There's a lower ledge you can navigate that leads to several altercations with Chinese Soldiers and Dragoon and Inferno Units. When you first reach this area, turn left and dispatch a Dragoon sniper at the ledge's north end; then collect the items listed below from the Ammo and Health Dispensers. There's a second Health Dispenser along the ledge, under the metal step platform, which is part of the exit pathway that leads up to the third artillery cannon. Expect resistance as you reach the top of this path. This is a good possible secondary route to take.

Microfusion Cell (6)
Frag Grenade (2)

Assuming you've destroyed the lower artillery cannon and are taking the path up to the middle cannon, follow the path to the cannon's rear, watching for Chinese offense. Grab any items you wish (listed below) at the makeshift Health and Ammo Dispenser table before automatically clamping another set of explosives to the middle cannon's controller.

Microfusion Cell (5)
Frag Grenade (3)
Frag Mine (2)
Missile (2)

Next, try one of the following:

- You can Sneak around the front of the cannon and snipe the enemies (approximately three soldiers, an Inferno Unit, and a Dragoon) guarding the final cannon.
- Or, you can use the short pathway linking the two cannon locations, systematically defeating the two soldiers inside the bunker, then an encroaching Inferno Unit, and finally a Dragoon on the outer cliff sandbag defenses. Before you complete your objective and detonate the final cannon, inspect the Health Dispenser inside the bunker for more items. When the final cannon has been obliterated, and Anchorage is finally safe from bombardment, your objective is updated. The visage of Sergeant Montgomery and the cliffs fade away, and you're transported automatically into the Field Headquarters.

Microfusion Cell (6)
Missile (2)

NEW OBJECTIVE

"Report to General Chase at the U.S. Field Headquarters" begins.

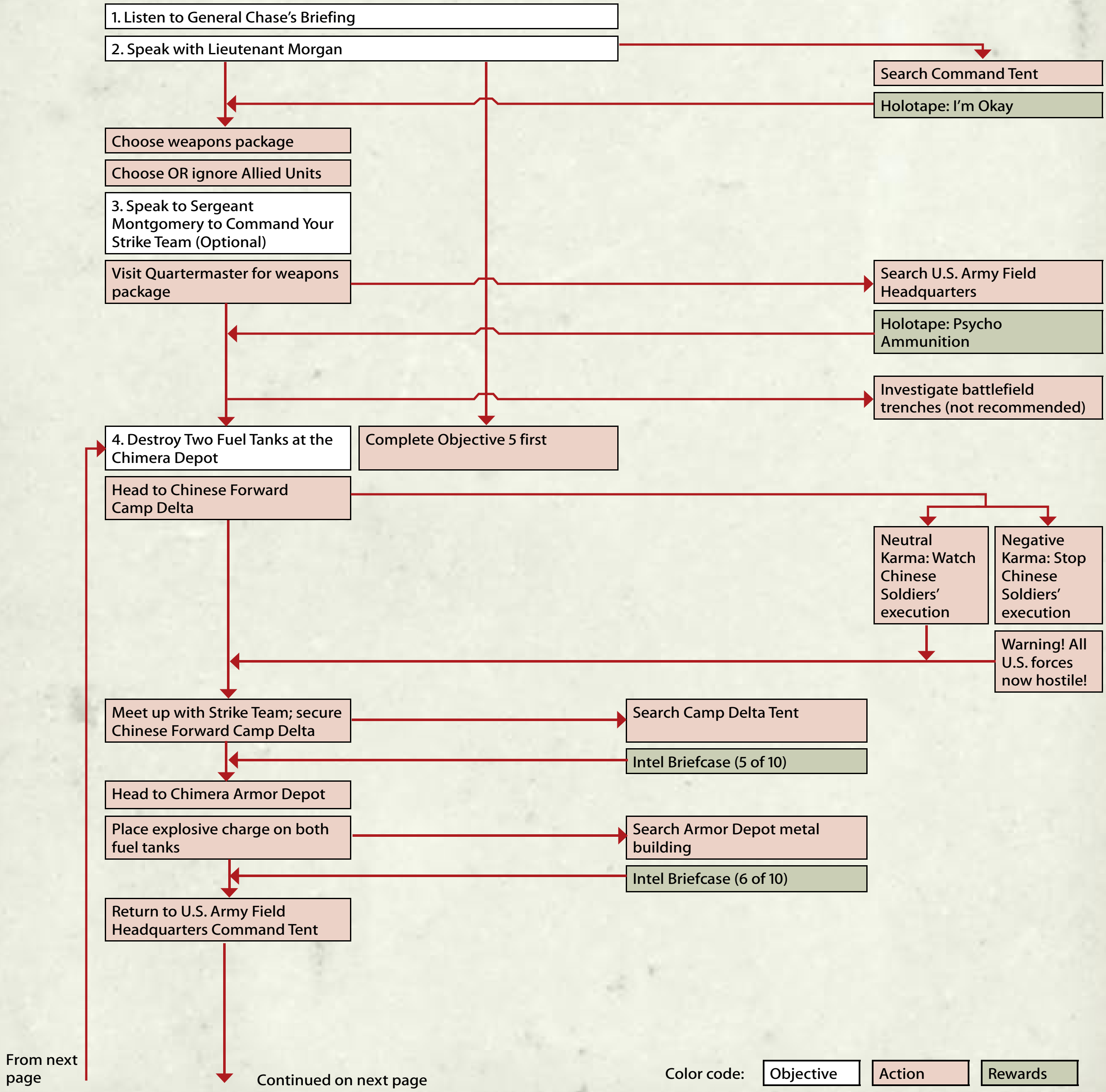
You appear inside a military tent as the simulation program updates. You're near Lieutenant Morgan, who recommends you speak with General Chase, the leader of the U.S. forces in this sector. Fortunately, he's standing nearby. Step on over, and he commends you on your cannon-busting abilities. You can interrupt and receive a dressing-down, or listen as the general informs you his troops are a little strung out from the last bombing run on this facility and from losing Strike Team Commander Patterson. Chase needs a person of your caliber to replace Patterson, and he's got some Chinese installations that need retaking. He beckons you over to the battlefield map table.

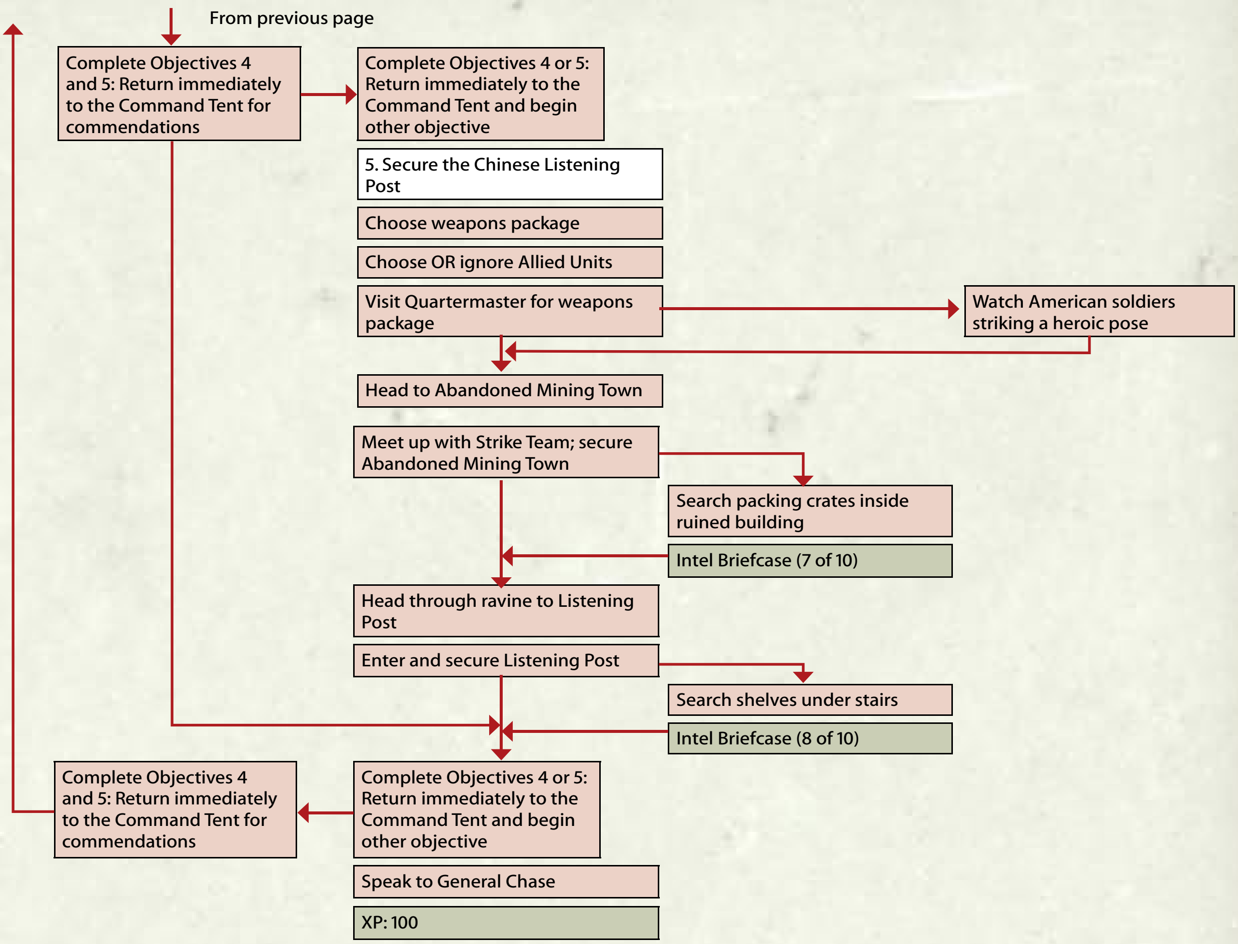
XP **100 XP**

Paving the Way

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	OPTIONAL: COVERT OPERATIONS	OPTIONAL PATHS
Main Characters	General Constantine Chase, Lieutenant Morgan, Sergeant Benjamin Montgomery, Quartermaster		—	Doctor Adrienn Adami
Locations	U.S. Army Field Headquarters, Chinese Forward Camp Delta, Chimera Armor Depot	U.S. Army Field Headquarters, Abandoned Mining Town, Listening Post	Chinese Forward Camp Delta, Chimera Armor Depot, Abandoned Mining Town, Listening Post	U.S. Army Field Headquarters, Chinese Forward Camp Delta
Adv. Items/Abilities	—			
Possible enemies	Chinese Soldier, Guard Dog, Chinese Launcher, Chinese Inferno Unit, Chinese Sniper, Crimson Dragoon, Spider Drone, Chimera Tank	Chinese Soldier, Chinese Launcher, Chinese Inferno Unit, Chinese Sniper, Crimson Dragoon	—	—


1. Listen to General Chase's Briefing
2. Speak with Lieutenant Morgan
Search Command Tent
Holotape: I'm Okay
Choose weapons package
Choose OR ignore Allied Units
3. Speak to Sergeant Montgomery to Command Your Strike Team (Optional)
Visit Quartermaster for weapons package
Search U.S. Army Field Headquarters
Holotape: Psycho Ammunition
Investigate battlefield trenches (not recommended)
4. Destroy Two Fuel Tanks at the Chimera Depot
Complete Objective 5 first
Head to Chinese Forward Camp Delta
Neutral Karma: Watch Chinese Soldiers' execution
Negative Karma: Stop Chinese Soldiers' execution
Warning! All U.S. forces now hostile!
Meet up with Strike Team; secure Chinese Forward Camp Delta
Search Camp Delta Tent
Intel Briefcase (5 of 10)
Head to Chimera Armor Depot
Place explosive charge on both fuel tanks
Search Armor Depot metal building
Intel Briefcase (6 of 10)
Return to U.S. Army Field Headquarters Command Tent
From next page
Continued on next page
Color code:
Objective
Action
Rewards


From previous page
Complete Objectives 4 and 5: Return immediately to the Command Tent for commendations
Complete Objectives 4 or 5: Return immediately to the Command Tent and begin other objective
5. Secure the Chinese Listening Post
Choose weapons package
Choose OR ignore Allied Units
Visit Quartermaster for weapons package
Watch American soldiers striking a heroic pose
Head to Abandoned Mining Town
Meet up with Strike Team; secure Abandoned Mining Town
Search packing crates inside ruined building
Intel Briefcase (7 of 10)
Head through ravine to Listening Post
Enter and secure Listening Post
Search shelves under stairs
Intel Briefcase (8 of 10)
Complete Objectives 4 and 5: Return immediately to the Command Tent for commendations
Complete Objectives 4 or 5: Return immediately to the Command Tent and begin other objective
Speak to General Chase
XP: 100

GIVING CHASE

NEW OBJECTIVE

"Listen to General Chase's briefing" begins.

Chase surveys the choke points from his computerized vantage point, well away from the blood and screaming.

Listen as General Chase points out several fortifications that you and your Strike Team must overrun. The general breaks these down into three separate fights: The first is an attack on Chinese Forward Camp Delta and the Armor Depot where the Chinese are testing out their impressive Chimera battle tanks. However, if the depot's fuel tanks are destroyed, those tanks won't be trundling anywhere. The second attack is attempted during the investigation of an Abandoned Mining Town, through which you must travel to a Listening Post. You must clear the Listening Post of Red Chinese. The third encounter, the final push of Operation: Anchorage, begins after you complete the first two missions.

NEW OBJECTIVE

"Speak with Lieutenant Morgan" begins.

Caution

It is extremely important to clear both the Armor Depot and Listening Post.

If you don't clear Armor Depot, you encounter several Chimera Tanks when assaulting the Battlefield Trenches. The Chimera cannons are deadly, and you can easily be overwhelmed.

When assaulting the Battlefield Trenches without first clearing Listening Post, you are subject to air-bombing runs by the Chinese Military, which results in a quick and messy death.

Therefore, the only way onward is to complete General Chase's two tasks.

You are referred to Lieutenant Morgan, a more personable soldier and your intelligence officer, who is happy to provide extremely detailed verbal notes on each of the locations you're about to attack—should you ask. He can also give you reasons why each location must be tackled. More importantly, he hands you five Recruitment Markers, which you cash in for Strike Team troops, and two Explosive Charges, used to clamp to the fuel tanks in the Armor Depot. Before you follow Morgan's advice and access the Field Headquarter's computers, quickly check the room for some Chems and a Holotape ironically entitled "I'm Okay."

Recruitment Markers (5)

Explosive Charges (2)

Chems

Holotape: I'm Okay

NEW OBJECTIVE
"Destroy two Fuel Tanks at the Chimera Depot" begins.

NEW OBJECTIVE
"Secure the Chinese Listening Post" begins.

NEW OBJECTIVE [OPTIONAL]
"Speak to Sergeant Montgomery to command your Strike Team" begins.

STRIKE TEAM TACTICS: INSPECTING YOUR PACKAGE

Meet the Quartermaster to secure your chosen package. Turn on the charm for an additional unauthorized killing ordnance.

Access the Requisition Terminal first. This gives you a choice of four different sets of armaments for your forthcoming battles. Simply select the package you prefer, based on your skill set, and then exit the Field Headquarters. Locate the Quartermaster to instantly obtain the equipment (and additional ammunition if you ask for it). The following packages are available:

FIRE TEAM PACKAGE

Assault Rifle

Combat Knife

Frag Grenade (12)

Small Guns is an excellent choice for a multitude of combat situations, as you have a large amount of ammunition for your Assault Rifle, several Frag Grenades for lobbing into bunkers and blowing up turrets, and a Combat Knife that ideally should be stowed.

CLOSE ASSAULT PACKAGE

Power Fist

10mm Pistol

Combat Shotgun

Frag Grenade (8)

Frag Mine (8)

If you are skilled in **Unarmed** combat, the Power Fist is an invaluable tool, making this package the only real choice. The Combat Shotgun is also devastating at close range, which is excellent when you're working your way through trenches, attempting to Sneak, or facing foes at close quarters (which occurs frequently during this quest). Combine this with the Special Package for the most flexible set of weapons. Bring Strike Team members skilled in longer-range combat to offset your disadvantages here.

SNIPER PACKAGE

Sniper Rifle

10mm Pistol

For those predominantly attempting **Sneak** attacks, this offers some excellent advantages, which are unfortunately countered by the lack of Sniper Rifle ammunition. It is better to choose a different package, such as the Special Package (which features a weapon with similar zoom capabilities), or rely on your Strike teammates to drop foes from longer range.

HEAVY WEAPONS PACKAGE

Missile Launcher

10mm Submachine Gun

Massive devastation is guaranteed with **Big Guns**, and you now finally have a reason for collecting all those Missiles throughout the previous mission! It is most wise to switch to the 10mm Submachine Gun for trench warfare and closer assaults, but the Launcher is great for attacking long-range and tackling the dreaded Chimera tank.

SPECIAL PACKAGE

Gauss Rifle

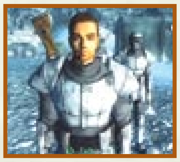
If you succeed in a **Speech** challenge when speaking with the Quartermaster, he waives protocol and grants you access to a Gauss Rifle and any of the previous packages. This is recommended, as the Rifle adds a long-range attack that can complete an otherwise-lacking package, and the Rifle can take the place of lobbed Grenades or planted Mines.

Caution

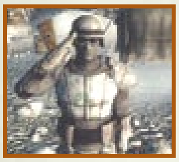
Simply ignoring the packages and wading in without equipping yourself is perhaps the most idiotic plan imaginable.

STRIKE TEAM TACTICS: NEW RECRUITS

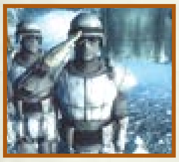
Access Patterson's terminal now, and spend the Recruitment Markers Morgan gave you. You can elect to spend none, some, or all of them. You can also speak to Sergeant Montgomery (who is out in the camp exterior and who also accompanies you on your mission) about dismissing teammates you don't want or need, and you can request replacements for dismissed or dead team members. Below are the team choices you can make:



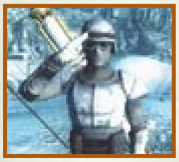
» Unit Type: Sergeant Montgomery (complementary)
» Armament: Assault Rifle



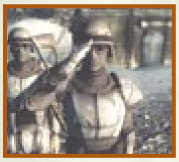
- Unit Type: Infantryman (1 Marker)
- Armament: Assault Rifle



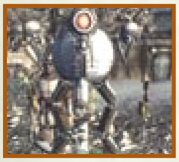
- Unit Type: Grenadier (1 Marker)
- Armament: 10mm Submachine Gun, Frag Grenade (5)



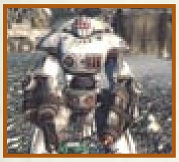
- Unit Type: Missile Unit (2 Marker)
- Armament: 10mm Pistol, Missile Launcher



- Unit Type: Sniper (2 Marker)
- Armament: Combat Knife, Sniper Rifle



- Unit Type: Mister Gutsy (3 Marker)
- Armament: Plasma Rifle, Flamer



- Unit Type: Sentry Bot (4 Marker)
- Armament: Minigun, Missile Launcher

The number of reinforcements you can use to fill dismissed or dead Strike Team members isn't limitless; here's how many of each type are available:

Strike Team Reinforcements

UNIT NAME	COST (MARKERS)	NUMBER AVAILABLE
Infantryman	1	10
Grenadier	1	5
Missile Unit	2	2
Sniper	2	2
Mister Gutsy	3	2
Sentry Bot	4	1

Tip

The path to the depot has stronger enemies (such as the Chimera Tank), but there are fewer of them. Stronger unit types worth more Markers are recommended for this mission.

The path to the post has weaker enemies (such as the Chinese Snipers), but there are more of them. Weaker unit types you can bring in larger numbers are recommended for this mission.

Generally, you should choose a Strike Team that complements your chosen skill set. For example, concern yourself with close- and mid-range enemies, and have Missile and Sniper Units deal damage to enemies farther away.

A FIELD DAY

Before you begin either Strike Team mission, you can optionally visit the various locations outside the Command Tent, within the confines of the U.S. Army Field Headquarters. Your Strike Team awaits you in the central part of the HQ. You must converse with Montgomery before beginning your mission, and you can talk to any teammate you choose. To the east is the Armory, where American Grease-Monkeys are hard at work prepping the T51-B Battle Units. Both the Grease-Monkeys and units salute you if you're inquisitive. Behind the tent is a T51-B Unit attempting a little target practice.

South of the Command Tent is the infirmary, where Doctor Adami tends to her patients. Look carefully near the green operating table to locate a Holotape, which reveals her aversion to giving out Chems to troops. Ask her for Chems and she obliges, handing out five Psycho. You can also make the wounded infantrymen on the cots stagger to their feet and salute you, and you can top off your Health at the dispenser. The southern tent houses exercising U.S. Army troops. Nearby is the Quartermaster's tent. You can tool up inside the tent with an Ammo Dispenser and the variety of items noted below.

Holotape: Psycho

Psycho (5)

Microfusion Cell (5)

Frag Grenade (3)

Frag Mine

Missile (3)

Note

You can now attempt the objective "Destroy two Fuel Tanks at the Chimera Depot" or the objective "Secure the Chinese Listening Post" in either order. They are presented here in the order you received the objectives.

DEPOT DESTRUCTION: ICING THE ENEMY

Caution

The Chinese are bombarding the main trench entrance with heavy ordnance, and the large crater receives intermittent explosions. Stay away from the crater, or face crippling damage.

Instruct Montgomery to wait for you outside the Chinese Ice Camp, en route to the Chimera Depot, and your team bolts off past the bases' outer defenses. Follow them at your leisure, taking care not to head down the wrong path. The Ice Camp is to the northwest, the trenches (leading to the Pulse Mine Field you aren't tasked with deactivating just yet) are north of the U.S. base, and the Abandoned Mining Town is to the northeast. For this task, pass the execution (see the "North American Scum" section), continuing northwest to meet your team. Push forward to the enemy sandbag fortification, and rake the Chinese Soldier guarding it.

Enter the rocky pathway that leads to three camp tents, and use the rocks at the sides if you need to seek cover. Expect attacks from a charging Guard Dog and at least three soldiers in the camp entrance. Let your team do the firing, offering support, or charge in yourself. After the initial battle, spend a few moments searching the tents; the one to the west leads to the rest of the Ice Camp and has a Chinese Terminal you can access.

Here, you can read about a new and recently released threat: Spider Drones! Gather any equipment you need from the items listed below and access the Health and Ammo Dispensers (remember, you can return here if subsequent battles leave you in bad shape).

Microfusion Cell (5)
Frag Grenade (3)
Frag Mine (2)
Missile (3)

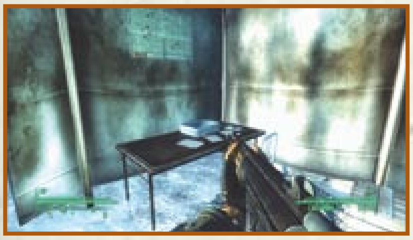
NORTH AMERICAN SCUM

En route to the Ice Camp, near the entrance road on the north corner, an American Soldier has lined up four kneeling Chinese Soldiers and is calmly shooting each one in the back of the head. You can:

Watch, or be on your way. War atrocities are acceptable. Especially simulated ones.

Or, you can save the Chinese Soldiers by firing on the American executioner. This doesn't go over well in general. Are you some kind of Red Chinese double agent?!

Unless you've dismissed your entire team, Stealth isn't really an option (although you can hang back and let your team do all the work) as you face northwest and enter the wide-open Ice Camp. Be wary of a couple snipers on the two towers to your left, a Guard Dog charging you, and two more soldiers in the middle of the camp. After you neutralize all foes, make a quick sweep of the camp. There's nothing atop the sniper towers, but the Chinese have fashioned three American snowmen you can take potshots at. Of greater interest is the tent adjacent to the snowmen; enter it and secure another Intel Briefcase before continuing.



Intel Briefcase (5 of 10)

FREEFORM QUEST
Covert Operations

When you've finished inspecting the Ice Camp, move to the tent in the northeast corner with the flap-door exit. Head under the pipe between the two corrugated-metal-walled buildings. Turn right (east) immediately, as a Chinese Soldier is holding two Americans. But not for long! Free the soldiers and rearm at the Ammo Dispenser (items are listed below). Then head out into the ice-filled passage and travel roughly north.

Keep a slow pace, as there are four pairs of Spider Drones—a walking mine that explodes when it nears you—to deal with. Your team should be able to tag some while you destroy the others before they reach you. Keep this up until you defeat all eight, then follow the passage to the Armory Depot's main gate. Tackle the soldier near the gate, then optionally lob Grenades up to the fortifications atop the base walls, on either side of the gate. This removes the soldier threat that can distract you when you enter the depot.

Microfusion Cell (3)
Frag Grenade (2)
Frag Mine
Missile (2)

DEPOT DESTRUCTION: FACING THE CHIMERA

The depot gates are closed but not locked. Open them and slowly move inside, toward a parked Chimera tank to the southwest. There may be an active Chimera in this area! Defeat it by spreading out, sprinting around the tank's rear (where its turret cannot swivel to), and blasting it—Grenades, your Gauss Rifle, Missiles, and other heavier ordnance are excellent choices. Continue the attack on any Chinese Soldiers that run into view, and don't forget the soldier dug in to the southwest, behind sandbags above the depot wall.

When gunfire has subsided, locate the metal building immediately to the left (south) of the entrance gates. Inside are several ammunition items and an Ammo and Health Dispenser, and on the table is your next Intel Briefcase.

Microfusion Cell (5)
Frag Grenade (3)
Frag Mine (2)
Missile (3)
Intel Briefcase (6 of 10)

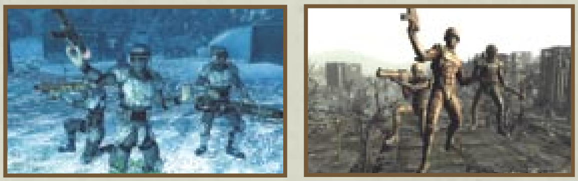
FREEFORM QUEST
Covert Operations

Lieutenant Morgan gave you two Explosive Charges, and now is the time to use them. Move to the large cylindrical fuel tank near the unused Chimera, and clamp a charge to it. You have 20 seconds to reach a safe distance (around 20 feet) away from the ensuing explosion. While the timer ticks down, head northwest to the depot's rear, where you may face a Chimera Tank. Employ the same tactics as before, and once the machine is destroyed, clamp your second Explosive Charge on the one remaining fuel tank. Moments later, a second explosion rocks the depot. Move across to converse with Montgomery. He congratulates you on a job well done.

CLAIMING THE LISTENING POST: DIRTY OLD TOWN

After the white light transports you back to the Field Headquarters, you can select the same (or different) weaponry and Strike Team members for the next mission—claiming a Listening Post from the enemy. For this, consider bringing some Snipers or Missile Units with you. Speak with Montgomery and request they meet you on the outskirts of a small Mining Town on the way to the Listening Post.

STRIKE A HISTORIC POSE



Before you leave for the Mining Town (or Ice Camp if you're attempting the depot destruction second), check the middle of the Field Headquarters; there's a photographer asking a trio of American Soldiers to strike an appropriately heroic pose. After they oblige, he remarks that they're likely to earn their place in history. The photographer is correct: the Anchorage War Memorial's [Wasteland LAT 10/LONG -07] bronze statues strike an almost identical pose!

Meeting up with your Strike Team and begin a methodical takedown of the Mining Town's Chinese Snipers. Use the two freight carriages on your right as partial cover, and train your weapons to the northeast, taking down two Chinese Snipers—one at the base of a ruined house just to the right of the railway tunnel and a second standing atop the cluster of crates behind the tree. Only then should you step out, look southeast, and lob a Grenade into the upper sandbag defenses to halt the rockets raining in from a Chinese Launcher Soldier.

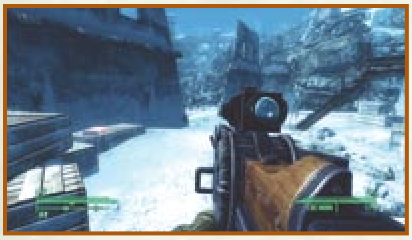
Climb the rough steps to reach the southeast area where the Chinese Launcher operator was. There is a ruined building here, with steps that allows you to quickly view the action to come. You next piece of Intel rests near the wooden packing crates next a ruined wall. Also of note are the Health and Ammo Dispensers and additional armaments:

Microfusion Cell (6)

Frag Grenade (3)

Frag Mine

Missile (2)



Intel Briefcase (7 of 10)

FREEFORM QUEST
Covert Operations

Move northeast across the Mining Town ground area, ignoring the barbed-wire defenses that you can't move through. Head up the sloping pathway to a second ruined building. Enter through either open entrance, blasting the soldier on the snowy ground, but beware of an ambush from the catwalk above you; an Inferno Unit is up there, roasting those who enter here. Push farther into the building, turning east to quickly drop another foe standing atop an open chamber where an American prisoner needs rescuing. Free him, and collect more ammunition (there's a Health and Ammo Dispenser here too).

Move west, using the remains of the catwalk stairs to peer out at the ground defenses across from you. Eliminate any remaining foes (there's likely to be one near the flag pole), and drop down to the ice and rubble-covered main road. Head north, passing the mesh fence with the inaccessible train yard behind it.

Microfusion Cell (5)

Frag Grenade (3)

Frag Mine (2)

Missile (3)

Follow the road as it bends northeast, leading along a ravine. Prepare to fight Chinese Snipers; there are two on containers and another two to the right, atop the concrete wall between the blocked train tunnel. Deal with the Snipers on the containers first, and look for tracer fire to determine where it is coming from (or simply enter V.A.T.S.). Press northeast until you reach the Listening Post exterior. There are four Chinese Snipers dug in behind defenses in this area, so it's worth hanging back a little, using cover, and tagging a couple yourself while your teammates concentrate on the others. When the coast is clear, climb the steps and open the door to the Listening Post.

CLAIMING THE LISTENING POST: ERADICATION

Enter the Listening Post and immediately train your weapon on the door to the northwest. A Crimson Dragoon is waiting here to ambush you, so bring the fight (and close-assault weapons) to him before he can attack. The other door simply leads to a toilet. Enter the first communications room, look northwest, and relieve a Chinese Technician of his radio duties. Open the adjacent door that leads into the corridor, and spin right, blasting a cloaked Chinese Sniper behind the barrels. If you're feeling sneaky, you can open the door, back up, and blast the fire extinguisher so it wounds him first.

Move along the corridor and into the stairwell, swinging right to drop another Crimson Dragoon that usually retreats up the stairs. Remove enemy threats first, then head under the stairs to the set of shelves holding an Intel Briefcase. Next, ascend the steps (or lob Grenades to flush out foes), and tackle two more Crimson Dragoons in the vicinity. You may wish to try headshots from the bottom entrance.

Intel Briefcase (8 of 10)

FREEFORM QUEST
Covert Operations

Tip

Halt your Intel search until **Quest: Operation: Anchorage!** begins; there are no more cases to find.

Open the door and enter the connecting corridor that leads to a long, thin room bathed in a faint red glow. Enter V.A.T.S to reveal three cloaked Chinese Snipers waiting for you. Tag the nearest Sniper, back up, then blow the small ceiling generator to wound him. Step inside and land quick bursts of damage on the other two, wounding them so they decloak; shoot them with whatever ordnance you wish. Afterward, retool at the Health and Ammo Dispenser, grabbing any of the listed items. Exit via the opposite door, and climb the corridor stairs with no more confrontations.

At the top of the stairs is the main communications command center, staffed by a Chinese Technician and two Dragoons. Use the door as cover, and lay waste to the entire area before exiting via the double doors. This leads you back out to Anchorage. Turn right, and carefully ascertain where another cloaked Sniper is hiding. Defeat him and another Sniper inside the bunker. Finish off with a quick grab of the Health and Ammo Dispensers and more of your favorite armaments. Then head out of the bunker, as there's likely to be a couple more Chinese Soldiers rushing your position. Afterward, consult Sergeant Montgomery, who congratulates you on your prowess. You warp back to base.

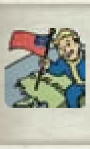
Microfusion Cell (11)

Frag Grenade (5)

Frag Mine (2)

Missile (4)

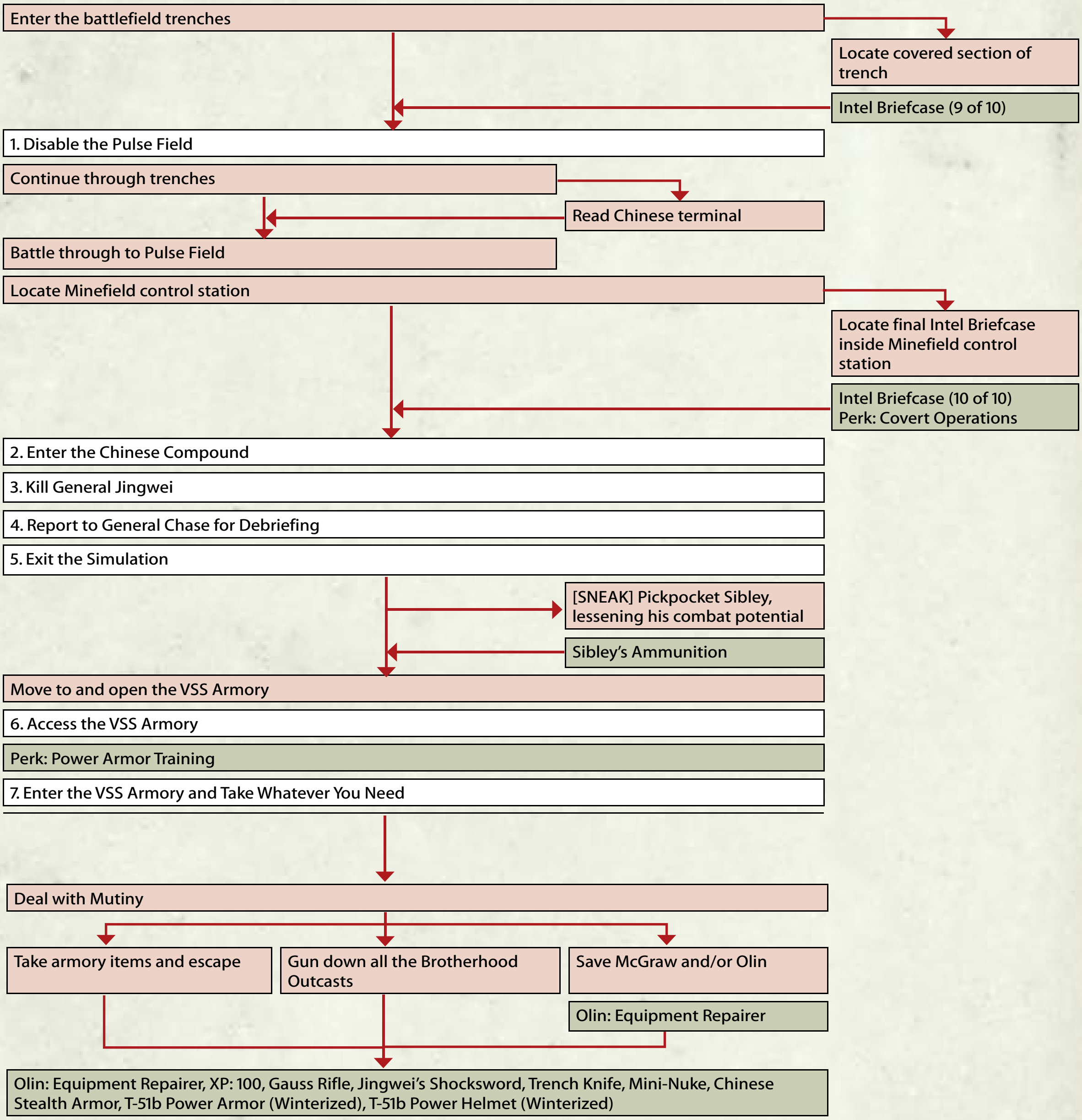
XP **100 XP**



Operation: Anchorage!

QUEST FLOWCHART

	MAIN PATH	COVERT OPERATIONS: OPTIONAL PATH
Main Characters	Sergeant Benjamin Montgomery, General Constantine Chase, Defender Sibley, Protector McGraw, Specialist Olin	—
Locations	Battlefield Trenches, Chinese Pulse Field, Chinese Compound, Outcast Outpost	Battlefield Trenches, Chinese Pulse Field
Adv. Items/Abilities	Power Armor Training, Speech, Sneak	Covert Operations
Possible enemies	Chinese Soldier, Chinese Launcher, Chinese Inferno Unit, Chinese Sniper, Crimson Dragoon, Turret, General Jingwei	



Enter the battlefield trenches

Locate covered section of trench

Intel Briefcase (9 of 10)

1. Disable the Pulse Field

Continue through trenches

Read Chinese terminal

Battle through to Pulse Field

Locate Minefield control station

Locate final Intel Briefcase inside Minefield control station

Intel Briefcase (10 of 10)
Perk: Covert Operations

2. Enter the Chinese Compound

3. Kill General Jingwei

4. Report to General Chase for Debriefing

5. Exit the Simulation

[SNEAK] Pickpocket Sibley, lessening his combat potential

Sibley's Ammunition

Move to and open the VSS Armory

6. Access the VSS Armory

Perk: Power Armor Training

7. Enter the VSS Armory and Take Whatever You Need

Deal with Mutiny

Take armory items and escape

Gun down all the Brotherhood Outcasts

Save McGraw and/or Olin

Olin: Equipment Repairer

Olin: Equipment Repairer, XP: 100, Gauss Rifle, Jingwei's Shocksword, Trench Knife, Mini-Nuke, Chinese Stealth Armor, T-51b Power Armor (Winterized), T-51b Power Helmet (Winterized)

Color code: Objective Action Rewards

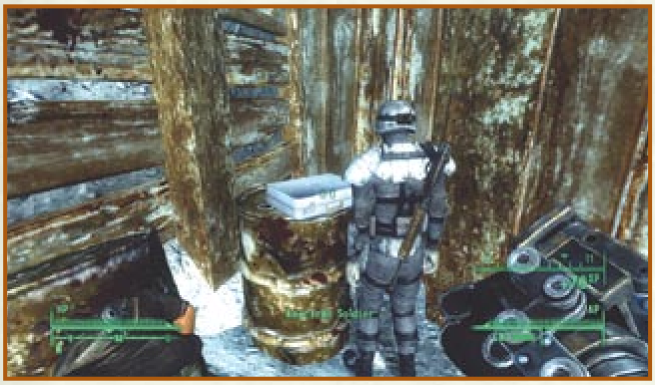
TRENCH WARFARE

Back at the Field Headquarters, your final instructions are to push through the enemy trenches to a Pulse Field where hundreds of mines are laid. These detonate with EMP blasts that are wreaking havoc with the Power Armor troops Chase is attempting to use to punch through into Anchorage. You're tasked with deactivating this field, and Montgomery is accompanying you. Select the weapons you wish to use for this job (trench combat makes Missile Launchers a little too dangerous if improperly wielded), rendezvous with Montgomery in the usual place, and begin the journey north.

Head out from the base and locate the main trench, which is north of the Field Headquarters. As you descend into the trench, halt your attacks, as these are American troops, including one who peers out from the trench at a particularly inopportune moment. Make a quick dash across no-man's land, down into the main Chinese trench, and look east along the main trench. Attack any soldiers you see, edging forward until you reach a covered section to your left (north). There are two more soldiers here to dispatch. Heal at the Health Dispenser, but don't use that trigger finger yet—there's an American Soldier to free, and he's next to another Intel Briefcase, resting on a barrel.

NEW OBJECTIVE

"Disable the Pulse Field" begins.



FREEFORM QUEST

Covert Operations

Intel Briefcase (9 of 10)

Continue east along the trench. At the end are steps up to the no-man's land and a couple of foes to slay. Don't forget to rearm at the Ammo Dispenser in the corner, near the ramp. Dash up to the surface, and race past the three sandbag fortifications, heading for the giant pipeline in the distance. Then dive back down into another trench, and fend off an Inferno Unit and a Sniper. Lobbing Grenades into this confined, wood-walled area is a good idea. Gather any supplies and use the Health and Ammo Dispensers.

Microfusion Cell (3)
Frag Grenade (2)
Frag Mine (2)
Missile (2)

Peer out of the last wooden wall to the trench ahead, looking northeast. There's a bunker above the trench, with two turrets firing at you. Ignore those for the moment and look left, cutting down a cloaked and sneaky Sniper. Then dash forward—optionally and expertly lobbing Grenades into the bunker's slit windows, firing from range, or shrugging off the gunfire—and move to the junction. The path is to your left. If you head right, watch for an Inferno Unit hiding behind a wooden half-wall and more at the trench's end. The only reason to head here is to stop the foes running in from behind and to grab additional items near the Health and Ammo Dispensers.

Microfusion Cell (3)
Frag Grenade
Frag Mine
Missile (2)

TRENCH FEAT

Head back to the bunker junction and travel north. You reach a second junction, with paths to the east and west. Head west to clear out a dead end full of foes; there is a covered sleeping quarters with a Health Dispenser, as well as a Chinese Terminal. Read the missive, as it hints at the T-51b's shortfalls against Pulse technology. Backtrack, watching for Chinese Launchers above the trench. Head east, keeping watch for foes behind wooden walls. Round the corner and move north to a final section of trench with two soldiers, an Ammo and Health Dispenser, and more items.

Microfusion Cell (6)
Frag Grenade (2)
Frag Mine
Missile (2)

Expect more and more help from American forces as they begin to overrun the Chinese fortifications, but don't wait around at the top of the ramp; there's a bunker with two turrets firing at you. Instead of wasting time aiming at the bunker, use the ruined wall to your right as cover, face west, and methodically step through the concrete blocks, tagging foes firing at you from the building windows opposite. When the enemy fire dies down, turn right (north) and right again (east), and enter a doorway leading to a bombed-out structure with a Health Dispenser. There are three Chinese Soldiers to rake with gunfire before you continue.

As the American forces push forward, you can optionally deliver a nullifying blow to the turrets in the bunker you just skipped. Head northeast, up the small set of steps to the bunker entrance.

Here, you can dive inside or lob Grenades through the doorway, bringing down an Inferno Unit, a soldier, and the Turrets. Then take the Frag Grenades from inside.

Or, you can use **Science** to hack the wall terminal and deactivate the turrets.

Frag Grenade (3)

Push forward and check the small building with the sandbag fortification on its roof for a Health and Ammo Dispenser and items. Head southwest, following the path through the blocked sections and ruined structures, and then travel to the north again as you and a squad of T-51b armored infantry punch through the penultimate line of Chinese defenses. If you're coming under heavy fire, use the ruined building entrance to the northwest; the Health Dispenser and three Frag Grenades are an added bonus.

Microfusion Cell (4)

Frag Grenade (3)

Frag Mine (2)

Missile (2)

PULSE-QUICKENING ACTION

Head down onto the Pulse Field, and watch as a Power Armored Soldier falls screaming to the ground under EMP attack. You can't help him (or loot his corpse), but you can quickly run around to the bunker's top and lay waste to the two soldiers and turrets inside. As your forces are now stuck on the Mine Field's edge, it is up to you to head east to deactivate this Pulse Mine barrier. Locate the lone structure, and head up the steps and inside.

There's a switch here; activate it and the Pulse Mines detonate across the field, removing this last major barrier. Before you pat yourself on the back, grab the last Intel Briefcase. Congratulations—if you picked up all 10 cases, **Freeform Quest: Covert Operations** is a success! With the defenses down, rush across the minefield to join the Power Armored troops, focusing on the turret above the Chinese Compound. Wait for, or help, the troops to destroy that, then enter the compound.

FREEFORM QUEST

Covert Operations

Intel Briefcase (10 of 10)

Covert Ops
+3 Small Guns, +3 Science, +3 Lockpick

NEW OBJECTIVE

"Enter the Chinese Compound" begins.

COMPOUND FRACTURE

Punching General Jingwei's head off is simply one in a variety of killing techniques available. Save your game before combat begins!

You step into carnage, with pitched battles between American T-51b units wielding a variety of deadly weapons and several outclassed Chinese Soldiers. Leading the Red Chinese's Anchorage attack force is General Jingwei, who executes an American prisoner with his Shocksword before you can stop him.

NEW OBJECTIVE

"Kill General Jingwei" begins.

Jingwei seems to believe his forces will prevail; you need to inform him otherwise:

This can be achieved by appealing to Jingwei's dignity. With a successful **Speech** challenge, he commits ritual suicide rather than be captured. This is the easy victory.

Or, you can begin a fight with the general. Jingwei is almost superhuman, shrugging off even the most impressive Gauss Rifle volleys! You can wear him down with your preferred weaponry, or remove his highly damaging Shocksword from his side by blasting it away from him, then picking it up and using it!

Or, you can use those Mines that you've been collecting, as Jingwei attacks only at melee range. Retreat while dropping Mines in his path, but watch out for accidental detonations when your own forces get in the way! However, it's worth the collateral damage if it means you survive!

NEW OBJECTIVE

"Report to General Chase for debriefing" begins.

As soon as you defeat General Jingwei, the combat freezes in time. General Chase steps toward you and requests that you stand down, as the simulation is over. Take a moment to adjust your brain; you're back in the Outcast's Outpost.

NEW OBJECTIVE

"Exit the Simulation" begins.

COMMIES CRUSHED! ALASKA LIBERATED!

NEW OBJECTIVE

"Access the VSS Armory" begins.

After exiting the Simulation Pod, you're greeted by Protector McGraw. He's impressed you made it through the simulation but is anxious that you open up the Armory. Simply head south down the corridor to the wall terminal next to the blast door, and access it. The door grinds open, revealing an impressive treasure trove.

Power Armor Training Perk
This allows you to wear any type of Power Armor.

NEW OBJECTIVE

"Enter the VSS Armory and take whatever you need" begins.

Inspect the Outpost Armory for a large variety of equipment, unique items, and other impressive hardware. You can take anything and everything in this chamber, but be quick about it; you hear shouts from the main corridor as Sibley decides he doesn't want to share the spoils of your hard work. McGraw disagrees and a full-blown mutiny erupts! You can:

- Grab what you want and escape. When you return, the Outpost is empty.
- Gun down everybody.
- Side with McGraw and Olin, the only two Outcasts who aren't hostile toward you. You can try to save them both, but this is unlikely. Save McGraw, and he thanks you. Save Olin, and she is able to Repair your equipment.

Once combat is over, select the armaments you need, and leave. Before you open the Armory door and Sibley becomes hostile, you can attempt to Pickpocket him, lessening the attacks he can muster.

Caution

Defender Sibley is an impressively competent fighter, so you may wish to level up before facing him. Also, get to the Armory first, or McGraw and Olin may retrieve some items for themselves.

QUEST REWARDS

You can take a large assortment of weapons, ammunition, Chems, and the following unique or collectible items from the Outcast's Outpost Armory:

Gauss Rifle †
DAM 69, WG 12, VAL 358, MF Cell

† This can only be Repaired by a vendor, as you have no additional parts for it.

Jingwei's Shocksword
DAM 23, WG 3, VAL 358, HP -2 (5s)

Trench Knife
DAM 8, WG 1, VAL 41

Mini-Nuke

Chinese Stealth Armor
DR 24, WG 20, VAL 358, Sneak +15

Neural Interface Suit †
DR 3, WG 10, VAL 180.

† This is awarded prior to entering the simulation.

T-51b Power Armor (Winterized)
DR 45, WG 40, VAL 999, Rad. Res. +25

T-51b Power Helmet (Winterized)
DR 10, WG 4, VAL 120, CHR +1, Rad. Res. +8

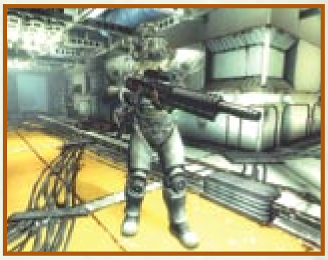
You also receive the following Perks:

Power Armor Training

Covert Ops †
+3 Small Guns, +3 Science, +3 Lockpick.

† This is awarded after completing **Freeform Quest: Covert Operations.**

The massive Sneak bonus and one of the most powerful swords in the Wasteland: A worthwhile result!



There's no need to trek to Fort Constantine for this Power Armor now. Add the amazing Gauss Rifle to your ensemble!

TOUR OF OPERATION: ANCHORAGE

Operation: Anchorage—D.C. Locations

TOPOGRAPHICAL OVERVIEW

Located on the western edge of the D.C. Metro ruins, a previously unexplored and hidden underground area has recently been excavated and catalogued by Brotherhood Outcasts under the leadership of Protector McGraw. After stumbling upon a door near the Red Racer Factory, the Outcasts cleared the rubble from Bailey's Crossroads Station and explored a series of ruins before locating an area of interest: an underground facility built before the Great War by Virtual Strategic Solutions, a private weapons contractor.

PRIMARY LOCATIONS

OPERATION: ANCHORAGE

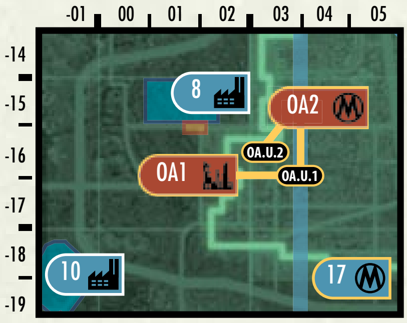
OA1: Outcast Outpost (Entrance; LAT 02/LONG -16)
OA.U.1: Bailey's Crossroads (Station; LAT 03/04/LONG -16)
OA2: Bailey's Crossroads Metro (LAT 03/04/LONG -15)
OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG -16)

ZONE 8

8.01: Vault 101 (LAT -04/LONG -04)
8.02: Springvale (LAT -02/LONG -04)
8.03: Megaton (LAT -01/LONG -06)
8.04: Fort Independence (LAT -06/LONG -13)
8.05: Fairfax Ruins (LAT -04/LONG -12)
8.06: Cliffside Cavern (LAT -10/LONG -17)
8.07: Andale (LAT -05/LONG -17)
8.08: Red Racer Factory (LAT 02/LONG -15)
8.09: The Overlook Drive-In (LAT -08/LONG -18)
8.10: Nuka-Cola Plant (LAT -01/LONG -19)

ZONE 9

9.01: Super-Duper Mart (LAT 04/LONG -04)
9.02: Farragut West Metro Station (LAT 07/LONG -04)
9.03: Sewer Waystation (LAT 04/LONG -08)
9.04: Wilhelm's Wharf (LAT 07/LONG -07)
9.05: Flooded Metro (Capital Wasteland; LAT 08/LONG -08)



The Capital Wasteland: Zones 8 and 9

9.06: Anchorage Memorial (LAT 10/LONG -07)
9.07: Tepid Sewers (LAT 11/LONG -07)
9.08: Dukov's Place (LAT 11/LONG -08)
9.09: Grayditch (LAT 05/LONG -09)
9.10: Marigold Station (LAT 06/LONG -11)
9.11: The Citadel (LAT 08/LONG -14)
9.12: Irradiated Metro (LAT 13/LONG -13)
9.13: Alexandria Arms (LAT 07/LONG -17)
9.14: Jefferson Memorial (LAT 13/LONG -17)
9.15: Rivet City (LAT 18/LONG -17)
9.16: Anacostia Crossing (LAT 19/LONG -16)
9.17: Flooded Metro (LAT 04/LONG -18)
9.18: Arlington Library (LAT 08/LONG -19)

OA1: OUTCAST OUTPOST [ENTRANCE]

(LAT 02/LONG -16)

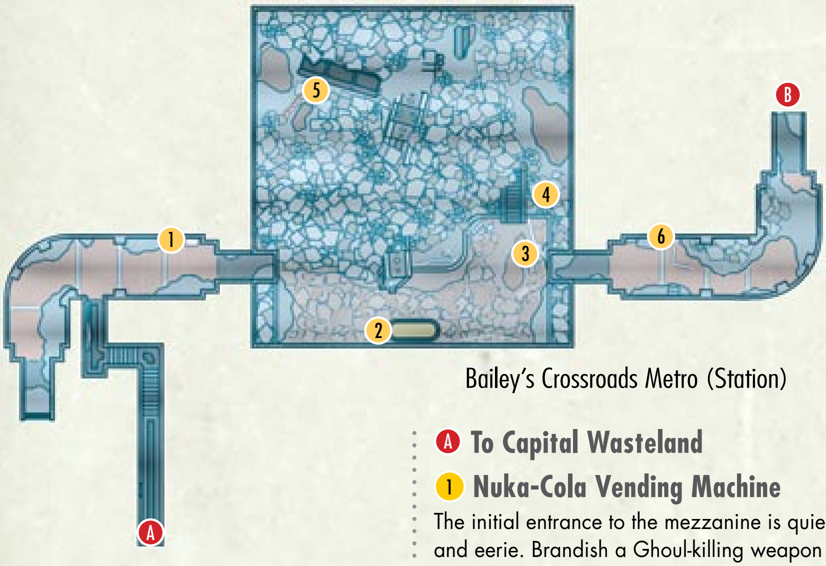
OA.U.1: BAILEY'S CROSSROADS [STATION]

(LAT 03/04/LONG -16)

- Threat Level: 2
- Faction: Ghoul
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Radio Signal
- Underground Connection

The exterior entrance to the Outcast Outpost begins with a trek in from the Capital Wasteland. Just south along the ramped road from the Red Racer Factory are the debris-filled remains of Bailey's Crossroads Metro station. This is blocked, but the nearby metal door is accessible. The door leads to a mezzanine area where caged skeletons show recent Super Mutant activity, but the place is now an eerie tomb of twisted train carriages and a few Ghouls remnants. Crossing to the opposite exit, you appear in a new interior area known as Bailey's Crossroads.

INTERIOR MAP AND LOCATIONS



Bailey's Crossroads Metro (Station)

Ⓐ To Capital Wasteland

① Nuka-Cola Vending Machine

The initial entrance to the mezzanine is quiet and eerie. Brandish a Ghoul-killing weapon in preparation for combat.

② Ticket Booth

③ Rickety Barricade

Offering little protection, this area is strewn with debris.

④ Cage Skeleton and Rubble

The telltale sign of a Super Mutant catchment area, the trussed-up skeletons strike fear into foragers. Claim the weapon nearby.

- Sawed-Off Shotgun (and Ammo)
- Jet

⑤ Alcoholic Forager's Hidey-Hole

Clamber over the half-buried train carriages to reach this corner spot, complete with a Super Mutant dummy, several empty bottles, and the following:

- First Aid Box
- Ammunition Box

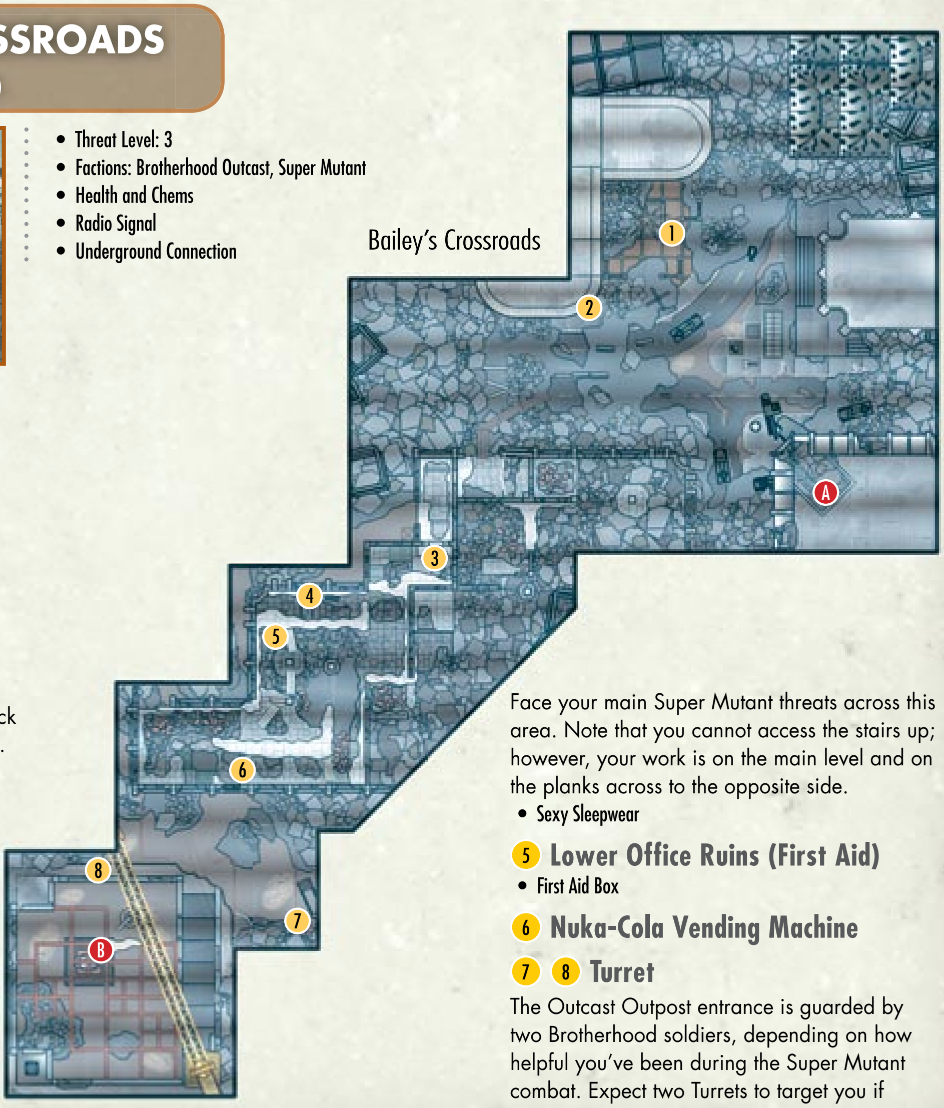
⑥ Lockers and Debris

Claim the Teddy Bear or Tire Iron if you need to, en route to the escalator exit up into Bailey's Crossroads.

Ⓑ To Bailey's Crossroads

OA2: BAILEY'S CROSSROADS METRO (LAT 03/04/LONG -15)

- Threat Level: 3
- Factions: Brotherhood Outcast, Super Mutant
- Health and Chems
- Radio Signal
- Underground Connection



Bailey's Crossroads

Defender Morrill is living up to his rank and attempting to curb the Super Mutant incursion in this area, a series of office buildings previously undiscovered, inside the western part of the D.C. Metro area. Beware of constant Super Mutant combat as you progress through the ruins of a large office complex.

Ⓐ To Bailey's Crossroads Metro

① Bailey's Plaza

Defender Morrill is pushing Super Mutants back in this ruined plaza area. Expect combat here.

② Fire Hydrant

③ Upper Office Ruins

As the pathway becomes narrow and enclosed, fight back Super Mutants and Centaurs as you push down into the main "open-plan" office ruins.

④ Lower Office Ruins (Wall Lockers)

Face your main Super Mutant threats across this area. Note that you cannot access the stairs up; however, your work is on the main level and on the planks across to the opposite side.

- Sexy Sleepwear

⑤ Lower Office Ruins (First Aid)

- First Aid Box

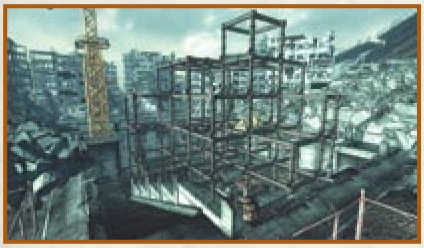
⑥ Nuka-Cola Vending Machine

⑦ ⑧ Turret

The Outcast Outpost entrance is guarded by two Brotherhood soldiers, depending on how helpful you've been during the Super Mutant combat. Expect two Turrets to target you if you've been hostile to the Outcasts. To reach the Outpost interior, descend the long ramp and around to the cargo elevator.

B To Outcast Outpost

OA.U.2: OUTCAST OUTPOST (ENTRANCE ELEVATOR; LAT 03/LONG -16)



- Threat Level: 2
- Faction: Brotherhood Outcast
- Services: Repairer
- Collectible: Mini-Nuke
- Area is locked
- Guns and Ammunition
- Perk!
- Rare or Powerful Item
- Sleep Mattress
- Inhabitants: Defender Sibley, Gary 23 (Deceased), Protector McGraw, Specialist Olin

A side faction of Brotherhood Outcasts, under Protector McGraw's leadership, is currently attempting to scavenge this underground weapons depot that used to belong to the VSS corporation. Despite the years passed since the Great War, this bunker's weapons repository is firmly locked, causing much consternation among the Outcasts
currently attempting to bypass the power to the only room they can't access. Further exploration] has revealed that completing a military simulation may unlock the sealed blast door. Unfortunately, the Outcasts don't have the appropriate interfacing device to start the simulation.

A To Bailey's Crossroads

1 Abraxo Alcove

After you receive the cold shoulder from Sibley, check this rubble-filled alcove for a bevy of cleaning products and some Chems cunningly hidden underneath them.

- Jet (3)
- Buffout (2)

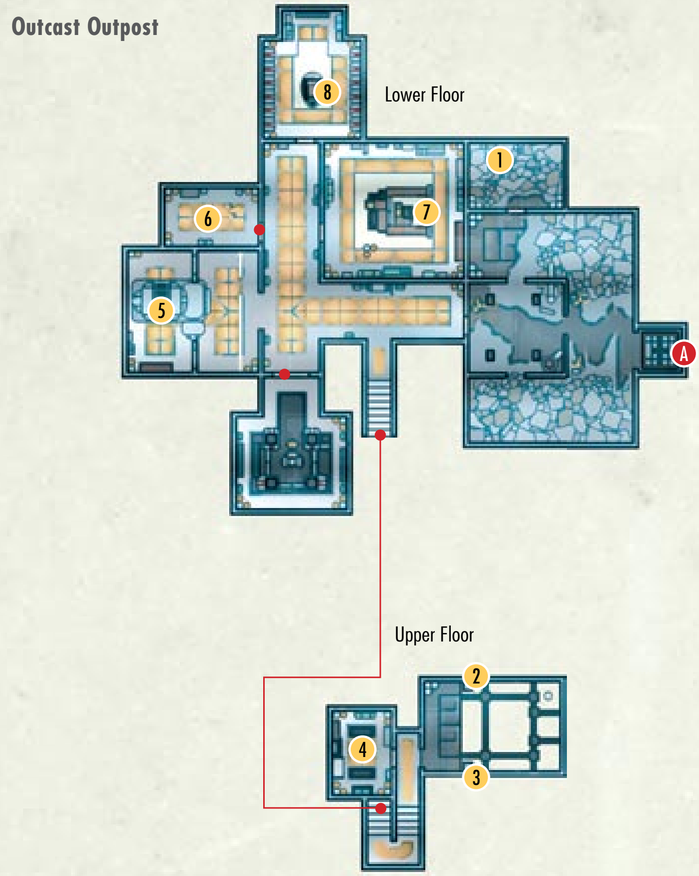
2 3 Turret

These function when the base is under attack, and you're hostile to the Outcasts.

4 Barracks

Accessed via the main corridor stairs, you can sleep here and gather any supplies you may need.

- Buffout (3)
- Food and Drink
- Combat Knife
- Power Fist



5 Generator Room

Siphoning power has failed to open the sealed blast door to the south. Current power supply nodes can be seen on the map inside this chamber.

- First Aid Box
- Mentats (2)

6 Medical Bay (Locked: Easy)

The remains of a Vault 108 resident lie here. The missing arm indicates Gary 23 may have had a Pip-Boy that the Outcasts took by force but still weren't able to interface with.

- First Aid Box (2)
- Med-X

7 Protector McGraw's Chamber

You can read several interesting comments on the VSS Terminal inside this room. Speak to McGraw here before continuing to the Pod Chamber.

- Chems
- Melee Weapons
- Laser Pistol

8 Specialist Olin's Simulation Pod Chamber

Speak with Olin to retrieve a Neural Interface Suit, and then activate the Pod to begin the Anchorage Reclamation simulation.

- Neural Interface Suit (88/152)

9 VSS Armory (Locked: Sealed)

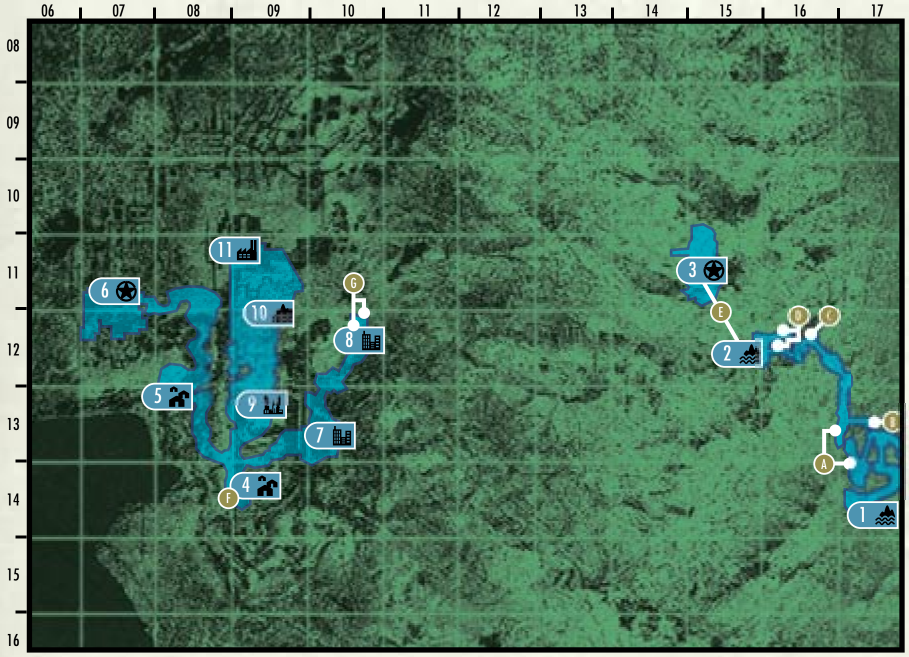
Once the simulation is over and deemed successful, access the wall terminal to open the VSS Armory. You can take any of the following items without penalty, although that won't stop Defender Sibley from launching a mutiny; deal with him or everyone. Assuming McGraw or Olin survive, you are thanked. Olin can repair equipment if you need her to.

- First Aid Box (2)
- Missile Launcher
- Missile (2)
- Chinese Assault Rifle
- Flamer
- Flamer Fuel (50)
- Energy Cell (120)
- Microfusion Cell (70)
- Electron Charge Pack (70)
- Frag Grenade (5)
- Plasma Grenade
- Frag Mine (2)
- Pulse Mine (2)
- Plasma Mine
- Mini-Nuke (72/92)
- Chinese Stealth Armor (89/152)
- Gauss Rifle (90/152)
- Jingwei's Shocksword (91/152)
- Trench Knife (92/152)
- T-51b Power Armor (Winterized) (93/152)
- T-51b Power Helmet (Winterized) (94/152)

Operation: Anchorage—Alaskan Locations

TOPOGRAPHICAL OVERVIEW

You have now begun the Anchorage Reclamation simulation, created for the U.S. Army by the VSS Corporation. Although incredibly realistic, there are certain differences between this and reality: First, any equipment you collect during the simulation is not available once you return to the Outcast Outpost. Second, enemies digitally disintegrate, and you cannot search them. Third, equipment is available only from certain designated spots (as shown in the lists below) and will pulsate red. Further research into this simulation reveals discrepancies between it and actual events, courtesy of General Chase.



PRIMARY LOCATIONS

1: Cliffs (LAT 17/LONG 14)
2: Artillery Overlook Entrance (LAT 15/LONG 12)
3: Artillery Overlook (LAT 15/LONG 11)
4: U.S. Army Field Headquarters (LAT 09/LONG 14)
5: Chinese Forward Camp Delta (LAT 08/LONG 13)
6: Chimera Armor Depot (LAT 07/LONG 11)
7: Abandoned Mining Town (LAT 10/LONG 13)
8: Listening Post (LAT 10/LONG 12)
9: Battlefield Trenches (LAT 09/LONG 13)
10: Chinese Pulse Field (LAT 09/LONG 12)
11: Chinese Occupied Refinery (LAT 09/LONG 11)

SECONDARY LOCATIONS

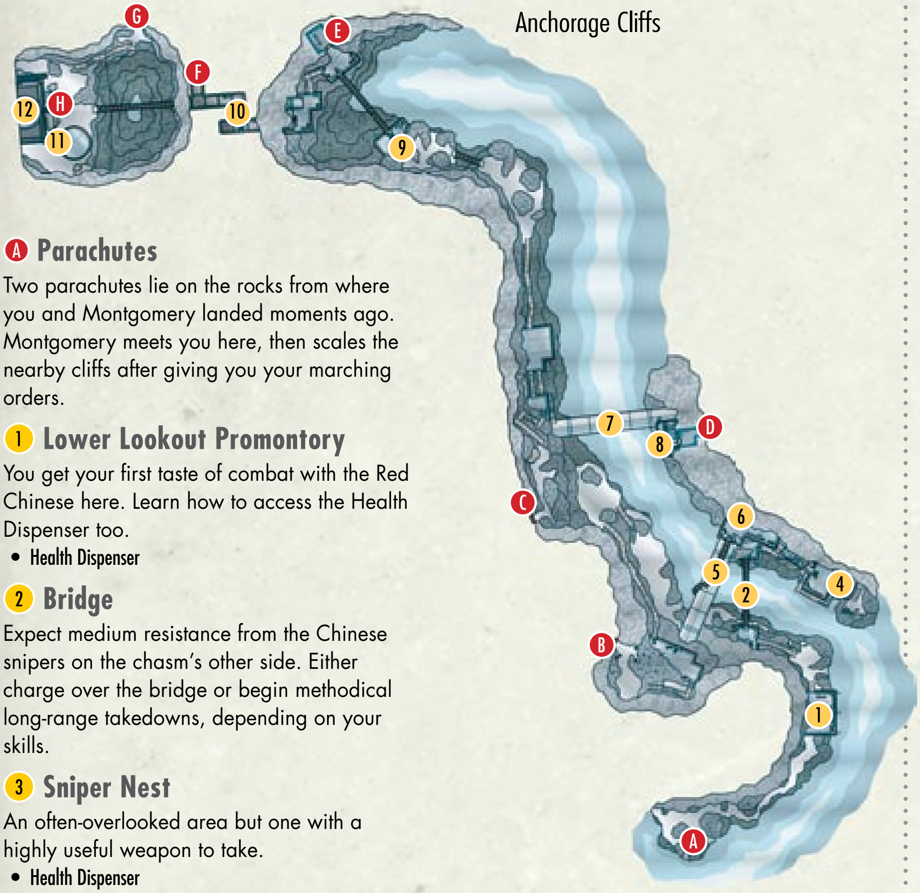
A: Cave Outpost (LAT 16/LONG 13)
B: Field Storage (LAT 17/LONG 13)
C: Field Storage (LAT 16/LONG 12)
D: Cave Passage (LAT 16/LONG 12)
E: Chinese Artillery Outpost (LAT 15/LONG 11/12)
F: Command Tent (LAT 08/LONG 14)
G: Listening Post (Interior; LAT 10/LONG 11)

Primary Locations

1: ANCHORAGE CLIFFS (LAT 17/LONG 14)

- Threat Level: 3
- Factions: Chinese Army, U.S. Army
- Collectibles: Holotape—Covert Operations
- Guns and Ammunition
- Health and Chems
- Underground Connection
- Inhabitant: Gunnery Sergeant Benjamin Montgomery

Breathtaking vistas and vicious Chinese Soldiers await you as you slowly ascend this treacherous series of pathways, pipes, and bridges. Interspersed along the way are caves and field storage chambers where further investigation is required. Your task is to locate the entrance to the Chinese Artillery Outpost (Ⓗ) after rendezvousing with the pride of the U.S. Army—Sergeant Montgomery, a worthy fellow who shadows your progress, saving you from numerous Communist surprise attacks along the way.



Ⓐ Parachutes

Two parachutes lie on the rocks from where you and Montgomery landed moments ago. Montgomery meets you here, then scales the nearby cliffs after giving you your marching orders.

① Lower Lookout Promontory

You get your first taste of combat with the Red Chinese here. Learn how to access the Health Dispenser too.

- Health Dispenser

② Bridge

Expect medium resistance from the Chinese snipers on the chasm's other side. Either charge over the bridge or begin methodical long-range takedowns, depending on your skills.

③ Sniper Nest

An often-overlooked area but one with a highly useful weapon to take.

- Health Dispenser
- Frag Mine
- Sniper Rifle

④ Lookout Room

Access your first Chinese Assault Rifle and Ammo Dispenser here, as well as projectiles you should consider employing.

- Chinese Assault Rifle
- Ammo Dispenser
- Frag Grenade (2)
- Frag Mine (2)

⑤ Pipe

The broken bridge leads up to the Promontory. Beware of Chinese Soldier attacks if you haven't cleared this area previously.

⑥ Upper Lookout Promontory

Venture up here only if you require the following item, although this promontory offers a good view of the pathways in the immediate area.

- Stealth Boy

Ⓑ To Cave Outpost

This leads directly into Secondary Location A: Cave Outpost (LAT 16/LONG 13).

Ⓒ From Cave Outpost

This leads directly from Secondary Location A: Cave Outpost (LAT 16/LONG 13).

⑦ Pipe

This is not part of the main path, but you should access it if you wish to begin **Freeform Quest: Covert Operations.**

⑧ Field Storage Lookout

Expect an enemy inside this metal hut, and look for the often-missed door to Field Storage.

- Health Dispenser

Ⓓ Locked Door to Field Storage

It is imperative you unlock this door and grab the items inside if you wish to complete **Freeform Quest: Covert Operations.**

- Chinese Terminal
- Intel Briefcase (1 of 10)
- Holotape: Bombardment

⑨ Upper Promontories

Expect continuous fire from Chinese Soldiers dotted along the rocky path leading to this long bridge, and expect additional enemy fire from the metal corridor to come.

Ⓔ Locked Door to Field Storage

It is imperative you unlock this door and grab the items inside if you wish to complete **Freeform Quest: Covert Operations.**

- Intel Briefcase (2 of 10)
- Holotape: Goodbye

⑩ Metal Corridor

This offers two choices when arriving at the entrance to the Chinese Artillery Outpost: you can take a direct approach across the bridge, or you can enter via the cave passage, which leaves you less exposed.

- Ammo Dispenser
- Microfusion Cell (7)
- Frag Grenade (2)
- Frag Mine

Ⓕ Door to Cave Passage

This leads directly into Secondary Location D: Cave Passage (LAT 16/LONG 12).

Ⓖ Door from Cave Passage

This leads directly from secondary location D: Cave Passage (LAT 16/LONG 12).

⑪ Bunker Turret Control Terminal

Access this to disable the Turret inside the bunker.

⑫ Upper Bunker

Expect light Chinese Soldier resistance. Access the bunker via the stairs to the north.

- Health Dispenser

Ⓗ Door to Chinese Artillery Outpost

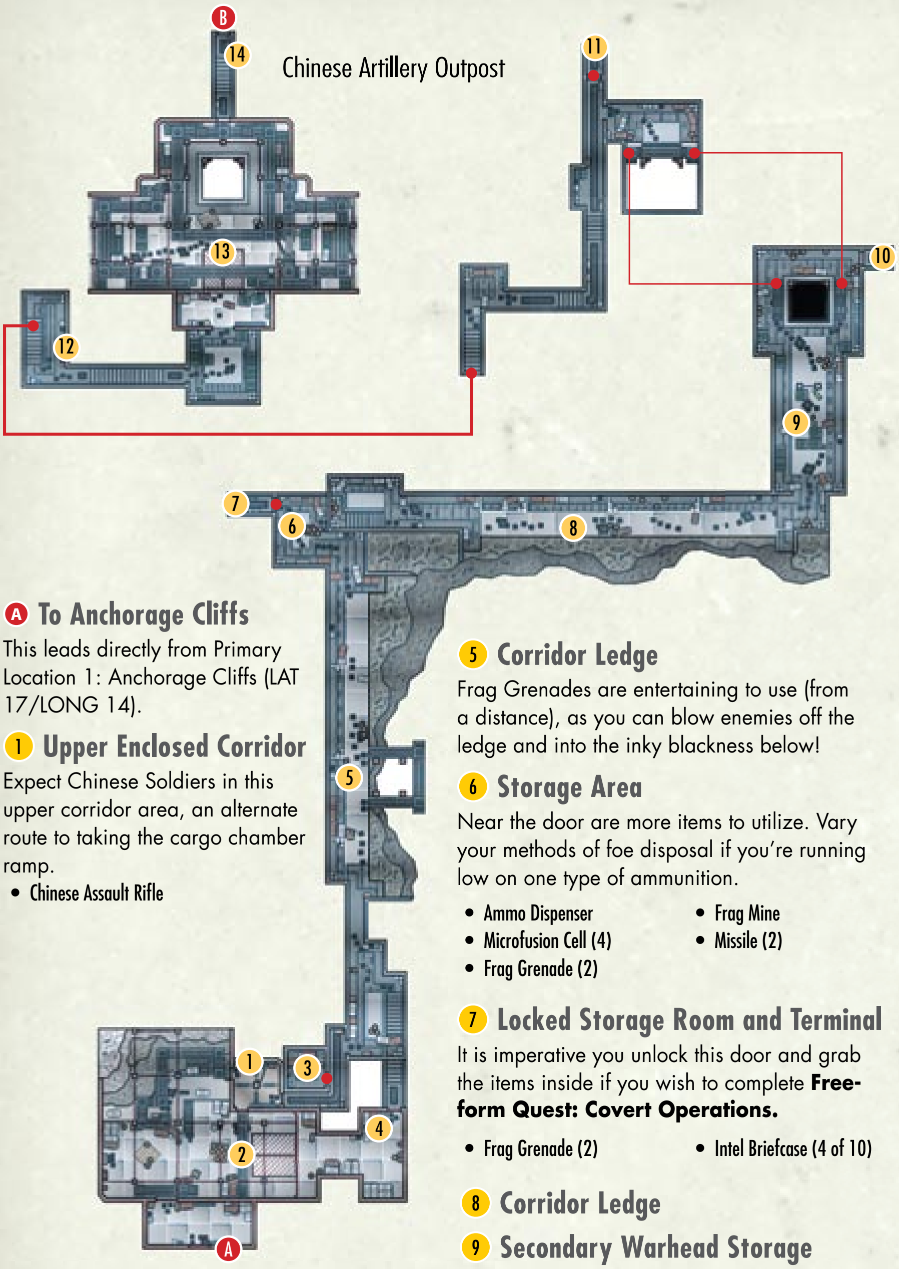
This leads directly into Primary Location 2: Artillery Overlook Entrance (LAT 15/LONG 12).

2: ARTILLERY OVERLOOK ENTRANCE

(LAT 15/LONG 12)

- Threat Level: 3
- Faction: Chinese Army
- Collectibles: Holotape—Covert Operations
- Guns and Ammunition
- Health and Chems
- »

This is a sprawling U.S. Army base recently invaded by the Communist Chinese forces. It was the main storage of warheads and the gigantic artillery shells used by the massive exterior cannons designed to defend Anchorage from exactly the type of attack you're attempting to thwart. Amid the gloomy corridors, intermittent earth shaking, and long balcony ledges with precipitous drops, beware of encountering a new and cloaked Chinese Soldier known as the Crimson Dragoon.



A To Anchorage Cliffs

This leads directly from Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

1 Upper Enclosed Corridor

Expect Chinese Soldiers in this upper corridor area, an alternate route to taking the cargo chamber ramp.

- Chinese Assault Rifle

2 Balcony

This offers a good view of the cargo chamber below but makes you an easy target for any remaining foes.

3 Locked Storage Room

It is imperative you unlock this door and grab the items inside if you wish to complete **Freeform Quest: Covert Operations.**

- Holotape: Invasion
- Stealth Boy
- Intel Briefcase (3 of 10)

4 Shallow Ramp Storage

The table containing the strewn items is the first of many to locate throughout this facility.

- Sniper Rifle
- Microfusion Cell (4)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

5 Corridor Ledge

Frag Grenades are entertaining to use (from a distance), as you can blow enemies off the ledge and into the inky blackness below!

6 Storage Area

Near the door are more items to utilize. Vary your methods of foe disposal if you're running low on one type of ammunition.

- Ammo Dispenser
- Microfusion Cell (4)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

7 Locked Storage Room and Terminal

It is imperative you unlock this door and grab the items inside if you wish to complete **Freeform Quest: Covert Operations.**

- Frag Grenade (2)
- Intel Briefcase (4 of 10)

8 Corridor Ledge

9 Secondary Warhead Storage

Enemy attacks occur with a little more efficiency here, as you can easily be outflanked; take your time to avoid this.

10 Storage Room

- Health Dispenser

11 Locked Storage Room

- Holotape: Overrun

12 Connecting Room

On the long ascent into the Primary Warhead Storage chamber, pause here to replenish your ordnance.

- Microfusion Cell (3)
- Frag Grenade
- Frag Mine (2)
- Missile (2)

13 Primary Warhead Storage

Steer clear of the hole in the center of this two-floor location, and beware of Cloaked Crimson Dragoons.

14 Warhead Storage Exit

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

B To Artillery Overlook

This leads directly into Primary Location 3: Artillery Overlook (LAT 15/LONG 11).

3: ARTILLERY OVERLOOK

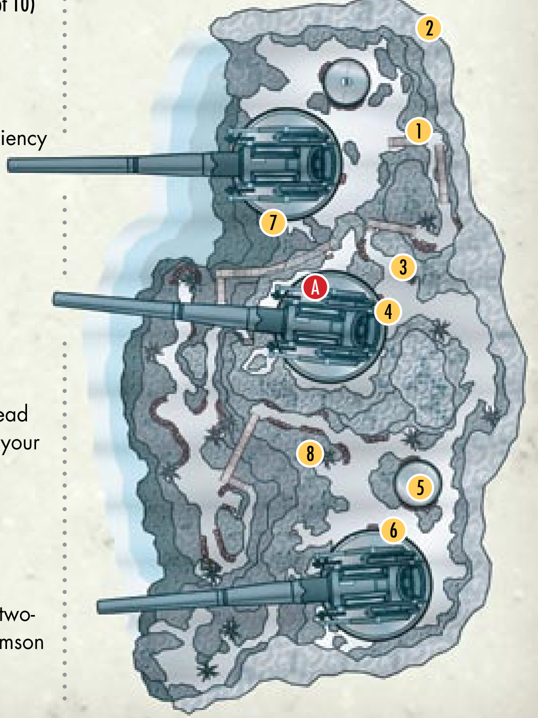
(LAT 15/ LONG 11)

- Threat Level: 3
- Faction: Chinese Army
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark

»

Three gigantic cannons are pounding away at Anchorage below and to the west as the Chinese operate these big guns in precisely the opposite manner in which they were intended to be used! Sergeant Montgomery offers you sage advice while you plant explosive charges on each of the three cannons. The simulation then shifts to the Anchorage battlefield.

Artillery Overlook



Ⓐ To Chinese Artillery Outpost

This leads directly from Primary Location 2: Artillery Overlook Entrance (LAT 15/LONG 12).

① Artillery Cannon #1 and Controller

Sneak or battle your way to the Controller on the side of this cannon and place a charge. Then stand well back!

② Bunker

Beware of enemy troops; Inferno Units have been spotted in this area.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (4)
- Frag Grenade (2)

③ Ammo Table

A lone table near the second artillery cannon rewards you with some additional weaponry.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (3)
- Missile (2)

④ Artillery Cannon #2 and Controller

Sneak or battle your way to the Controller on the side of this cannon and place a charge. Then stand well back!

⑤ Bunker

Beware of cloaked and Flamer-carrying enemies in this vicinity.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (6)
- Missile (2)

⑥ Artillery Cannon #3 and Controller

Sneak or battle your way to the Controller on the side of this cannon and place a charge. Then stand well back!

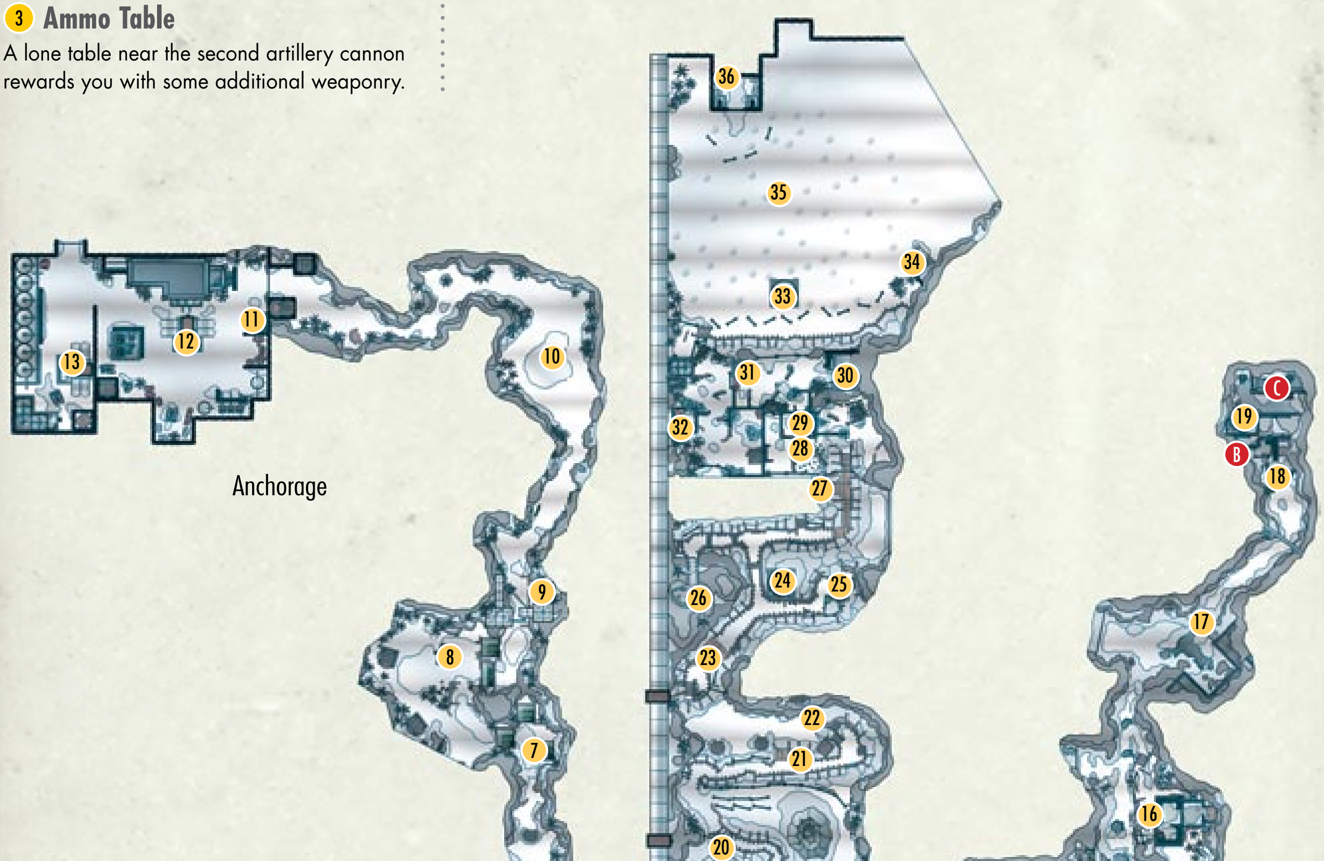
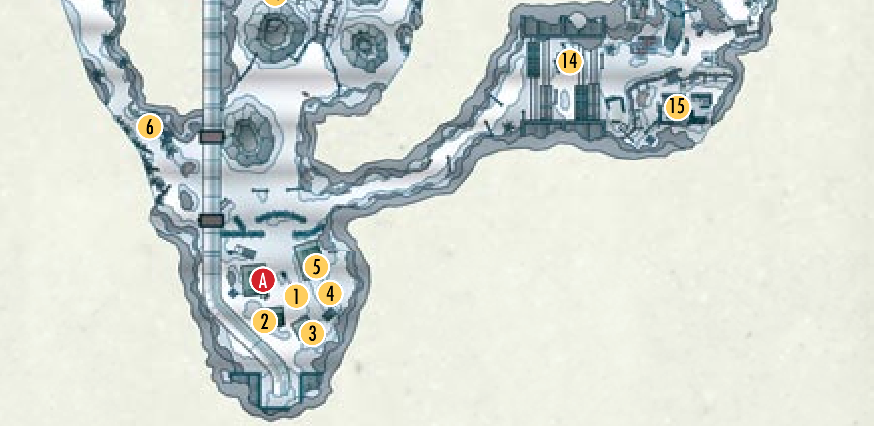
⑦ Lower Cliff Path (Sniper Point)

An alternate way to reach the cannons.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (6)
- Frag Grenade (2)

⑧ Lower Cliff Path (Alcove)

- Health Dispenser

4: U.S. ARMY FIELD HEADQUARTERS

(LAT 09/LONG 14)

- Threat Level: 4
- Factions: Chinese Army, U.S. Army
- Guns and Ammunition
- Health and Chems
- Collectibles: Holotape—Covert Operations
- Interior Exploration
- Perks!
- Inhabitants: American Grease Monkey, Doctor Adrienn Adami, General Constantine Chase, General Jingwei, Lieutenant Thomas Morgan, Quartermaster, Strike Team Unit, War Correspondent

The remainder of the simulation takes place in various linked locations throughout the battlefield, close to the city of Anchorage. The U.S. Army Field Headquarters, where you receive a briefing and choose Strike Teams for the three separate missions, is your initial location. Chinese Forward Camp Delta, an ice camp to the northwest, is the optimal next location to reach en route to the Chimera Depot, a Chinese plant where experimental tanks are refueled (but not for long). To the northeast is an Abandoned Mining Town, dotted with Chinese forces, followed by a ravine leading to a Listening Post. Stopping the Red Menace gathering intel here is of the utmost importance. The final two main locations are north of the Headquarters and consist of Trenches and the Pulse Field. The Trenches are a maze of pathways to navigate until you reach the Pulse Field. This mine field consists of dozens of Pulse Mines, which you must deactivate to allow the U.S. Army's Powered Armor units through to attack the final location: the Chinese Factory Compound. This is where you face General Jingwei and the last part of Operation: Anchorage.

Ⓐ To Command Tent

Speak with General Chase to obtain target information. Search inside the premises for items, and talk to Lieutenant Morgan for more intel and advice on choosing Strike Teams and selecting weapons.

While you're still inside the Command Tent, you can finish your inspection of the area by closely checking the Ham Radio to the left of the door. If you switch the Radio on, there's some (very) faint Morse Coded messages. Perhaps this, when translated, reveals something interesting?

- Recruitment Marker (5)
- Explosive Charge (2)
- Chems
- Holotape: I'm Okay

① Montgomery and Strike Team

Rendezvous here with your old friend and the U.S. Army forces you've chosen for each of the missions.

② Medical Bay

Speak with Doctor Adami or take her Holotape for some interesting information on General Chase.

- Health Dispenser
- Holotape: Psycho

③ Training Tent

A group of U.S. soldiers are exercising in here.

④ Quartermaster's Tent

Speak to the Quartermaster to obtain the weapons you chose back inside the Command Tent. A successful Speech challenge allows you to arm yourself with the Gauss Rifle.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine
- Missile (3)

⑤ T-51b Preparation Tent

Grease Monkeys are prepping and fitting soldiers for combat with Winterized Power Armor, which you cannot wear.

⑥ Chinese Firing Squad

An American soldier is executing Chinese prisoners of war. Interrupt him, and face the wrath of the U.S. Army!

5: CHINESE FORWARD CAMP DELTA
(LAT 08/LONG 13)

⑦ Chinese Forward Camp Delta (Entrance)

After accessing some information from the terminal and fending off Guard Dogs and Chinese Soldiers, you can enter the main ice camp base via one of the tents.

- Chinese Terminal
- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (3)

⑧ Chinese Forward Camp Delta (Main)

It is imperative you enter one of the tents and grab the intel inside if you wish to complete **Freeform Quest: Covert Operations.**

- Intel Briefcase (5 of 10)

⑨ American Prisoner Soldiers

Use your accurate combat prowess to rescue your buddies from certain death, then claim the adjacent weaponry.

- Ammo Dispenser
- Microfusion Cell (3)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

⑩ Icy Lake

Beware! Spider Drones are active in this area!

6: CHIMERA ARMOR DEPOT (LAT 07/LONG 11)

⑪ Armory Depot: Metal Lookout Hut

Use this as cover as you enter the Depot. It is imperative you enter here and grab the intel inside if you wish to complete **Freeform Quest: Covert Operations.**

- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (3)
- Intel Briefcase (6 of 10)

⑫ Armory Depot: Fuel Tank #1

Attach the explosive and retreat to a safe distance.

⑬ Armory Depot: Fuel Tank #2

Attach the explosive and retreat to a safe distance. When both fuel tanks have exploded, you automatically return to the Command Tent.

7: ABANDONED MINING TOWN
(LAT 10/LONG 13)

⑭ Mining Town: Trainyard

Expect sniper fire as you approach the town, and use the carriages as cover.

⑮ Mining Town: Ruined Building

Beware of a Chinese Launcher dug in up here. It is imperative you locate the intel inside this structure if you wish to complete **Freeform Quest: Covert Operations.**

- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (3)
- Intel Briefcase (7 of 10)

16 Mining Town: Ruined Building (Inferno Unit Trap)

Exit after reacting to a Chinese Inferno Unit ambush. Once you head out from this building, you cannot return to earlier locations.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (3)

17 Mining Town: Ravine

This long and enclosed gulley has Sniper Units to defeat before you venture toward the Listening Post.

8: LISTENING POST
(EXTERIOR; LAT 10/LONG 12)

18 Chinese Listening Post (Exterior)

B To Listening Post (Interior)

This leads into the Listening Post (Interior), after you defeat the forces outside Secondary Location G: Listening Post (Interior; LAT 10/ LONG 11).

C To Listening Post (Interior)

This leads from Secondary Location G: Listening Post (Interior; LAT 10/LONG 11).

19 Listening Post: Bunker

Beware of additional foes on this promontory and inside the bunker. When this mission is over, you automatically return to the Command Tent.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (6)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

9: BATTLEFIELD TRENCHES
(LAT 09/LONG 13)

20 Trench

The start of a maze of Trenches, beginning with those held by U.S. forces. If you venture too far into Chinese territory without completing the two previous missions General Chase instructs you to finish, you are bombarded with Chinese artillery until you retreat or die.

21 Trench: Covered Section

It is imperative you locate the intel inside this structure if you wish to complete **Freeform Quest: Covert Operations.**

- Health Dispenser
- Intel Briefcase (9 of 10)

Note

You find Intel Briefcase 8 in a secondary location.

22 Trench

Face a variety of Chinese Soldiers, Inferno Units, and Launchers throughout your trek through this exposed gulley.

- Health Dispenser

23 Trench: Wood-Walled Area

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (3)
- Frag Grenade (2)
- Frag Mine (2)
- Missile (3)

24 Bunker

Turrets fire from this location, which you can't enter.

25 Trench: Dead-end

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (2)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

26 Trench: Tunnel Dead-end

- Chinese Terminal
- Health Dispenser

27 Trench: Alcove

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (6)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

28 Concrete Blocks

Outside and on the upper ground (compared to the Trenches), begin the final assault against the Chinese from this point. Expect U.S. Army reinforcements from now on.

29 Ruined Building

- Health Dispenser

30 Bunker

Access the terminal to deactivate the Turret.

- Turret Control Terminal
- Frag Grenade (3)

31 Ruined Tower Building

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (4)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (2)

32 Ruined Building

- Health Dispenser
- Frag Grenade (3)

10: CHINESE PULSE FIELD (LAT 09/LONG 12)

33 Pulse Mine Field: Bunker

There are Chinese Soldiers to defeat, ideally by sneaking around to the entrance while your allied forces provide suppressing fire.

34 Pulse Mine Field: Lone Structure

It is imperative you locate this structure to deactivate the Pulse Mine Field and to find the final intel and complete **Freeform Quest: Covert Operations.**

- Intel Briefcase (10 of 10)

35 Pulse Mine Field

Due to your lack of Powered Armor, you can venture across this Pulse Mine Field without penalty, but you must destroy the Mine Field to finish the final mission.

11: CHINESE OCCUPIED REFINERY
(LAT 09/LONG 11)

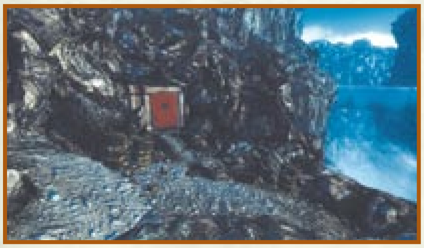
36 Chinese Compound

Inside the Factory Compound, you face your biggest challenge: a one-on-one battle with General Jingwei, a formidable foe. Via a Speech challenge, you can try convincing him to commit suicide. Otherwise, expect a hard-fought battle. It ends with you speaking to General Chase and the end of the simulation, returning you to the Outcast Outpost.

Secondary Locations

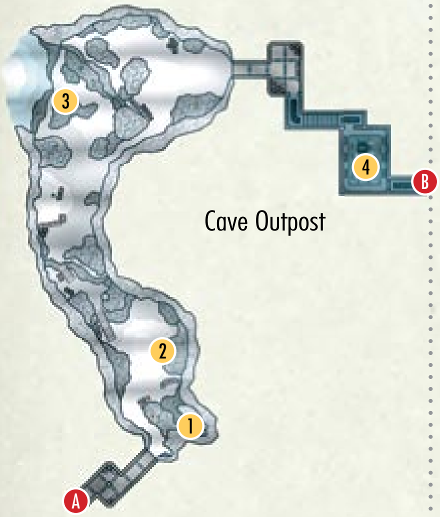
A: CAVE OUTPOST

(LAT 16/LONG 13)



- Threat Level: 2
- Faction: Chinese Army
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

This is a conduit between the Anchorage Cliffs. You must access this interior area to continue, which involves slaying Chinese Soldiers and checking the cave floor for the powerful Gauss Rifle, the weapon of a digitally deceased U.S. paratrooper.



Ⓐ To Anchorage Cliffs

This leads directly from Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

① Easily Missed Alcove

Don't venture too far into the cave without defeating the enemies; after vanquishing your foes, return to this alcove, where an old table holds a variety of helpful items.

- Ammo Dispenser
- Health Dispenser
- Chinese Assault Rifle
- Frag Mine (2)
- Frag Grenade (2)
- Microfusion Cell (5)

② Fallen Paratrooper (Simulated)

The tattered remains of the paratrooper's parachute can still be seen if you look skyward. The main reason to search this location is the paratrooper's dropped weapon.

- Gauss Rifle

③ Chasm View

④ Montgomery Rendezvous Point

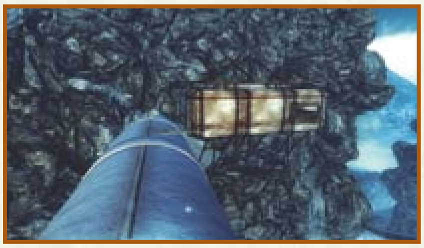
Expect your sergeant to drop down from a ceiling grating and accompany you from this point on.

Ⓑ To Anchorage Cliffs

This leads directly to Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

B: FIELD STORAGE

(LAT 17/LONG 13)



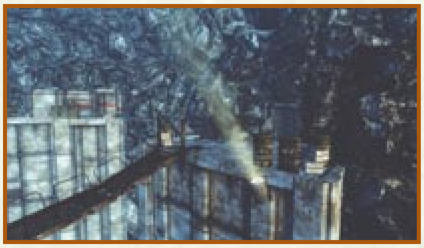
- Threat Level: 1
- Faction: Chinese Army
- Collectibles: Holotape—Covert Operations

It is imperative you unlock this door and grab the items inside if you wish to complete **Freeform Quest: Covert Operations.**

- Chinese Terminal
- Intel Briefcase (1 of 10)
- Holotape: Bombardment

C: FIELD STORAGE

(LAT 16/LONG 12)



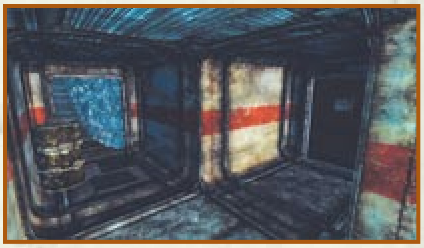
- Threat Level: 1
- Faction: Chinese Army
- Collectibles: Holotape—Covert Operations

It is imperative you unlock this door and grab the items inside if you wish to complete **Freeform Quest: Covert Operations.**

- Intel Briefcase (2 of 10)
- Holotape: Goodbye

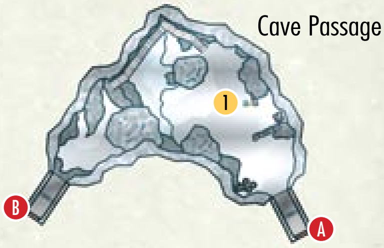
D: CAVE PASSAGE

(LAT 16/LONG 12)



- Threat Level: 2
- Faction: Chinese Army
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

A smaller cavern containing a small entrance and exit and two Chinese Soldiers to nullify, this is a purely optional area to travel through. It allows you an alternate and slightly more advantageous route to the Chinese Artillery Outpost, which gives you a higher vantage point and extra cover when you emerge.



Ⓐ To Anchorage Cliffs

This leads directly from Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

① Cave Passage Interior

Expect an enemy attack, but little else to occupy you except for an escape route.

Ⓑ To Anchorage Cliffs

This leads directly from Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

E: CHINESE ARTILLERY OUTPOST

(INTERIOR; LAT 15/LONG 11/12)

Note

All locations and information for this area are detailed in the section for Primary Location 2: Artillery Overlook Entrance (LAT 15/LONG 12).

F: COMMAND TENT

(LAT 08/LONG 14)

Note

All information for this area is detailed in the section for Primary Location 4: U.S. Army Field Headquarters (LAT 09/LONG 14).

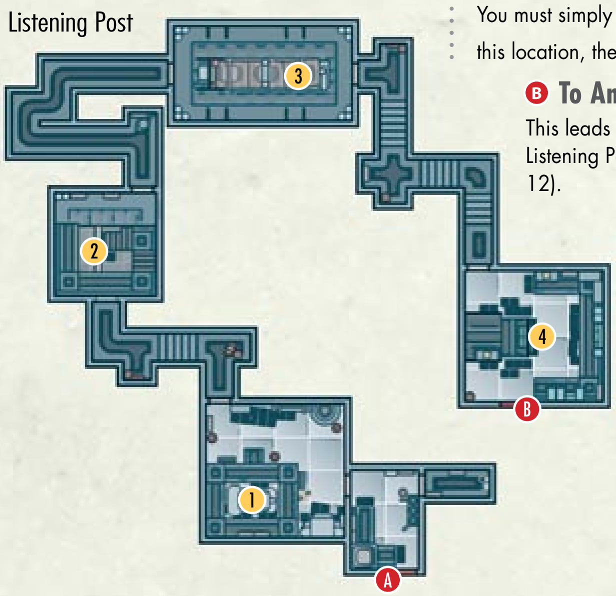
G: LISTENING POST

(INTERIOR; LAT 10/LONG 11)

- Threat Level: 3
- Faction: Chinese Army
- Guns and Ammunition
- Health and Chems
- Collectibles: Holotape—Covert Operations

The fourth location outside the U.S. Army Field Headquarters, the Listening Post interior is where the Chinese forces receive their intel and is the reason they can continuously bombard both Anchorage and the Trenches. Nullifying the forces inside the Listening Post is a key mission General Chase has ordered you to complete.

Listening Post



Ⓐ To Anchorage

This leads directly from Primary Location 8: Listening Post (Exterior; LAT 10/LONG 12).

① Generator Room

Expect Technicians and cloaked Chinese Soldiers in this location. Keep a slow and steady pace throughout to avoid being ambushed.

② Stairwell

There are three Chinese Dragoons in this area, making it a difficult area to take unless you are prepared. It is imperative you find the intel under the stairs if you wish to complete **Freeform Quest: Covert Operations.**

- Intel Briefcase (8 of 10)

③ Cloaked Corridor Trap

Expect a trio of Crimson Dragoons to be waiting for you. Locate them using V.A.T.S., then manually aim at them until they decloak.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cells (5)
- Frag Grenade (3)
- Frag Mine
- Missile (2)

④ Command Room

You must simply dispatch all enemy forces from this location, then leave via the exit [Ⓑ].

Ⓑ To Anchorage

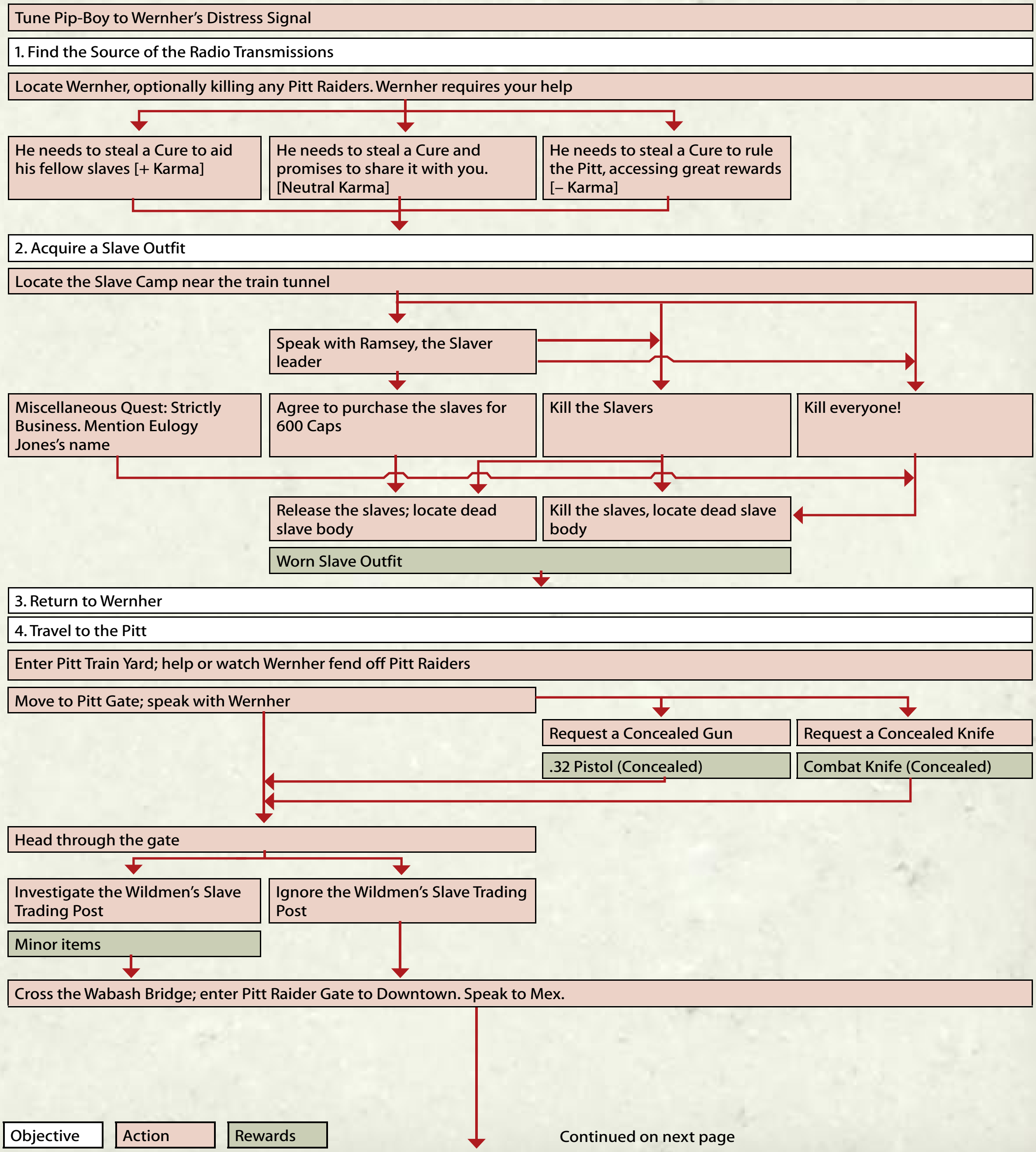
This leads directly to Primary Location 8: Listening Post (Exterior; LAT 10/LONG 12).

Chapter 9 THE PITT

Into The Pitt

QUEST FLOWCHART

	MAIN PATH
Main Characters	Wernher, Ramsey, Prosper, Mex
Locations	Wernher's Radio Tower, Train Tunnel, Pitt Train Yard, The Pitt Bridge
Adv. Items/Abilities	600 Caps, Speech, Miscellaneous Quest: Strictly Business
Possible enemies	Pitt Raider, Slaver, Wildman



Tune Pip-Boy to Wernher's Distress Signal

1. Find the Source of the Radio Transmissions

Locate Wernher, optionally killing any Pitt Raiders. Wernher requires your help

He needs to steal a Cure to aid his fellow slaves [+ Karma]

He needs to steal a Cure and promises to share it with you. [Neutral Karma]

He needs to steal a Cure to rule the Pitt, accessing great rewards [– Karma]

2. Acquire a Slave Outfit

Locate the Slave Camp near the train tunnel

Speak with Ramsey, the Slaver leader

Miscellaneous Quest: Strictly Business. Mention Eulogy Jones's name

Agree to purchase the slaves for 600 Caps

Kill the Slavers

Kill everyone!

Release the slaves; locate dead slave body

Kill the slaves, locate dead slave body

Worn Slave Outfit

3. Return to Wernher

4. Travel to the Pitt

Enter Pitt Train Yard; help or watch Wernher fend off Pitt Raiders

Move to Pitt Gate; speak with Wernher

Request a Concealed Gun

Request a Concealed Knife

.32 Pistol (Concealed)

Combat Knife (Concealed)

Head through the gate

Investigate the Wildmen's Slave Trading Post

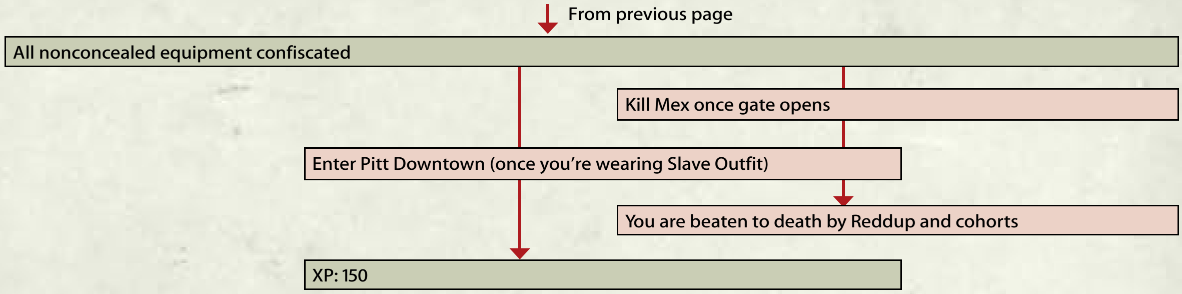
Ignore the Wildmen's Slave Trading Post

Minor items

Cross the Wabash Bridge; enter Pitt Raider Gate to Downtown. Speak to Mex.

Color code: Objective Action Rewards

Continued on next page


From previous page
All nonconcealed equipment confiscated
Kill Mex once gate opens
Enter Pitt Downtown (once you're wearing Slave Outfit)
You are beaten to death by Reddup and cohorts
XP: 150

CRACKLING COMMUNICATIONS

Tip

In order to maximize your enjoyment and life expectancy, this quest is ideally suited to be attempted midway through your Wasteland experience or later; you should be skilled in multiple forms of combat and have a reasonably high (50+) Computer Use or Lockpick skill (if you wish to locate every area in The Pitt).

A lone radio mast is under attack from a new kind of Raider.

Your Pip-Boy updates with an urgent message. It has picked up a powerful radio signal emanating from the Northern Wastes. Access the Data>Radio inside your Pip-Boy, and select "Outcast Distress Signal." Listen to a perturbed man named Wernher request any help possible. Heed the message, and set off for a trek north.

Wernher's Distress Signal

NEW OBJECTIVE
"Find the source of the radio transmissions" begins.

Your journey takes you to a lone radio mast located northeast of **Fort Constantine [LAT -17/ LONG 26].** For a less hectic and rocky climb, try approaching from the southwest, heading up from the Fort; the ground is slightly less rugged. Brandish a favored weapon as you get close; a trio of Pitt Raiders is attacking a lone gunman. These foes sport slightly different armor. Fortunately, they die just as easily as normal Raiders! Whether you help the gunmen or not, the Pitt Raiders are dispatched.

The lone gunman introduces himself as Wernher, and he's come from a place to the northwest known as The Pitt. Located outside the D.C. Wasteland, The Pitt is a nightmare, and Wernher's people are all working in enforced servitude. Wernher is a hunted man, especially because he is aware of the "cure," an antidote to the pervasive pollution of The Pitt.

Wernher explains that he requires your help to steal the cure for his fellow slaves.

Wernher reveals that he needs your assistance in stealing the cure and promises to share it with you.

Wernher mentions that when he has the cure, he will rule The Pitt and be in a position to offer you a great reward.

When you accept Wernher's offer to help him, he explains that The Pitt is heavily guarded. To stand a chance of survival, you must enter the area disguised as a slave. Fortunately, there's a nearby Slave Camp where you can procure such an outfit.

NEW OBJECTIVE
"Acquire a slave outfit" begins.

A SLAVE TO FASHION

Set off for the Slave Camp, which is pinpointed on your Pip-Boy's World Map. Skirt around the north side of Fort Constantine, down a rocky outcrop, and across a hill until you see the remains of rusting train carriages. Welcome to Ramsey's Slave Camp. There are various ways to procure your outfit:

You can agree with Ramsey, completing a **Speech** challenge when he asks if you're here from The Pitt to buy slaves. You can free the three remaining slaves for 200 Caps each. You brought 600 Caps with you, didn't you? The pen gate is unlocked, and after an incredulous slave named Prosper, staggered by your kindness (or dumbness), leaves the pen, you can take the clothing from the dead guy on the mattress.

If Prosper is getting a bit mouthy, you can elect to wear his outfit or that of his brethren instead of the rotting slave's putrid outfit.

Alternatively, you can keep your Caps and jump down from the rocky outcrop above and into the pen itself. Ramsey and his gang don't take kindly to this trespassing, and you'll need to either slay them all or flee with the dead slave's clothes.

Or, you can wade in, killing everyone. There are four Slavers to tackle. Dispatch the slaves, too, if you cannot contain your bloodlust.

Note

Ramsey knows Eulogy Jones, and if you've begun **Miscellaneous Quest: Strictly Business**, Ramsey offers the dead slave's clothing for free.

The camp has a couple Cartons of Cigarettes to scavenge, as well as three Ammo Boxes near a mattress, which you can sleep on. Take the Worn Slave Outfit and wear it.

Ammunition Box(3) **Worn Slave Outfit**

NEW OBJECTIVE
"Return to Wernher" begins.

Whether you've razed the Slave Camp or not, Wernher is calmly waiting for you near the ruined red carriage on the camp's edge. He congratulates you on your new attire after you put it on. Once you return with any provisions you need, Wernher agrees to meet you at the Train Tunnel to The Pitt; the tunnel is adjacent to this camp. As most of these provisions are likely to be stripped away later, now is as good time a time as any to enter the Train Tunnel.

NEW OBJECTIVE

"Travel to The Pitt" begins.

But first you can ask Wernher about The Pitt's ruler (a strong boss known as Ashur) and Midea (another slave helping to organize the downtrodden, readying them for an uprising). You can also ask where everyone comes from and learn that they are born in The Pitt before their parents succumb to "the sickness."

In addition, you can inquire about how the city got started, the role of the Brotherhood of Steel, and symptoms of "the sickness" (. The city's steel mills are also in full production, although Wernher doesn't know why: Ashur is the one with the plan.

When you've heard enough, enter the large tunnel entrance and locate the metal door to Pitt Tunnel. Wernher is waiting for you on the other side with a handcart. (If you haven't talked to Wernher while wearing the Slave Outfit, he isn't here and you cannot continue.) With Wernher in tow, hop onto the handcart and select "Travel to The Pitt." You automatically trundle through a complicated network of tunnels and old highways that travel far to the northwest, to The Pitt.

Caution

Do you have any other pressing matters to attend to? A bomb to deactivate or explode, perhaps? A set of three Keys to return to a grumbling Ghoul? Or a doctor to rescue from a police headquarters? If none of your concurrent quests are as important as this, select "Travel to The Pitt"; you cannot return to the Capital Wasteland until you conclude your business at The Pitt.

TROUBLE AT THE TRAINYARD

You emerge from the Train Tunnel into a trainyard is teeming with Pitt Raiders, and their leader beckons Wernher over to converse. Step to Wernher's side, or take a defensive (but not aggressive) posture behind cover, atop the stairs, and optionally switch to V.A.T.S. to quickly ascertain where your targets are. An argument between the Pitt Raider and Wernher becomes more heated, with the Raider shouting that Wernher had "turned on the boss"; then Wernher shoots him.

Combat begins! Deal with the Pitt Raider atop the loading girders ahead (north) or the one atop the yard facade (west). Fire off final rounds as you head northeast, where two more Pitt Raiders try to take down Wernher, who exhibits exceptional pistol prowess. When the fracas dies down, inspect the corpse of each Pitt Raider, and optionally climb the roof of the yard facade. You can grab the following items now, but you'll be stripped of them shortly, so consider taking these on the way out:

Combat Shotgun

Chinese Assault Rifle

Ammunition Box

RadAway (2)

First Aid Box

Head northeast toward a locked gate. Wernher strolls up and opens it, but he says he can go no farther. He also warns you that the Pitt Guards up ahead are likely to strip you clean. Although worried, Wernher promises that all your belongings will be returned; he stakes his reputation on it! You're instructed to find a slave named Midea when you get inside The Pitt; then gain access to Ashur and the cure. You can now do the following:

- Continue, pretending to be a slave; you have no weapon.
- Request a concealed weapon to sneak in. Wernher agrees, and you choose a gun or a knife.

Tip

You still have your collection of armaments with you, so use them until you reach the entrance to Pitt Downtown.

Tip

Check your Pip-Boy; it has been updated with all-new topography, including the location of Pitt Downtown, your next location.

.32 Pistol (Concealed)

Combat Knife (Concealed)

VISIT PA. ENJOY YOUR STAY

Proceed up the gravel road to a jumble of rocks and wreckage. Beyond the nearby Pitt Bridge lies the skeletal towers of a once-great city. While you're clambering over the rusting debris, poke around in the back of an overturned container truck; there are three Stimpaks to procure. To the northwest, there's a Slave Trading Post, now overrun by Wildmen! These are the maniacs Wernher warned you about.

Approach the ruins with due care, and systematically tag each of the five Wildmen as you spot them. Use the steps and rickety rooms they've constructed as cover, and when you've defeated all of them, search the corpses, then ransack their shelves (and the coffee table to the building's rear). There are two Cartons of Cigarettes on the picnic table that you can sell later. You can now approach the river's edge or the bridge.

Rad-X

First Aid Box

Tip

Wear your preferred armor until you reach a guy named Mex at the gates, on the bridge's other side. You can use the extra protection until the last possible moment.

The welcome sign is heavily worn, but you can just make out the old name of the city: "Pittsburgh"? Never heard of it.

Caution

The Pitt's river is highly toxic, and you'll die in mere seconds from radiation poisoning if you're foolish enough to explore anywhere other than the bridge span.

Attempt to cross the rusting Wabash Bridge, and prepare for a vicious series of traps to impede your progress. Leap from vehicle wreck to vehicle wreck, as the tarmac ground is littered with Frag Mines. Slow your movement to a crawl so you can spot a Frag Mine nearby and retreat, or disarm it, adding it to your collection. It's usually safer to leap to the footbridge sections on either edge, then use the piled debris to leap back into the roadway when the way is blocked. Look down, though; the eastern footbridge section has Man-Traps!

As you head under the southern support archway, stay on the steel barrier to the bridge's side, near the overturned orange container truck, and pepper two Vicious Dogs with gunfire. Watch for more Frag Mines as you land on the road and then bound across the tops of the vehicles heading roughly north. Bullets begin to zing past you; use the overturned container, shrugging off the low-level Radiation, and try a long-range shot to drop the Pitt Raider sniper on the scaffolding under the north arch. Or, you can run east, hop over the steel barrier and onto the footbridge, and scale the ramped scaffolding to drop the troublesome punk at close quarters. Amid the Food and Drink, the following items can be snagged, and you can sleep here before continuing.

Frag Mines

10mm Pistol and Ammo

Ammunition Box

Descend back to the bridge roadway, leap across the remaining vehicles, and continue north, toward The Pitt's wreckage-filled city streets. Stay to the left (west) on the vehicles, as two slaves begin a spirited break for freedom but are torn apart by Frag Mines. There's little you can do to help and little to steal from the corpses, so don your Slave Outfit and turn right (east), watching for another Frag Mine near the military truck. Quickly check the alcove for a bed and some Whiskey. Locate the heavily fortified gate at the street's end. Two possibilities now occur:

1. If you're wearing your Slave Outfit, you're beckoned forward by a gun-toting Mex, gate guard and foul-mouthed Pitt Raider. He "hits the jackpot" and confiscates your entire inventory! He curtly instructs you to get to work, so pass the locked safe and enter the gate marked "The Pitt."
2. If you're in your regular garb, Mex simply refuses to let you in, and the gate remains sealed. Retreat out of Mex's field of vision, and reappear wearing the Slave Outfit, or you'll never meet Midea!

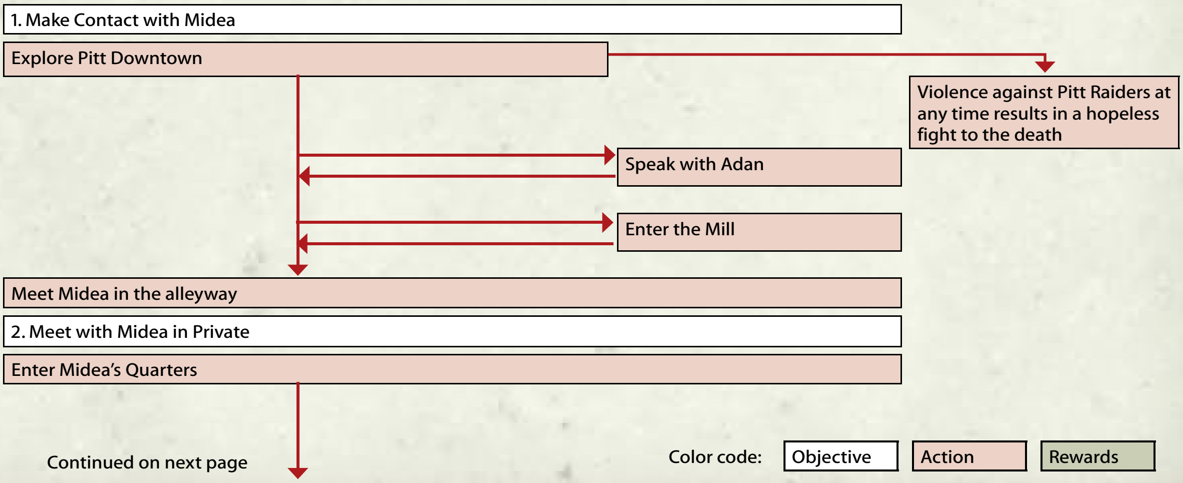
You can also wait for the gates to open, and then attack Mex and the two Pitt Raider gate guards, using your bare hands or anything you pick up from the first Pitt Raider you slay. However, the safe is still locked tight, and there's an unpleasant surprise (courtesy of a man named Reddup) waiting for you when you enter the roll-up entrance door.

XP 150 XP

Unsafe Working Conditions

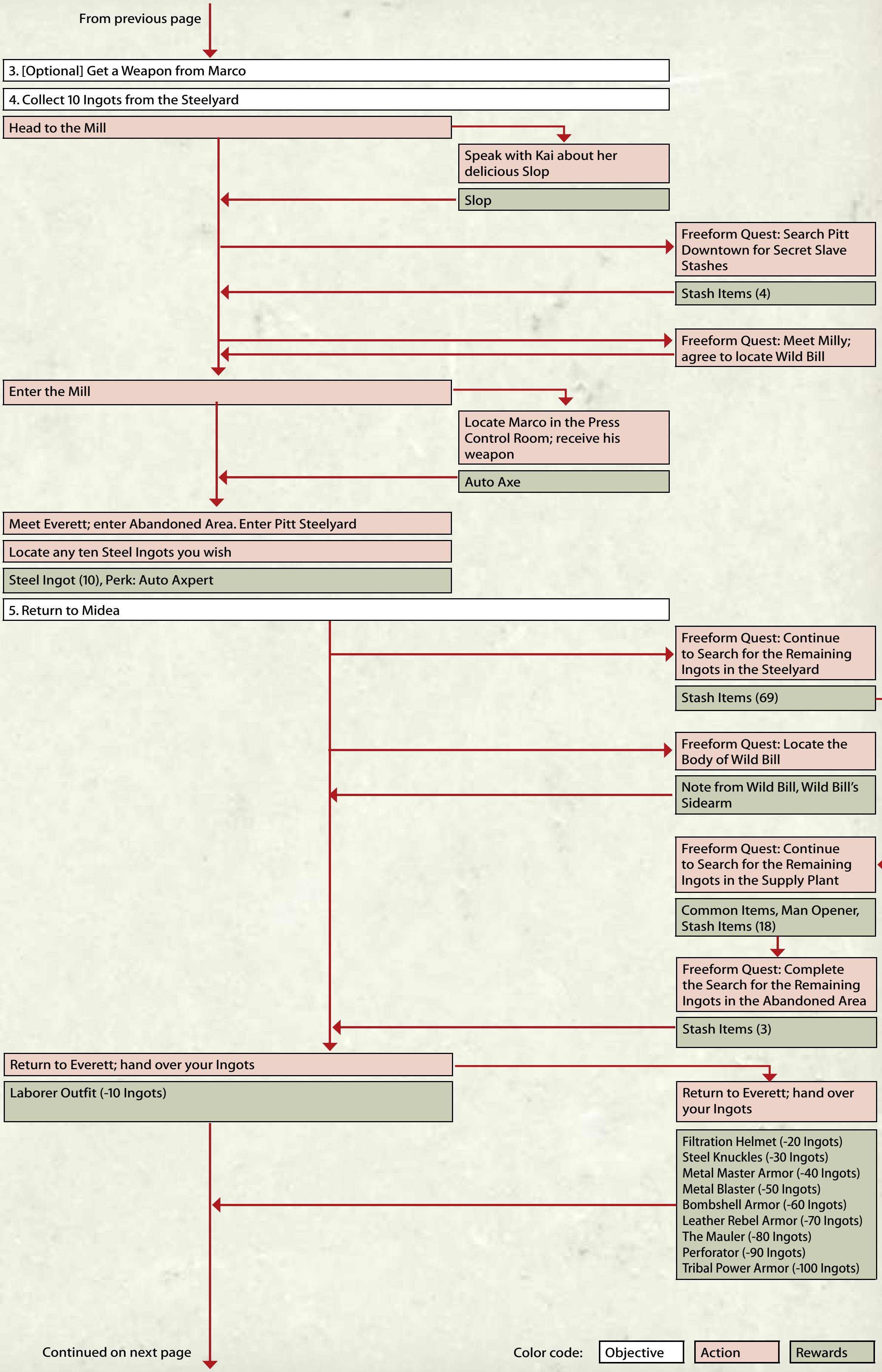
QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Reddup, Adan, Midea, Kai, Jackson, Hammer Marco, Everett, Spook, John Bear, Grudd Bear, Gruber, Faydra, Krenshaw	Milly, Wild Bill
Locations	Pitt Downtown, Midea's Quarters, the Mill, Abandoned Area, Pitt Steelyard, Supply Plant, the Arena	Pitt Downtown, Abandoned Area, Pitt Steelyard, Supply Plant
Adv. Items/Abilities	—	
Possible enemies	Trog, Wildman	


1. Make Contact with Midea
Explore Pitt Downtown
Violence against Pitt Raiders at any time results in a hopeless fight to the death
Speak with Adan
Enter the Mill
Meet Midea in the alleyway
2. Meet with Midea in Private
Enter Midea's Quarters

Continued on next page

Color code: Objective Action Rewards



From previous page

3. [Optional] Get a Weapon from Marco

4. Collect 10 Ingots from the Steelyard

Head to the Mill

Speak with Kai about her delicious Slop

Slop

Freeform Quest: Search Pitt Downtown for Secret Slave Stashes

Stash Items (4)

Freeform Quest: Meet Milly; agree to locate Wild Bill

Enter the Mill

Locate Marco in the Press Control Room; receive his weapon

Auto Axe

Meet Everett; enter Abandoned Area. Enter Pitt Steelyard

Locate any ten Steel Ingots you wish

Steel Ingot (10), Perk: Auto Axpert

5. Return to Midea

Freeform Quest: Continue to Search for the Remaining Ingots in the Steelyard

Stash Items (69)

Freeform Quest: Locate the Body of Wild Bill

Note from Wild Bill, Wild Bill's Sidearm

Freeform Quest: Continue to Search for the Remaining Ingots in the Supply Plant

Common Items, Man Opener, Stash Items (18)

Freeform Quest: Complete the Search for the Remaining Ingots in the Abandoned Area

Stash Items (3)

Return to Everett; hand over your Ingots

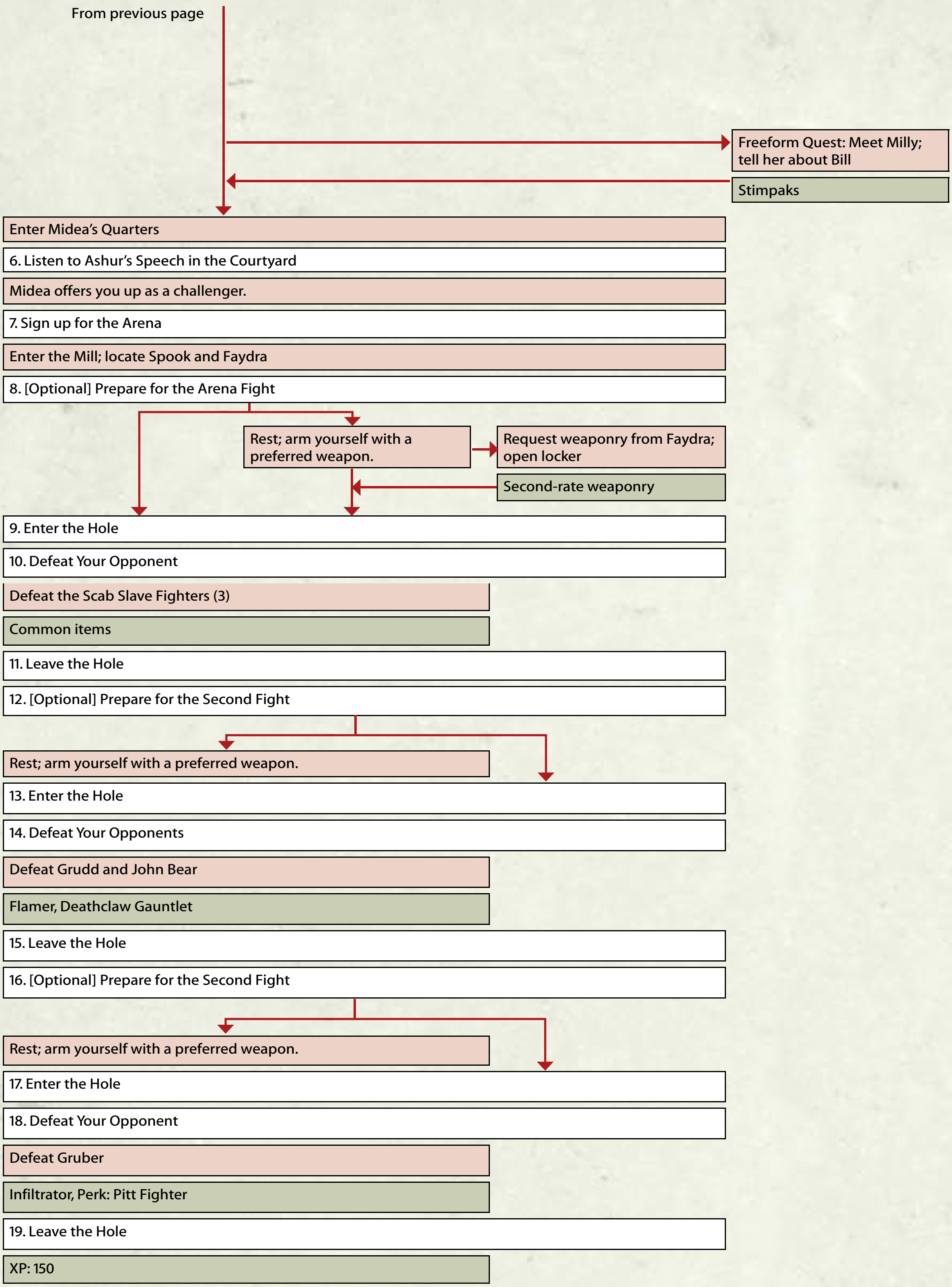
Laborer Outfit (-10 Ingots)

Return to Everett; hand over your Ingots

Filtration Helmet (-20 Ingots)
Steel Knuckles (-30 Ingots)
Metal Master Armor (-40 Ingots)
Metal Blaster (-50 Ingots)
Bombshell Armor (-60 Ingots)
Leather Rebel Armor (-70 Ingots)
The Mauler (-80 Ingots)
Perforator (-90 Ingots)
Tribal Power Armor (-100 Ingots)

Continued on next page

Color code: Objective | Action | Rewards


From previous page
Freeform Quest: Meet Milly; tell her about Bill
Stimpaks
Enter Midea's Quarters
6. Listen to Ashur's Speech in the Courtyard
Midea offers you up as a challenger.
7. Sign up for the Arena
Enter the Mill; locate Spook and Faydra
8. [Optional] Prepare for the Arena Fight
Rest; arm yourself with a preferred weapon.
Request weaponry from Faydra; open locker
Second-rate weaponry
9. Enter the Hole
10. Defeat Your Opponent
Defeat the Scab Slave Fighters (3)
Common items
11. Leave the Hole
12. [Optional] Prepare for the Second Fight
Rest; arm yourself with a preferred weapon.
13. Enter the Hole
14. Defeat Your Opponents
Defeat Grudd and John Bear
Flamer, Deathclaw Gauntlet
15. Leave the Hole
16. [Optional] Prepare for the Second Fight
Rest; arm yourself with a preferred weapon.
17. Enter the Hole
18. Defeat Your Opponent
Defeat Gruber
Infiltrator, Perk: Pitt Fighter
19. Leave the Hole
XP: 150

DIRTY OLD DOWNTOWN

Pitt Broadcast Signal

NEW OBJECTIVE

"Make contact with Midea" begins.

Once through the gates, you appear in The Pitt's downtown area. If you shot Mex before entering this location, you are immediately stopped by a frightening-looking man with an equally scary-looking skin condition. This is Reddup, and he orders his goons to beat you to unconsciousness. Therefore, you must enter Downtown without incident. Step into the main Downtown courtyard and explore several interesting areas. Or, you can head straight to Midea's location.

Caution

Using either your concealed pistol or knife, you can attack The Pitt Guards, the slaves, or both. However, this causes The Pitt's population to turn on you, making this quest almost impossible. A much more strategic plan is to bide your time before massacring any inhabitants.

A few steps from the outer gate where you came from, a Pitt Guard has three Pitt Slaves lined up and is admonishing them. Figuring they are expendable, he plants a bullet into each of them and casually walks off. You can inspect the bodies (there is little except the tattered clothing they died in), but the Guard isn't talking. Leave the Guard alone, or you face the wrath of The Pitt Guards; you're meant to be undercover, remember?

When they aren't collapsing, dying of malnutrition, or being wracked with "sickness," slaves are put to work in steel production.

The main square has been turned into a processing area where Pitt Slaves cut down steel girders with dangerous bladed tools. Others are using blowtorches or stoking furnaces. A mixture of fatigue and fear prevents them from conversing with you. Around the square are scaffold balconies with patrolling Guards. A menacing Slave Master oversees the workers.

You may tune your Pip-Boy to The Pitt Broadcast Signal, a series of supposedly uplifting speeches from Ashur. You don't think the slaves are buying it, at least until you head north toward the entrance to the Mill and encounter a spot-welder working on coach wreckage. This is Adan, and he's accepted his lot in life. He's even memorized a passage from one of Midea's ancient books and quotes it to you. It is from the Tao Te Ching, and Adan's taken it to mean he shouldn't be miserable, as his current enslavement is misery enough.

Note

You can enter the Mill right now, but it's thoroughly recommended you head there with a purpose and plan first: go to Midea instead.

FREEFORM QUEST

Secret Slave Stashes

While you're near Adan, check the rubble pile next to his coach. Half-buried inside is a Broken Hydrant. This is the first of four Secret Stashes located in the Downtown area and can be ransacked once for a healthy prize.

Freeform Objective: Broken Hydrant Stash (1 of 4 Stashes)

Head east, into the narrow street between the buildings, and a woman named Midea greets you, thankful that Wernher has finally found someone to help them. She can't talk in the open with you but advises you meet her in her house, which is close by. Continue looking around, or follow Midea around the corner and into a rather depressing Market Square to the northeast. There's scaffolding everywhere and a locked gate that leads up to the walkways above. You can't access this yet, but you can inspect Kai's rudimentary Slop stall. She doles out the Slop if you request it, and the health benefits are much less impressive than resting on the nearby mattresses. Come back for more if you need the additional Health (and Radiation) increase.

Slop

WG 1, VAL 5, Rads +21, HP +25

NEW OBJECTIVE

"Meet with Midea in private" begins.

FREEFORM QUEST

Secret Slave Stashes

In the alcove adjacent to Kai's Slop shop, locate the Broken TV on the stand. Pry this open for the second of the four Stashes. Pass the pillory. Before you head toward Midea's house, you can check the alley to the north. It turns west and leads to two dead-end alleys. Inspect the rusting Engine Block for a third Stash. Then move west and inspect the Hidden Vent Stash on the north wall. This concludes your Stash hunt; you should be well-equipped with Stimpaks by now.

Freeform Objective: Broken TV Stash (2 of 4 Stashes)

Freeform Objective: Engine Block Stash (3 of 4 Stashes)

Freeform Objective: Hidden Vent Stash (4 or 4 Stashes)

Enter Midea's Quarters off the Market Square, and she immediately gets down to business—you're to infiltrate Ashur's palace. However, to keep the operation clandestine, you're to blend in with the local populace, so Midea sends you out to complete a job: locating and gathering old Steel Ingots outside of the Mill. Every so often, the Mill's foreman puts out a work order to collect them.

You can also ask about gaining weapons. Midea says the dead explorers in the Steelyard may have some, or Marco in the Mill. Your chat is broken up by a Guard named Jackson, who wants a work order fulfilled and pronto! You still have time to talk to Midea about the cure, her life, and the Brotherhood Scourge that ravaged the place 30 years ago. Shockingly, this actually improved the living conditions! Now head out of Midea's Quarters.

APPENDICES | MOTHERSHIP ZETA | POINT LOOKOUT | BROKEN STEEL | THE PITT | OPERATION: ANCHORAGE | TOUR | MISC. QUESTS | MAIN QUEST | GEAR | CENSUS | FACTIONS & BESTIARY | TRAINING

NEW OBJECTIVE [OPTIONAL]
"Get a weapon from Marco" begins.

NEW OBJECTIVE
"Collect 10 Ingots from the Steelyard" begins.

FREEFORM QUEST
Wild Bill's Last Stand (Part 1 of 3)

Move south out of the alley, and you're likely to be stopped by a sickness-ravaged slave named Milly. She's worried about her friend Wild Bill, who volunteered to search the Steelyard for Ingots. That was a week ago, and she hasn't heard from him. Agree to look for him and bring him back to her before you continue.

NEW OBJECTIVE [1 of 3]
Locate Wild Bill.

THE SMELTING POT

Head past the merry Adan and enter the Mill, a hive of enforced workers tending to smelting steel. After checking the lockers at the front entrance platform for items, enter the facility. Head west to see liquid ore being poured and tall scaffolding walkways. You can't ascend to those walkways yet. Soon you reach a large hole in the shop floor. This is the Arena, where slaves are pitted against other desperate men in gladiatorial combat in hopes of winning their freedom. The Arena is closed currently. To the southeast is a raised area with an Ammo Press Terminal. Unfortunately, you aren't authorized to use it.

On the Mill's north side is a fenced off area with a sealed gate, leading to the Arena. Someone is standing guard here, but this is another area you can't reach yet. Make a mental note of this location, then head north, past the entrance to the Steelyard. You're after a weapon courtesy of a man named Marco. Turn another corner and head east. Halfway along this thoroughfare is a locked gate guarded by an unpleasant Pitt Raider called Hammer. To the south are rusting steps that lead up but eventually tilt and break apart, ending nowhere. Climb the front steps of the brick building in this area, and enter. Head south into the Rotary Press Control Room.

Marco is located here, with a furrowed brow and malfunctioning presses to deal with. He speaks in hushed tones, and once you're civil to him, he gives you an Auto Axe. Marco makes them out of the old car parts the breakers drag in from the city. There are two terminals you can activate here, too, allowing you to select an Emergency Stop to the Rotary Presses. This isn't necessary, so brandish the Auto Axe and make your way to the Steelyard entrance.

Auto Axe
DAM 18, WG 20, VAL 41

Caution

Getting a little too "stabby" with the Auto Axe meets with fierce resistance from The Pitt Raiders. If you want to increase your chances of death exponentially, try this plan, which is an exceedingly bad idea. You are attacked by all The Pitt Raiders in the immediate area and are shot on sight when you leave.

With the Mill fully explored, meet Everett, who takes you to a deadly Ingot-collecting objective..

Locate Everett, who's in charge of sending slaves into the Steelyard to hunt for Steel Ingots. He's waiting nearby and beckons you to follow him. You wander through his office, which has several generally useless items you can take around and behind his desk. He ushers you toward the door to Abandoned Area. The reason for this chamber's name becomes clear as Everett walks you through the scaffold cages. Some things are scampering about above you! You can't quite make out their shapes, but they're strange and disconcerting to view. A quick V.A.T.S. target reveals them to be Trogs. Ignore them for the moment, and move to the area's western end. While Everett has a smoke and, with a knowing smile, resigns himself to losing yet another slave, enter the Steelyard.

THE GREAT STEELYARD SEARCH

Note

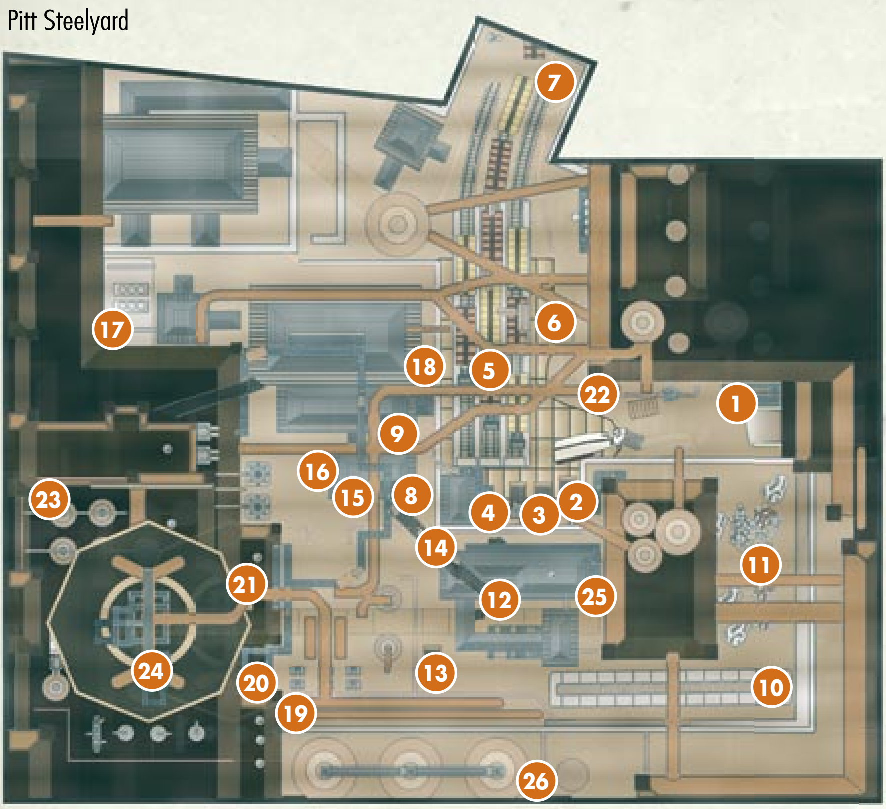
The following sections detail the entities, and more importantly, the Steel Ingots available in the Steelyard, Supply Plant, and Abandoned Area. Collect these Ingots in any order you wish; the following is simply the optimal path.

LOCATION	NUMBER OF INGOT PILES	TOTAL NUMBER OF INGOTS AVAILABLE
Steelyard	26	79
Supply Plant	4	18
Abandoned Area	1	3
Total	31	100

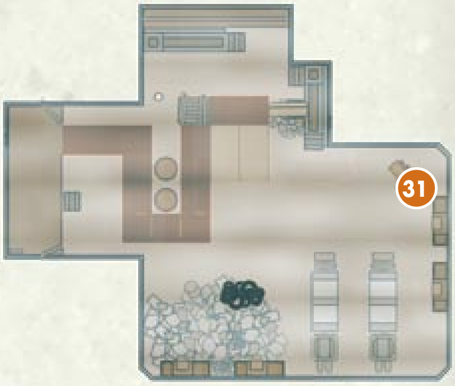
FREEFORM QUEST: MILL WORKER

- The first ten Ingots are all you need to complete your current objective.
- For every ten Ingots you return to Everett, you receive a unique item (detailed after the search is complete).
- You can search for Ingots at any time, although it is highly advantageous to keep Everett alive so you're rewarded.
- Collect every single Ingot (100) to receive the Mill Worker achievement.

Pitt Steelyard

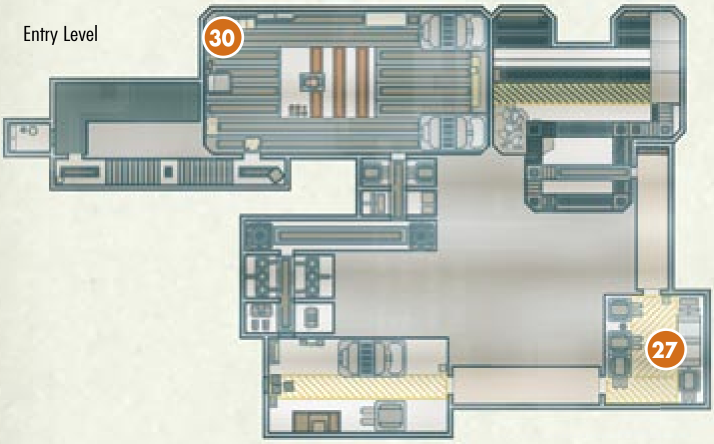

7
6
17
18
5
22
1
9
16
15
8
4
3
2
23
14
11
21
12
25
24
20
13
10
19
26

Abandoned Area

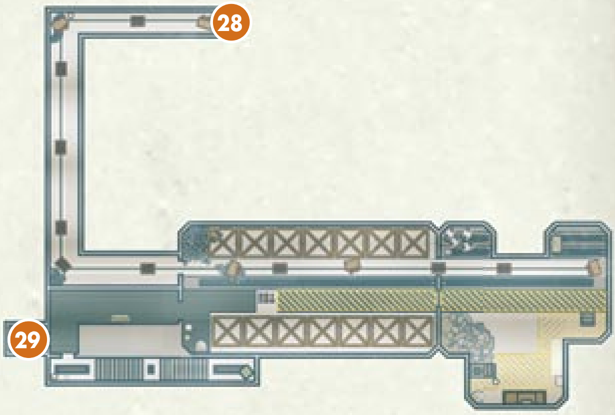


Supply Plant

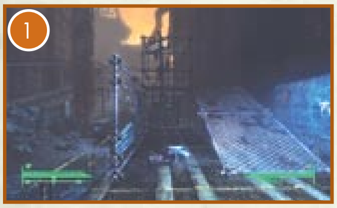
Entry Level

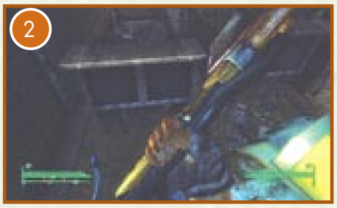


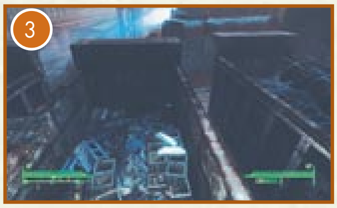
Lower Level

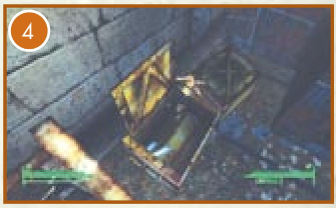


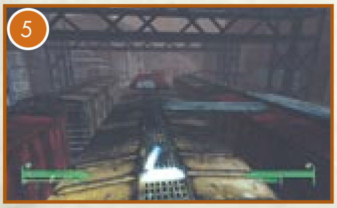
Ingot Locations (1–8)

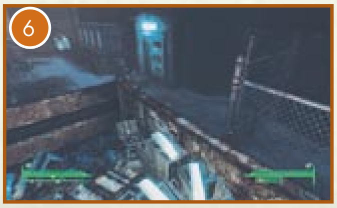


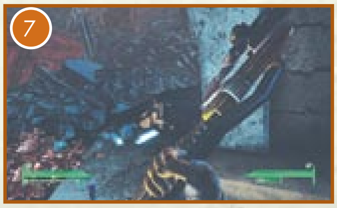


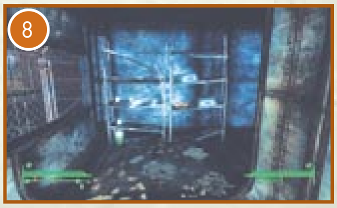




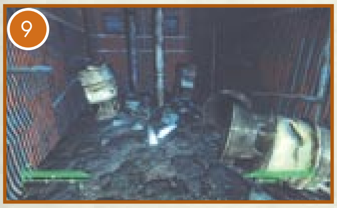


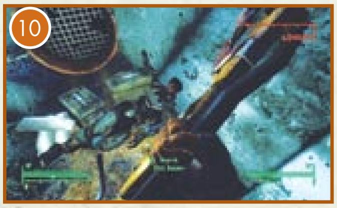


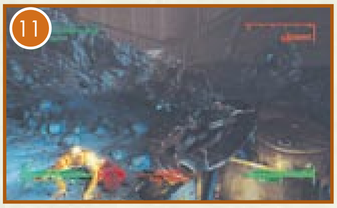


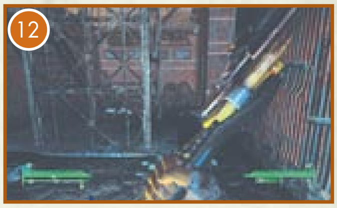


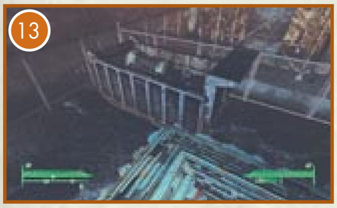
Ingot Locations (9–31)

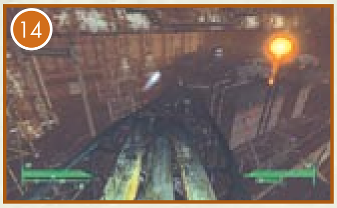

9

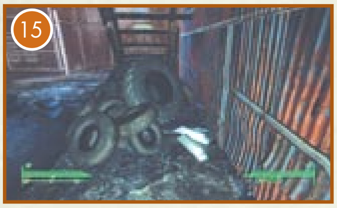

10

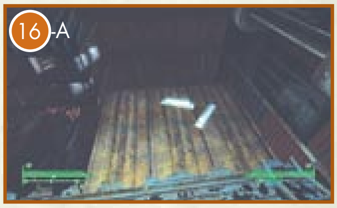

11

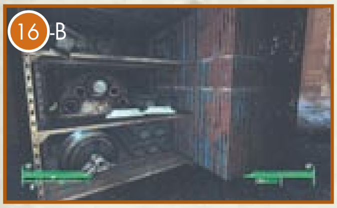

12

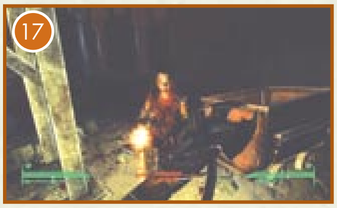

13

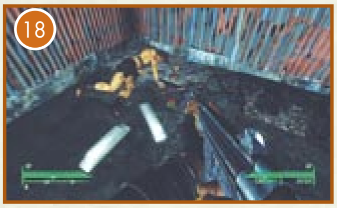

14

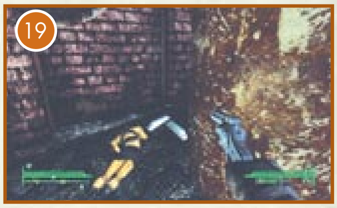

15

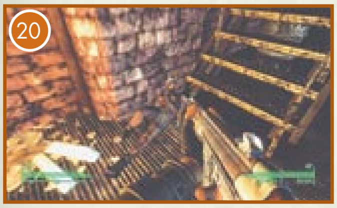

16-A

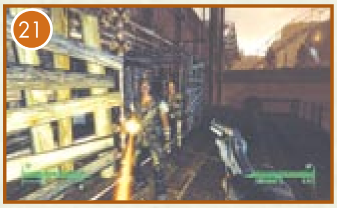

16-B

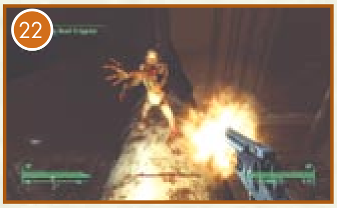

17

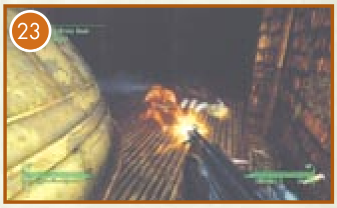

18

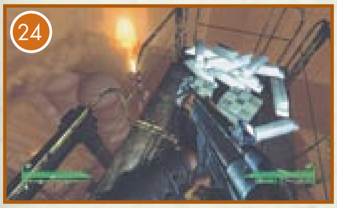

19

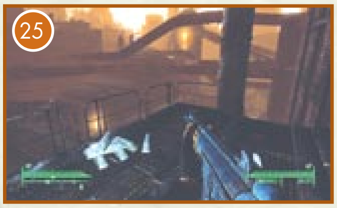

20

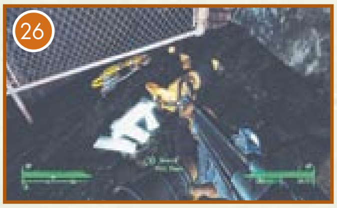

21

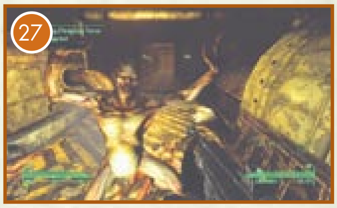

22

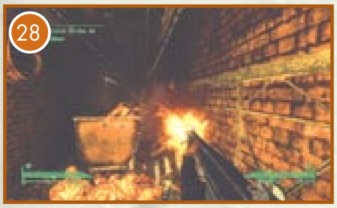

23

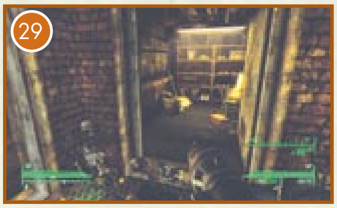

24

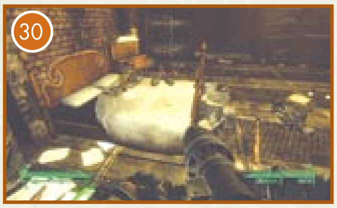

25

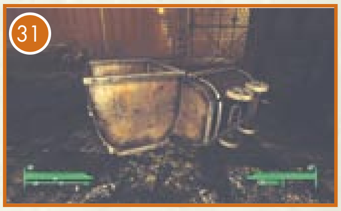

26


27


28


29


30


31

MANDATORY INVENTORY: INGOTS 1–11

① From the Steelyard entrance, step forward a few paces, and take the two Ingots near the body of a Pitt Slave. There are also 5.56mm Rounds and an Assault Rifle to bag.

Assault Rifle and Ammunition

Steel Ingot (2)

② Drop to the ground, heading west to a makeshift ramp that leads to the roof of a rusting truck. There are three refuse skips to your left. Jump to the nearest one, and pick two Ingots from the debris on top.

Steel Ingot (2)

③ Turn right (west), and leap to the second refuse skip. There are two Ingots atop the debris in this container.

Steel Ingot (2)

④ Continue west to the top of the third refuse skip, then peer over the side to an open Dumpster containing a dead Pitt Slave. Secure three Ingots from the Dumpster.

Steel Ingot (3)

⑤ Turn and face northwest. Directly ahead are some rusting stairs. Ascend around the corrugated shack to a plank leading to a large concrete wall. Don't head through the mesh fence, but instead turn north. Walk along the edge of the concrete wall. Turn east, carefully jumping atop the narrow railway girders, and drop onto the middle line of carriages stretching north. Head onto the brown carriage to procure two more Ingots. Providing you now have ten or more Ingots, you are immediately awarded the Auto Axpert perk.

Steel Ingot (2)

Auto Axpert
+25% DAM when using Auto Axe

FREEFORM QUEST
10 of 100 Steel Ingots located.

NEW OBJECTIVE
"Return to Midea" begins.

Note

You can return to Midea at any time from this point on. The remaining 89 Steel Ingots are listed here, so you know the dangers present as well as the rewards. The main path continues in the "Meeting Midea Again" section.

OPTIONAL INVENTORY: CLEARING THE STEELYARD

Note

The following shows the locations of all the remaining Ingots—and nearby enemies and items—in the Steelyard.

⑥ From the top of the train carriages, face east and leap to a lone refuse skip, which is near a mesh fence and the lit entrance to the Supply Plant. There are three Ingots atop the debris in this skip.

Steel Ingot (3)

By now you may have noticed a Pitt Slave working with an Auto Axe behind a mesh fence. Did you hear the screaming too? The man is savaged by a crouching, naked beast. Get behind the mesh fence by unlocking the gate near Ingot Location 6. Ready your weapon and react quickly to this leaping Trog! Alas, there's little you can do to revive the slave, and with no items to take, backtrack to the Supply Plant door. You can enter this at any time. Decide to continue, and you pass a bank of Protectrons before heading toward a blocked tunnel at the Steelyard's far north end. Brandish your favored weapon and cut down a group of three more Trogs!

⑦ Continue north, into the entrance to the blocked tunnel, and take the two Ingots near the slumped Pitt Slave's body, near the pile of gore. Then move over the wrecked carriages to the other tunnel entrance, where you'll find a Manhole Entrance to The Pitt Underground ("Power Plant" is daubed on the wall). It requires a key to enter, which you don't have.

Steel Ingot (2)

⑧ Return to the steps around the corrugated building, near the Dumpster (Ingot Location 4) and rusty truck. Expect combat with at least three Trogs. Climb the steps again, cross the plank, and this time head through the gap in the mesh fence. Turn left (south), but before you open the gate, look right (west), and enter the metal hut. On the shelves are two Ingots, two RadAway, and two First Aid Kits.

RadAway (2)

First Aid Box (2)

Steel Ingot (2)

⑨ Head back out of the metal hut, then turn and travel north, away from the gate. Move around the side of a corrugated building on the western side of the mesh fence. Turn left (west) into a barrel-strewn alcove where two more Ingots are located.

Steel Ingot (2)

FREEFORM QUEST
20 of 100 Steel Ingots located.

⑩ Now open the gate, pass through, and sidestep left (southeast) a little so you're moving around the base of another corrugated metal building. Turn left at the single refuse skip, and pass spotlights and steps attached to the building as you head east. This becomes the sloped grating above a storm drain. Slumped against the storm drain pipe is a Pitt Raider's body near two Ammo Boxes, an Assault Rifle, and three Steel Ingots.

Ammunition Box (2)

Assault Rifle

Steel Ingot (3)

⑪ Tread carefully into the clusters of abandoned and radioactive barrels. Cut down a couple Trogs and locate three Steel Ingots in the middle of the barrel dump.

Steel Ingot (3)

⑫ Retrace your steps back up the sloped storm drain grating. Look to the right (north) for a gate between the two buildings. Enter the gate, dispatching a Trog or two, then turn left (west). Look for two more Ingots near a First Aid Box and a gore pile, in a small courtyard in the middle of the corrugated metal building, at the base of a girder tower.

First Aid Box

Steel Ingot (2)

⑬ Climb any of the steps attached to the corrugated metal building, step onto the roof, and engage any Trogs before moving to the roof's southwest corner. Leap across to the single refuse skip you passed earlier, en route to Ingot Location 9. On top of the debris in the skip are two more Ingots.

Steel Ingot (2)

FREEFORM QUEST
30 of 100 Steel Ingots located.

⑭ Return to the corrugated metal building's roof. This time locate the fallen girder tower and head northwest across it. There are two Steel Ingots in the middle of this makeshift girder bridge.

Steel Ingot (2)

⑮ Once over the makeshift girder bridge, locate the stairs on your left with the slumped Pitt Slave at the top of them. Descend the stairs, then look under them for two Ingots, behind a pile of tires by the corrugated shed.

Steel Ingot (2)

⑯ Ascend the stairs you just came down, and onto the shed's roof; turn and face west. Move west around the roof's edge, then take a few steps north to the top of a set of rusting shelves containing two Ingots. Next, drop down and locate the rusting shelves of engines and other parts. There are two more Ingots on one of the shelves.

Steel Ingot (4)

⑰ Stay on the ground near the shelves and walk north, between the brick building on your left and another corrugated structure to your right. At the corner of the brick building, turn left (west), and squeeze down the gap between the brick building and yet another corrugated structure. You emerge as two Wildmen attempt to tackle some Trogs. Kill whoever wins, then inspect the ore cart. Inside are four Ingots, as well as Ammo and First Aid Boxes.

Ammunition Box

First Aid Box

Steel Ingot (4)

FREEFORM QUEST

40 of 100 Steel Ingots located.

⑱ Move north past the group of transformers to the long stone wall and head east along it to a mesh wall on your left (north) . Keep going, through the scattered barrels; at the corner of the fence, you're forced right (south). Lying at the end of this route is a dead Pitt Slave, near his Combat Shotgun, and two Ingots.

Combat Shotgun and Ammo

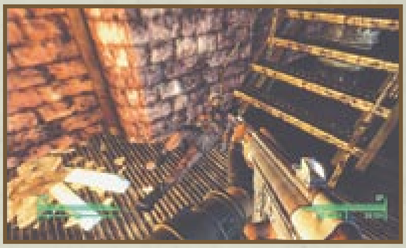
Steel Ingot (2)

⑲ Retrace your steps back to the stairs near the corrugated shed, above the pile of tires (Ingot Location 15). Don't climb these stairs, but instead investigate an unexplored area to the southwest. Continue to the corner and you'll spot a set of steps leading up the side of a large brick building, near some cylindrical generators. At the landing atop the first set of steps, ignore the body for and leap over the railing to the east, landing on a generator. Turn south and leap over the barbed-wire mesh fence, landing near some huge pipes. At the base of the large vertical pipe is a dead slave and two Ingots. Use the generator and plank to scale the fence and head back up the stairs.

Steel Ingot (2)

FREEFORM QUEST: WILD BILL'S LAST STAND (PART 2 OF 3)

⑳ At the top of the stairs lies the slumped form of Wild Bill, The Pitt Slave Milly pleaded with you to find. She isn't likely to take this news well. Check Bill's corpse for evidence, which includes his rather fine sidearm and a note, among other usual items. Pocket these and the two Steel Ingots he was coveting.



Wild Bill's been outdrawn in this hellhole. Ransack his corpse, though; you'll need the evidence to present to Milly.

NEW OBJECTIVE [2 of 3]

Locate Wild Bill!

Note from Wild Bill

"I'm not going to make it, Milly..." A grim note.

Wild Bill's Sidearm

DM 9, WG 2, VAL 106 (.32 Ammo)

Steel Ingot (2)

㉑ Pass Wild Bill and head up the stairs he's slumped against, readying your weapon to slay a couple Wildmen who have set up a ramshackle hut atop the roof of the brick building below. Slay them, then check the structure's roof for three Ammo Boxes (one is Locked). There are two more in the hut, along with a First Aid Box and two Ingots. Use the bed mattress if you need to.

Ammunition Box (5)

First Aid Box

Steel Ingot (2)

FREEFORM QUEST

50 of 100 Steel Ingots located.

Note

Remember this location and the sealed and barricaded door adjacent to this hut; you return here later in this quest.

㉒ Turn and face east, moving onto the narrow walkway with the rusting pipes snaking near to it. Follow the walkway north, readying a weapon to dispatch a group of Trogs moving along the intersecting pipes. Continue on the walkway, over and under pipes until you're almost at the roof of the next building. Now jump east, landing on the parallel pipe. Follow the pipe east, being careful you don't fall to your death into the trainyard below. Blast the waiting Trog, and pick the two Ingots out of the gore pile at the horizontal pipe's end.

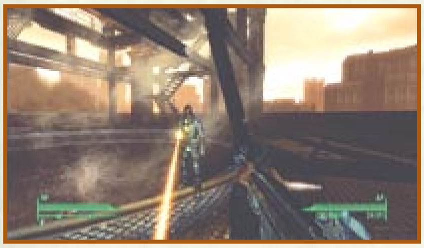
Steel Ingot (2)

You're halfway to perfection! Return from the pipe and land on the walkway. Turn north and move across the planks to reach the stairs atop the building roof. Follow the walkway around some cylindrical

pipes and chimney funnels, then go west to a battle with a Wildman. Continue up the stairs riveted to the side of the massive blast furnace. When you reach the roof, the blast furnace stretches skyward, to the south.

㉓ Move south, turning right (west) as you reach the giant blast furnace cylinder. Squeeze between it and a wall, then head northwest to the corner of the roof near the domed containment tank roofs. In the far corner, a Trog is munching on a small pile of "meat." Dispatch the beast, then gather the four Ingots and open the First Aid Boxes near The Pitt Slave's corpse.

Steel Ingot (4)



Scout around the south side of the blast furnace roof before you climb the suspended gantries on an insane ascent into the belching, smoking skies! Expect to defeat a couple Wildmen before you reach the gantry steps and another on the steps themselves. You finally arrive at the open furnace, a huge circular hole with four Wildmen and a turret system on high alert. Plan your attack carefully, staying behind cover and attacking one Wildman at a time.

Move clockwise so you can easily reach the wall terminal. Use your **Science** skill to hack it, deactivating the troublesome turret.

㉔ After defeating all foes, head up the next set of steps, ascending to a catwalk landing above the circular pit. Look for the suspended gantry steps continuing to the south and keep climbing. After another landing, head to the structure's summit. A fall here means instant death, but the trek is worth it; at the very top is a platform with two First Aid Boxes and a stash of 12 Ingots.

First Aid Box (2) **Steel Ingot (12)**

FREEFORM QUEST

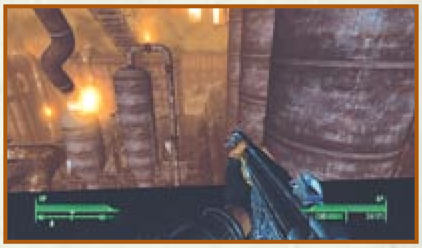
60 of 100 Steel Ingots located.

㉕ From the blast furnace's top platform, you can descend via the gantry steps, or if you're feeling reckless, you can face east and leap down onto the series of pipes and girders. Stay above an extremely long, steep ramp heading down and to the east. If you leap down onto the pipers and girders, land on it and follow it down to the platform attached to the brick building. This trek also pays dividends; there are seven Ingots in a pile here.

Steel Ingot (7)

FREEFORM QUEST

70 of 100 Steel Ingots located.



㉖ Getting the last cluster of Steel Ingots takes a little planning and involves returning back up the long ramp you just descended and moving down the remaining suspended gantry steps. You must fend off Trogs on the way in order to reach the main reactor furnace roof at the same level where you spotted the Trog eating the gore pile at Ingot Location 23. However, you must face east at the southeast corner of the roof and drop to the lower building's roof. Then drop again onto a metal platform running the length of three massive container tanks. Continue east until you reach the mesh fence, then turn right. The final Ingots are hidden behind the last container, near a slave corpse.

Steel Ingot (4)

OPTIONAL INVENTORY: SUPPLY PLANT ECONOMICS

Check your inventory, and count the number of Steel Ingots you have; it should number 79, assuming you haven't abandoned the search and already delivered some Ingots back to Everett. Whether you have all the Steelyard's Ingots or not, you are encouraged to search a nearby Supply Plant building. The door is near Ingot Location 6, adjacent to the Protectron Pods. Enter the plant, and you'll see a long corridor stretching off, with a sealed hatch door to your left (north). Head east to the slumped Factory Protectron you can scavenge for Energy Cells. Then quickly check the Turret Control System.

Use your **Science** skill to hack into this terminal to switch the turrets off. You'll spot their location in minutes if you don't!

㉗ Continue east to the corner. A couple Wildmen sprint past you without resorting to violence, which is puzzling—until you're overrun with four Trogs! Back up and blast or saw away at these sinewy freaks. If either of the Wildmen are still alive, they rush for the exit door. You can shoot them back in the Plant or back in the Steelyard. Return to the generators where you saw the Trogs, and find three Ingots here.

Steel Ingot (3)

FREEFORM QUEST

80 of 100 Steel Ingots located.

There's a wall terminal on the north wall; access it to read the statements from "Management" regarding ancient altercations between man and machine.

Head to the end of this corridor, pausing to open a First Aid Box on some shelves before turning left (west) and moving across a high walkway. Below, you can see three Trogs feasting. You can slay them from this position (get some shots in before they scamper under the walkway and gambol up it to savage you), or head around the gantry and down the steps to the factory floor, attacking the Trogs in a group; this is messier and more dangerous. There's an active Protectron Pod in the corner of the area with the sofa and doorless fridge, but it isn't ideal for hiding from Trogs; the sliding door opens seconds after you flick the switch and step inside!

Head north, onto the cart track conveyor corridor where the Trogs were feasting. There's a mattress, Beer, and an Assault Rifle in the corner, and a nasty Grenade Trap near the two pipes and cart containing the Protectron. Remember to slowly search for the trip wire and deactivate it. Head west along the cart-filled corridor to a narrow set of shelves with two First Aid Boxes, an Ammo Box, and some Chems.

> There is still a working Protectron to your left, in the alcove with the Automated Maintenance Terminal. Use your **Science** skill to hack it to open the pod, and watch the Protectron slowly plod around. He isn't any match for some of the more enthusiastically violent enemies in here, though.

First Aid Box (3)

Assault Rifle

Ammunition Box

(28) There are two passages at the narrow shelves. Take the right one; the cart tracks wind around to a group of Wildmen armed with Flamers. Flush them out with well-thrown Frag Grenades, then backtrack to hide behind the many rusting carts littering the track. When all the Wildmen have fallen, inspect the area for their gear, and search a debris pile by an overturned cart for eight Ingots.

Steel Ingot (8)

FREEFORM QUEST

90 of 100 Steel Ingots located.

(29) The secrets of the Supply Plant's past are hidden here: Take the other passage from the narrow shelves to a locked door near a staircase.

> Wrestle with the lock using your **Lockpick** skill until the door opens. Step over the ancient skeletons and into a utility closet that has six Steel Ingots stacked in one corner. Attack an inquisitive Trog on your way in, then check the shelves for a large number of Chems. There is also a First Aid Box on the wall and a terminal on a small table with a .32 Pistol resting on it.

Chem Supplies

First Aid Box

Steel Ingot (6)

The terminal details the real story of the Plant's automation, courtesy of the Plant Supervisor—and skeleton at your feet—Tom McMullin.

(30) Climb the stairs, slaying Trogs on the way and grabbing Jet from the table, and enter the large generator room. Inspect the strewn Beer and Chems, but focus on the bed; there's a unique Auto Axe here: the Man Opener! Grab the Flamer Fuel, and don't forget the Steel Ingot on the bedside cabinet. There are more Chems and a First Aid Box on the side shelves. Now select a nonfiring weapon, such as the Man Opener, move to the room's opposite side to slay two Trogs, and head south, down a winding and gas-filled corridor. Flick the switch to the right of the hatch door, which deposits you back at the entrance location. Your Supply Plant tour is complete.

Chem Supplies

Man Opener

First Aid Box

Steel Ingot

> **Tip**
>
> The generator room with the queen-sized bed allows a little batting practice. Arm yourself with the Baseball Bat at the foot of the bed, flick the wall switch, and then stand on the plate. You wonder what happens when you stand on each of the other gantry plates that are located around the chamber.

EVERETT'S STEEL: INGOT REWARDS

(31) Head all the way back to the door to the Abandoned Area. When Everett took you through this caged pathway, the Trogs were unable to savage you. Not so now; there's a foe waiting for you near the door to the Mill. Slay this fiend, then drop to the lower ground, head south and through the hole in the mesh created by the Trogs, and enter a gloomy generator room. There are two carts in this area's northeast corner that hold your final three Ingots.

Steel Ingot (3)

FREEFORM QUEST

100 of 100 Steel Ingots located.

Congratulations! You unlocked the Mill Worker achievement!

Back in the Mill, you always pass Everett. You can hand over the Ingots you've collected or hand them in later. For every 10 Ingots you give Everett, he offers you a reward in increasing impressiveness. For example, if you collected only seven Ingots, you can still hand these in, then return to the Steelyard, find three more, hand them over for a total of 10, and request a reward. Everett remembers your Ingot total and awards prizes fairly. If you don't ask, you don't receive!

Below is a complete list of all of Everett's rewards and the Ingots needed to receive them. Note that the number of Ingots is cumulative—that is, to get the Laborer Outfit and Filtration Helmet, for example, you need only a total of 20 Ingots, not 30.

# OF COLLECTED INGOTS	EVERETT'S REWARD
10	Laborer Outfit (DR 4, WG 2, VAL 4, STR +1, AGL +1, END +1)
20	Filtration Helmet (DR 4, WG 3, VAL 45, Rad Res. +10)
30	Steel Knuckles (DAM 9, WG 1, VAL 13)
40	Metal Master Armor (DR 29, WG 15, VAL 104, AGL -1, Unarmed +10, Ener. Weap. +10)
50	Metal Blaster (DAM 37, WG 8, VAL 649, MF Cell)
60	Bombshell Armor (DR 20, WG 15, VAL 104, Big Guns +10, Explos. +10)
70	Leather Rebel Armor (DR 24, WG 15, VAL 104, CHR +1)
80	The Mauler (DAM 37, WG 20, VAL 130)
90	Perforator (DAM 34, WG 7, VAL 389, 556mm)
100	Tribal Power Armor (DR 28, WG 40, VAL 480, AP +15, Melee Weap. +5, LCK +1, STR +1, AGL -1)

> **Tip**
>
> You can search the Steelyard, Supply Plant, and Abandoned Area in one long slog or in several separate trips. However, it might be wise to return and "cash in" some Ingots to receive equipment that can help you in your combat options.

Tip

You can also complete the rest of the quest, returning for more Ingot collecting at any time. However, Everett's higher rewards make a forthcoming trio of Arena battles much more advantageous.

MEETING MIDEA AGAIN

Head west through the Mill, appearing back in Pitt Downtown. Pass the ever-cheery Adan, round the corner, and pass a running slave with a weapon-wielding Guard in hot pursuit. Move into the Market Square, and you'll meet Milly again.

FREEFORM QUEST: WILD BILL'S LAST STAND (PART 3 OF 3)

Milly is curious to know whether you saw Wild Bill on your travels around the Steelyard. If you visited Ingot Location 20, you will have seen him—what's left of him, anyway. You can break the news to Milly:

Use your **Speech** skill to break the news gently; lie to her that he's fine but won't be returning anytime soon.

Use **Speech** to give a spiteful answer, lying that you heard his death-curdling screams.

Or tell the truth and say you found his corpse.

Milly is heartbroken, but offers you some Stimpaks as a token of her appreciation no matter which conversation you choose.

Stimpaks

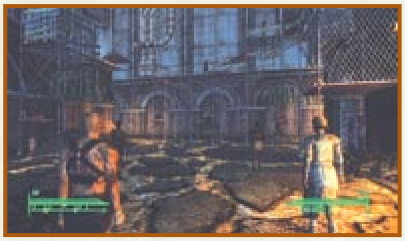
NEW OBJECTIVE [3 of 3]
Informed Milly!

With Milly placated, open the door to Midea's Quarters and speak with her. Any time after you've collected 10 Steel Ingots is a good time to reach her, as Ashur has ordered everyone into the Market Square. Rumor has it that the Arena is about to be opened. Midea seems to have already decided your fate: You are to represent the slaves in a series of Arena fights. Whether you agree is irrelevant, but the good news is that you win your freedom if you can tackle everyone in this pit of despair. Midea beckons you into the courtyard; the speech is about to begin.

NEW OBJECTIVE
"Listen to Ashur's speech in the courtyard" begins.

FREE FROM THE SHACKLES OF ATOMIC FIRE!

Ashur likes hearing the sound of his own voice, but his machinations are worth listening to if it means a shot at freedom in the Arena.



You step out into the Market Square, where man clad in Power Armor stands on the scaffold above you. Listen to Ashur's speech, in which he announces the opening of the Arena! Ashur requests fighters who wish to earn their freedom, and Midea answers the call. She's not climbing in there with bloodthirsty maniacs, though; you're her choice to enter the Arena. Ashur agrees and orders you to head for the Mill.

NEW OBJECTIVE
"Sign up for the Arena" begins.

Enter the Mill and head west. It now becomes clear what the hole in the middle of the Mill is for: It's the viewing chamber for the Arena below. Turn north, and open the previously locked gate, meeting up with a Guard named Spook who's greatly amused by your antics. She ushers you down the stairs. Meet up with Faydra at the Arena entrance. She's just as unpleasant as Spook but at least offers you a little advice. You can adamantly request a fight in the Arena, listen to the rules (there aren't really any) and the weapons you can use (any that you already have collected), and hear about some of the previous fighters (most are dead and a few survived). If you request weapons, Faydra points to a locker containing some truly second-rate melee and ranged weapons. There's some Rad-X nearby as well; this is useful, so take it. Once you've agreed to the battle, Faydra instructs you to enter the Hole, the large open pipe behind her.

NEW OBJECTIVE [OPTIONAL]
"Prepare for the Arena Fight" begins.

NEW OBJECTIVE
"Enter the Hole" begins.

Tip

Before you enter the Hole, your fight preparation should consist of finding a bed and resting so you're at maximum health. You should enter the Arena with a favored weapon: conduct a sweep of the Steelyard during your Ingot collecting, using the Auto Axe as your main weapon (so you don't use any bullets), and collecting weaponry and ordnance from the slain Wildmen and various Ammo Boxes.

NOW ENTERING THE ARENA OF THE UNWELL

FIRST FIGHT: SCAB SLAVE FIGHTERS (3)

NEW OBJECTIVE
"Defeat your opponent" begins.

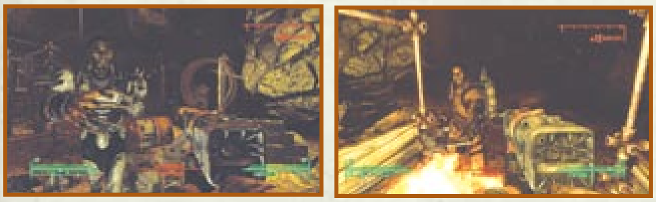
Emerge from the Hole into the Arena's locked gates. Ashur whips the crowd into a frenzy and then drops several radioactive barrels into the Arena to spice things up a bit. Swallow some Rad-X to offset the effects of the radiation, and then concentrate on slicing and dicing the three pitiful Slave Fighters milling about this compact Arena. Each Fighter is armed with a Chinese Assault Rifle and is wearing Raider-style armor. They should be little trouble, as their exposed heads are excellent for ranged weapons, and they don't counter your Auto Axe, making them quick and messy close-quarter kills. After you rip all three apart, search the bodies and leave so you're not exposed to radiation for longer than necessary. Meet up with Faydra again, who is impressed at your mettle. But don't get too excited; Ashur has something special planned for your next fight.

NEW OBJECTIVE
"Leave the Hole" begins.

NEW OBJECTIVE [OPTIONAL]
"Prepare for the second fight" begins.

NEW OBJECTIVE
"Enter the Hole" begins.

SECOND FIGHT: GRUDD AND JOHN—THE BEAR BROTHERS



John Bear is impervious to heat and savages you with a Deathclaw Gauntlet. His brother Grudd provides fire support—literally.

NEW OBJECTIVE
"Defeat your opponents" begins.

After preparing for your fight by healing to maximum health and grabbing a few Grenades or a more powerful ranged weapon on your travels, enter the Hole again and gulp down a Rad-X as Ashur introduces a pair of intimidating dudes: the Bear Brothers! These two aren't nearly as easy to finish as the Slave Fighters, but they are susceptible to Frag Grenades thrown in V.A.T.S. It is usually better to target Grudd first, as his Flamer is devastating and ranged; pick up the weapon when he drops it so John doesn't! A powerful ranged weapon and constant movement is the key to pulling off a win here. Search both bodies for ammo that can help you in your final confrontation. The two best items (which aren't unique) are listed below. Return to Faydra, who is a little more awestruck and offers a shot for the Rads. Prepare for the third and final fight!

Grudd's Flamer

John's Deathclaw Gauntlet

NEW OBJECTIVE
"Leave the Hole" begins.

NEW OBJECTIVE [OPTIONAL]
"Prepare for the second fight" begins.

NEW OBJECTIVE
"Enter the Hole" begins.

FINAL FIGHT: GRUBER

This highly skilled Pitt Fighter has come to murder, uses a devastating gun, and is clad in hard armor. He doesn't like Grenades, though.

NEW OBJECTIVE
"Defeat your opponent" begins.

Make sure you have some reasonable armor and a load of your favorite killing implements as Gruber is you final foe, and he's never been defeated. When the barrels drop and the gate swings open, come out firing, softening Gruber up with a Frag Grenade or two, then using the cage area to dodge his bullets. He's using an impressive scoped weapon called the Infiltrator (which is not unique). If you collected 90 Ingots, you should have a unique version of this called the Perforator. Whittle him down, using your Stimpaks (from Milly or the four hidden stashes you ransacked in Downtown) until he finally falls. You've done it! Now ransack the body and get out of here, improving your Radiation Resistance with a new perk in the process.

Gruber's Infiltrator

Pitt Fighter perk
+25% to Damage and Radiation Resistance

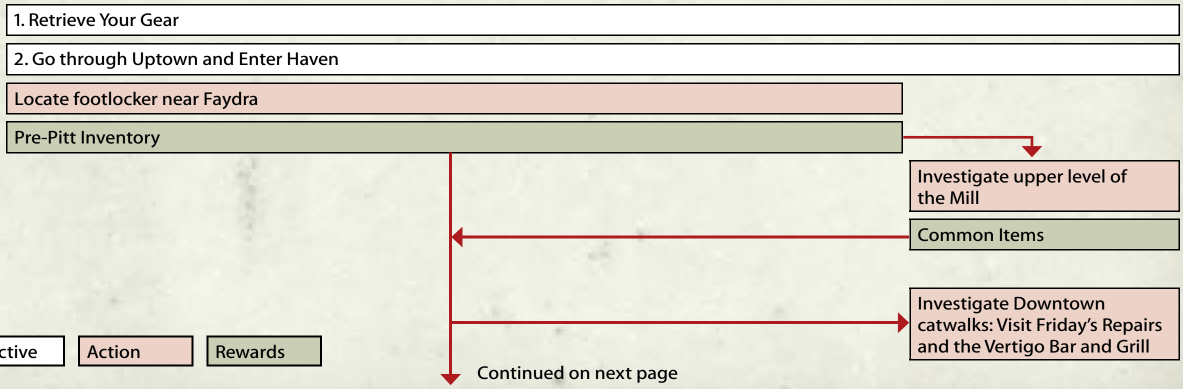
NEW OBJECTIVE
"Leave the Hole" begins.

XP 150 XP

Free Labor

QUEST FLOWCHART

	MAIN PATH
Main Characters	Krenshaw, Faydra, Midea, Bingo, Bone, Brand, Duke, Friday, Harris, Jackson, Lulu, Mona, O-Dog, Phantom, Reddup, Squill, TroubleMan, Vikia, Ashur, Sandra, Marie, Wernher
Locations	Pitt Downtown, Pitt Uptown, Abandoned Apartments, Haven, Pitt Underground, Wernher's Hideout
Adv. Items/Abilities	Lockpick, Science, Speech
Possible enemies	Pitt Raider, Slaver, Wildman



1. Retrieve Your Gear

2. Go through Uptown and Enter Haven

Locate footlocker near Faydra

Pre-Pitt Inventory

Investigate upper level of the Mill

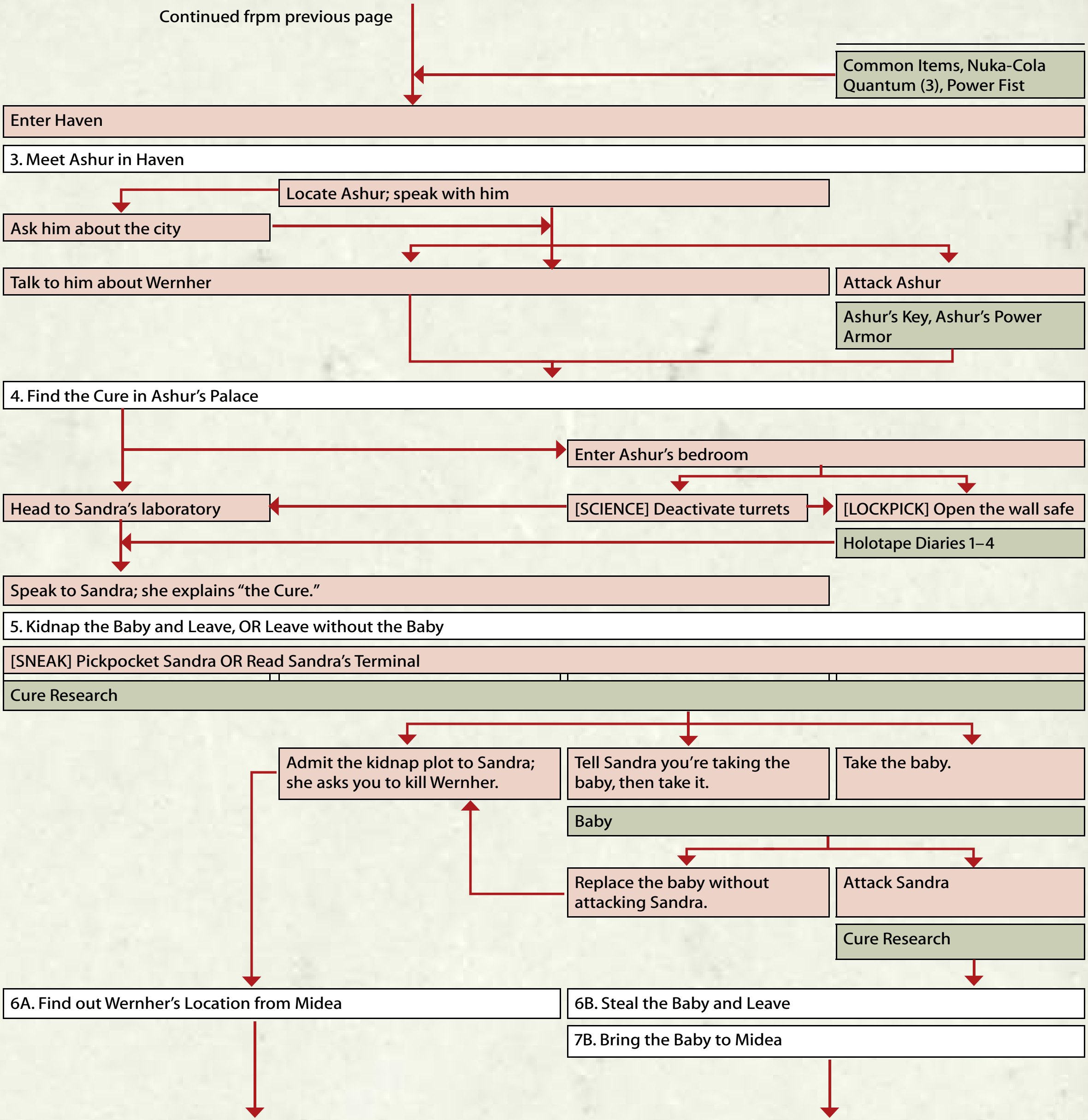
Common Items

Investigate Downtown catwalks: Visit Friday's Repairs and the Vertigo Bar and Grill

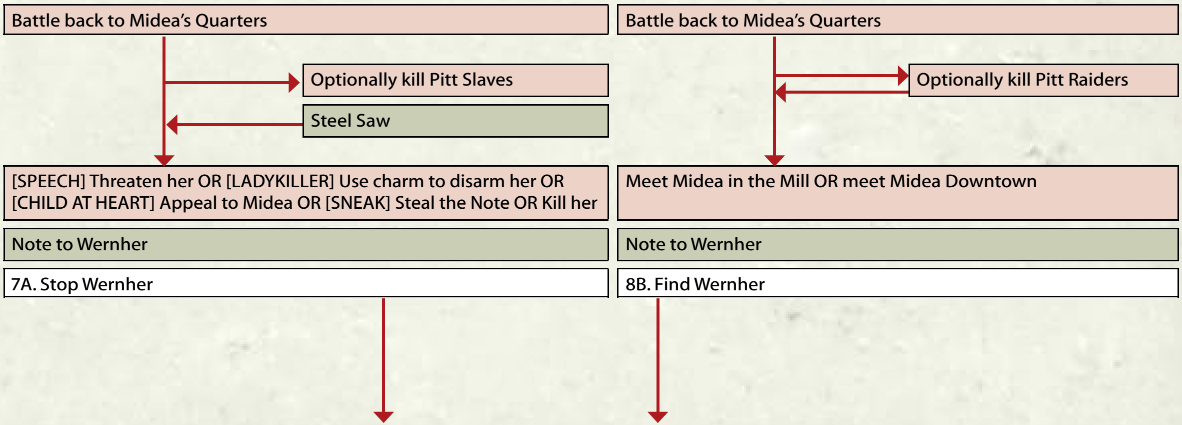
Color code: Objective | Action | Rewards

Continued on next page

Continued frpm previous page

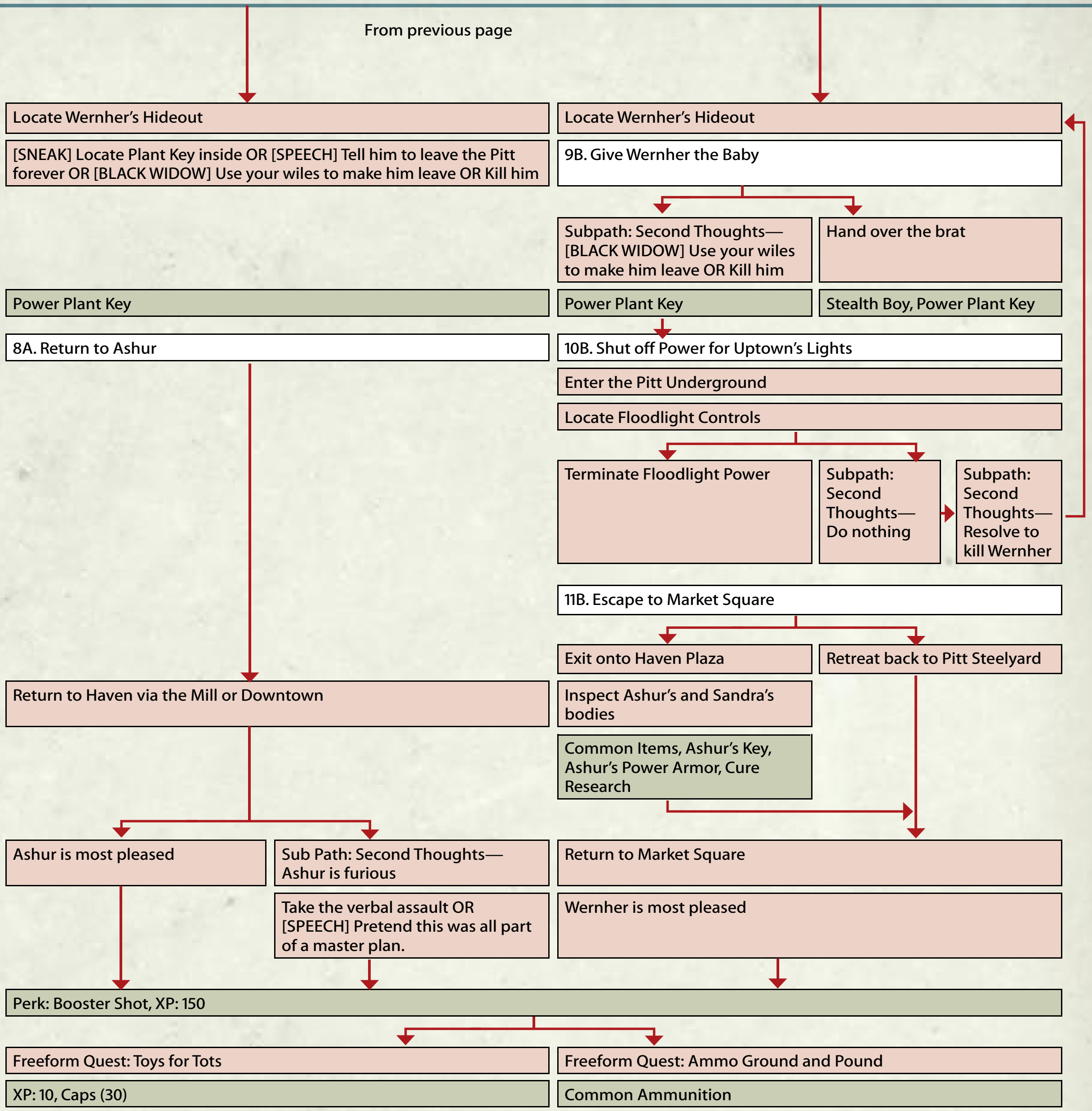

Common Items, Nuka-Cola Quantum (3), Power Fist
Enter Haven
3. Meet Ashur in Haven
Locate Ashur; speak with him
Ask him about the city
Talk to him about Wernher
Attack Ashur
Ashur's Key, Ashur's Power Armor
4. Find the Cure in Ashur's Palace
Enter Ashur's bedroom
Head to Sandra's laboratory
[SCIENCE] Deactivate turrets
[LOCKPICK] Open the wall safe
Holotape Diaries 1–4
Speak to Sandra; she explains "the Cure."
5. Kidnap the Baby and Leave, OR Leave without the Baby
[SNEAK] Pickpocket Sandra OR Read Sandra's Terminal
Cure Research
Admit the kidnap plot to Sandra; she asks you to kill Wernher.
Tell Sandra you're taking the baby, then take it.
Take the baby.
Baby
Replace the baby without attacking Sandra.
Attack Sandra
Cure Research
6A. Find out Wernher's Location from Midea
6B. Steal the Baby and Leave
7B. Bring the Baby to Midea

	MAIN PATH: NEW BLOOD	MAIN PATH: WERNHER'S WORKER
Main Characters	Ashur, Sandra, Marie, Pitt Raider	Midea, Wernher, Marie, Pitt Slave
Adv. Items/Abilities	Black Widow, Child at Heart, Ladykiller, Speech, Sneak, Small Guns	Black Widow
Possible enemies	Midea, Wernher, Pitt Slave, Trog	Ashur, Sandra, Marie, Pitt Raider, Trog


Battle back to Midea's Quarters
Battle back to Midea's Quarters
Optionally kill Pitt Slaves
Optionally kill Pitt Raiders
Steel Saw
[SPEECH] Threaten her OR [LADYKILLER] Use charm to disarm her OR [CHILD AT HEART] Appeal to Midea OR [SNEAK] Steal the Note OR Kill her
Meet Midea in the Mill OR meet Midea Downtown
Note to Wernher
Note to Wernher
7A. Stop Wernher
8B. Find Wernher

Continued on next page

Color code: Objective | Action | Rewards


From previous page
Locate Wernher's Hideout
[SNEAK] Locate Plant Key inside OR [SPEECH] Tell him to leave the Pitt forever OR [BLACK WIDOW] Use your wiles to make him leave OR Kill him
Power Plant Key
8A. Return to Ashur
Return to Haven via the Mill or Downtown
Ashur is most pleased
Sub Path: Second Thoughts—Ashur is furious
Take the verbal assault OR [SPEECH] Pretend this was all part of a master plan.
Locate Wernher's Hideout
9B. Give Wernher the Baby
Subpath: Second Thoughts—[BLACK WIDOW] Use your wiles to make him leave OR Kill him
Hand over the brat
Power Plant Key
Stealth Boy, Power Plant Key
10B. Shut off Power for Uptown's Lights
Enter the Pitt Underground
Locate Floodlight Controls
Terminate Floodlight Power
Subpath: Second Thoughts—Do nothing
Subpath: Second Thoughts—Resolve to kill Wernher
11B. Escape to Market Square
Exit onto Haven Plaza
Retreat back to Pitt Steelyard
Inspect Ashur's and Sandra's bodies
Common Items, Ashur's Key, Ashur's Power Armor, Cure Research
Return to Market Square
Wernher is most pleased
Perk: Booster Shot, XP: 150
Freeform Quest: Toys for Tots
XP: 10, Caps (30)
Freeform Quest: Ammo Ground and Pound
Common Ammunition

AN INVITATION FROM ASHUR

The quickest route to Pitt Uptown is the gate that Hammer guards, which is now unlocked.

NEW OBJECTIVE

"Retrieve your gear" begins.

NEW OBJECTIVE

"Go through Uptown and enter Haven" begins.

Upon exiting the Hole, you're greeted by Ashur's right-hand man, a Pitt Raider named Kreshaw. He swiftly congratulates you and tells you that Ashur has granted you a meeting. Then he heads out toward Uptown. There's no need to follow him; instead, stay in this room and immediately look for a footlocker on the ground, just to the right of the pipe you can't enter. Inside the footlocker is your entire inventory that you surrendered to Mex when you first entered Downtown. You are now a free man!

Pre-Pitt Inventory

Tip

You can now head straight to Haven—Ashur's palace and base of operations—or spend some time exploring the previously inaccessible Guard walkways in areas you are already familiar with. The following tactics assume the latter.

There are three methods of entering Pitt Uptown:

- Via The Pitt Underground (the manhole cover in the northern part of the Steelyard, with the words "Power Plant" daubed on the wall above it). This is still inaccessible.
- Via the door in The Pitt's northeast corner, guarded by Hammer.
- Via the door in the tenement block just west of Midea's Quarters in Pitt Downtown.

EXPLORING THE MILL'S UPPER WALKWAYS

Exit the Arena area and begin a thorough inspection of this building's upper level. This is accessed from the gates that Hammer has opened at Ashur's order. Instead of heading straight to Uptown (which you can do if you aren't interested in this search), turn south and head up the stairs. These are fastened to the brick wall and lead to an opening in the wall to your left. Follow the connecting corridor into a small kitchen with a well-stocked refrigerator and a small Jet-making enterprise. Take the Chems you want, and use either bunk bed to sleep on.

The adjacent room has several lockers to search and two entrances in the south wall. Take the left one, which leads out to balconies overlooking the ore presses above the exit to Downtown.

Return to the kitchens. This time take the right entrance to a Nuka-Cola staircase, complete with empty and full bottles and a Machine to request more from. Follow the staircase down and across a corridor with a sofa on your right. There's a T-junction with arrows pointing left to the "Arena." Ignore the sign and turn right, and you climb steps up to a walkway above Marco's room. The walkway ends at a sealed door you can't ever open.

Backtrack to the T-junction and investigate the "Arena" area. This eventually opens up to a large mesh balcony overlooking the Arena pit and is where Ashur watched your battles. There's Beer, Jet, some lockers to open, and a Teddy Bear. Take the Bear; it might be useful later....

Beer and Jet

Teddy Bear

UP TOP, DOWNTOWN

Note

The Downtown catwalks have several Pitt Raiders you can interact with. Trouble Man constantly moves around these areas; Jackson hangs around the toilets near the Vertigo Bar and Grill; Bingo is a Beer-hoarder with his own place overlooking the initial courtyard; and Friday can Repair your equipment at Friday's Repairs.

The next areas worth exploring are the walkways above Pitt Downtown. Leave the Mill, pass Adan, and head back to the Market Square square where Midea's Quarters are. The mesh gate has now been unlocked. Climb the stairs up to a cranberry-colored tenement floor and an exit to Uptown to the north. This is where you should return when you wish to leave. For now, there are two openings leading to walkways. Head east and then immediately south, out across the bridge over the Market Square. Trouble Man usually hangs around here.

Close by is a fridge and Doctor Borman's Office Log, dating back from when this section of building was a general practitioner's. You can read the symptoms of three long-dead patients here.

This area houses a repair shop run by a Pitt Raider named Friday, along with lockers and footlockers to check and Chems to scoop up. There are also Ammo Boxes to steal, a variety of weapons, some Grenades, and Friday's Supplies (which can only be accessed if you kill her, turning all of Ashur's forces hostile, which isn't recommended).

A better plan is to converse with Friday; she can sell and Repair equipment, which is incredibly handy, as you may have a stack of unused items from your Steelyard Ingot collecting.

Head back to Trouble Man and across the second bridge spanning the Market Square below. This ascends to an upper floor above Midea's Quarters and a large stash of ammunition, Ammo Boxes, guns and Grenades, a Teddy Bear, and a place to sleep.

Ammunition Box(6)

First Aid Box

10mm Pistol

Assault Rifle

Lead Pipe

Teddy Bear

Descend back to the exit to Uptown, but don't take it yet; instead walk west, out onto a precarious scaffold walkway. Head southwest and you reach a two-room area where Jackson usually resides, near the toilets. Don't head south just yet; follow the ramped walkway up two floors to another section of ruined tenement building above the Uptown exit. Directly ahead (north) is a bed you can sleep in, three Ammo Boxes, and a First Aid Box. The long "open-plan" office to the south ends in another terminal with the same patient information as the previous terminal; an open safe; and some Jet, Blood Packs, and Buffout to Steal if no one's about.

Head west, over a very high bridge to the Vertigo Bar & Grill, where Whiskey and Buffout are on offer, as well as a wide variety of sustenance if you pay Harris for it. Stealing anything results in Harris and The Pitt Raiders turning hostile. There's a fridge you can ransack if you pry Harris's key from his warm, dead hands.

Ammunition Box (3)

First Aid Box

Open Safe Items

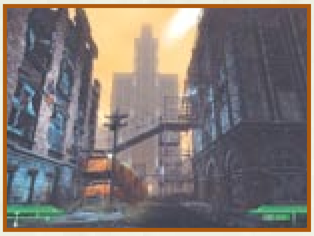
Jet and Buffout

Retrace your steps or leap down to Jackson's toilets, and then travel south, heading across the walkway Ashur spoke from and toward an open wall to your right, opposite Friday's Repairs. Bingo lives here. You can take his Buffout but not his Beer! Head toward Uptown, entering via the doorway here in Downtown or in the Mill.

UPTOWN EXPLORATION: GROUND LEVEL

Note

There are two routes through Uptown. The first is if you came here from the Mill and you're traveling at ground level. The second is if you came here from Downtown and you're traveling on the catwalks.



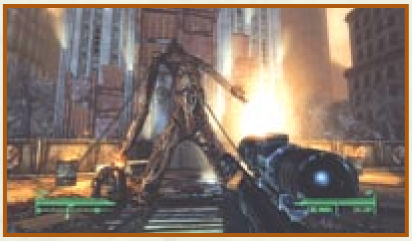
The main courtyard in Uptown, blocks away from Ashur's imposing plaza and palace.

Exit the Mill, and you're on ground level, looking northeast. In front of you is a long series of mesh ramps leading up to the entrance from Downtown. There are also several tenement buildings to explore.

On the ground, use your **Lockpick** skill to unlock a gate that lets you into the middle of Uptown. The rest of this initial area is a disgusting and irradiated dumping ground. There's a series of stairs that lead up to the same Downtown entrance tenement buildings.

Head north down the main street, moving between the smoking vehicle husks, until you turn right and enter the central courtyard with tenement blocks all around you. In the distance is the massive form of Ashur's imposing skyscraper. At the west end of this courtyard is a scaffold-built defensive tower, manned by two Pitt Raiders and Reddup, a man you've seen only if you took on Mex when you entered Pitt Downtown. Continue east, looking for a gate to the north.

This gate is easily opened using your **Lockpick** skill and leads to a rubble-filled alley and a door to Abandoned Apartments. For a thorough inspection of this area, refer to "Reconnoitering the Abandoned Apartments" later in this chapter.



The chained sinews of mankind, arching back in a permanent belching scream. Ashur's art is evocative and grotesque.

Move east, passing the rusting red truck and the scaffold ramp exit that allows you to reach the upper areas and other side of Uptown, where you came from. Move out into Ashur's impressive plaza, but check the debris-filled road area first; Lulu might be here, and there's an easily accessible door to the Abandoned Apartments to the northwest. There are two sniper towers on the edge of the plaza, too, guarded by Pitt Raiders. To the north is a door leading to The Pitt Underground (Power Plant) that is accessible, but a sealed floor trapdoor prevents you from heading any farther. A Workbench and some First Aid Boxes are also in here and are detailed in the "Going Underground" section. You visit Pitt Underground only if you wish to ruin Ashur's plans.

Avoid the open sewage pools and locate the dominating feature of the plaza—a giant, grotesque figure chained to the ground and with fire belching upward from either side—located at the foot of the steps to Haven. Pass under him to reach Haven.

UPTOWN EXPLORATION: UPPER WALKWAYS

Note

There are two routes through Uptown. The first is if you came here from the Mill, and you're traveling at ground level. The second is if you came here from Downtown, and you're traveling on the catwalks.

Exit Pitt Downtown, into an upper floor of a tenement block. The outer walls of this floor have been blown out, allowing you to witness some gruesome decoration and a suspended gantry bridge around the corner, near a Beer-filled boat. Head out onto the bridge, following the two red arrows, and head north. At the bridge junction, there are walkways leading west, north, and east. Head west to a sloping ramp that allows access to the locked gate on the main street and a sniping platform. Next, travel north into another blown-out tenement area with two Pitt Raiders guarding a large quantity of scattered Whiskey and Beer, Jet, and some Buffout. There's more Jet and Beer you can steal on the winding stairwell leading down to the ground, as well as footlockers to search and multiple mattresses to sleep on.

Scattered Chems

Head east, up the ramp that winds to a rooftop sniping position, where you'll sometimes find Vikia or Duke (or both) taking potshots at beer bottles across the other side, in a tenement room you can't reach. They aren't particularly friendly, but the target practice can be fun. However, watch for hostility if you steal their Beer, Whiskey, or Jet. Head across the rooftop to meet the RadAway-distributing Phantom. Double back up the ramp to the south to reach a bedroom with a queen-sized bed and more Whiskey, Beer, and Jet to steal.

Head north, off the roof, to a small blown-out room to your right, which offers views, Beer, and a Pitt Raider. Then descend the long gantry ramps that lead to the ground floor and rusty red truck. On the way is another open tenement room with Beer and a great sniping balcony overlooking the plaza.

Scattered Chems **RadAway**

RECONNOITERING THE ABANDONED APARTMENTS

Note

Located in the northern part of Uptown is a series of run-down apartment chambers filled with refuse, Trogs, and items. You can optionally head in here at any time, either via the locked gate in the middle courtyard or the road area near the plaza. The exploration route assumes you entered from the gate and alleyway door.

GROUND FLOOR: SMOKER'S COFFIN

The first room is the final resting place of a long-dead emphysema victim, lying near his oxygen tanks and surrounded, ironically enough, by packets and Cartons of Cigarettes (there are six, which can be sold). Also present among the Wine and other items is a Blood Pack, two Stimpaks, and two First Aid Boxes. Check the fridge for more goodies, then exit the room and turn right.

If you approach the smoker's room from the corridor side, it is locked. Use your **Lockpick** skill to open it."

Head south down the corridor, to the southeast apartment, and prepare to dispatch three Trogs (try aiming for the fire extinguisher on the counter to send empty Nuka-Cola bottles flying!). Then sift through the junk in this apartment and snag two Nuka-Cola Quantums from the kitchenette (one is in a lower cabinet). There's a full fridge, too, and Darts on the work surface. A Trog is in the bedroom with the hole in the wall, but there's little else except Sexy Sleepwear and a Whiskey bottle. Move through the wall to the front desk and the exit out onto the plaza. There are two Cartons of Cigarettes, some Darts, and something interesting behind the desk:

There's a locked desk safe that has some Caps and other items inside. Unlock it by using your **Science** skill to hack the terminal, or break out your Bobby Pins and use **Lockpick**. Now move back to the corridor.

Head north down the corridor, into a northwest apartment. There's Beer in the bath, a bed to sleep in, a footlocker to open, and an Ammo Box in the suite bathroom. The kitchenette has a First Aid Box and a Lead Pipe. There's considerable damage to the corner of the apartment, allowing you access up to the next floor. Watch for the leaking gas pipe between floors.

Nuka-Cola Quantum (2)

First Aid Box (2)

Desk Safe Items

MIDDLE AND UPPER FLOOR: QUANTUMS AND COMMIE SYMPATHIZERS

Quench your Nuka-Cola Quantum thirst by locating all the bottles. Sierra Petrovita will be pleased!

Retreat back down as three Trogs leap from a hole directly above the one you scrambled through. Dispatch them without causing a gas explosion. Then check the remains of an upper room with a work table. On it is a First Aid Box, Nuka-Cola Quantum, and a Power Fist in a bucket. There's Food, too. Drop down to the middle floor and investigate the first apartment; there's nothing to take except items from a stocked fridge. Move into the corridor.

Head south down the middle corridor before turning right and cutting down a group of Trogs in the central apartment. The previous occupant was a fan of hats; grab the Bonnet and Baseball Cap if you wish, and don't forget the First Aid Box in the kitchen. The bathroom has a hole through which you can drop to the ground floor for an easy exit. There is Flamer Fuel in the bath.

Use your **Lockpick** skill to open the bedroom door, and enter the chamber of a Chinese sympathizer. His desiccated remains lie on the bed, near a floor safe that contains the usual goodies and a special Hat of the People. Don't forget the .44 Scoped Magnum and Ammo on the shelf, three Ammo Boxes, three Chinese Assault Rifles, and a Carton of Cigarettes in the bathroom.

Move to the southeast apartment, which is filled with gas. This makes the Auto Axe an advisable weapon. Ignore the fine china, watch for the hole in the kitchen that leads back to the ground floor, and check the bedroom for some Darts. Your scavenger hunt is now complete. Exit via either door back on the ground floor.

First Aid Box (2)

Nuka-Cola Quantum

Power Fist

Flamer Fuel (2)

Floor Safe Items (including Hat of the People)

.44 Scoped Magnum and Ammo

Ammunition Box (3)

Chinese Assault Rifle (3)

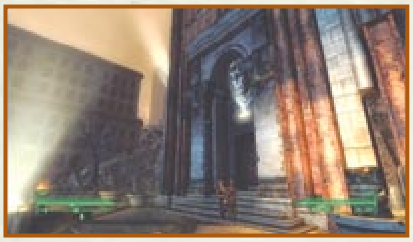
HAVEN SENT

Note

This final part of the quest forces you to choose where your loyalties lie. There are two main paths to follow:

- The New Blood path occurs if you side with Ashur and Sandra.
- The Wernher's Worker path occurs if you side with Midea and Wernher.

You also have Second Thoughts during these paths, in case you wish to switch sides, but only if you begin with Wernher's Worker path.



Welcome to Haven; this is the source of the cure and where you'll make one of the most difficult decisions of your life.

NEW OBJECTIVE

"Meet Ashur in Haven" begins.

Your next, and most important, location to explore is Ashur's Palace, an imposing structure known as Haven. Head under the legs of the tormented statue and enter the building. Your quest updates, and you're allowed time to search the faded palace. There's little except rubble on the ground floor, so head up either staircase to the balcony. Ahead is the elevator, taking you straight to Ashur's private office chambers. Before you access it, turn left and investigate the bedrooms; there are bunk beds, which you can't sleep on, and plenty of Beer. On the opposite wing of the building to the south, there are two rooms with mattresses and some stairs to an upper balcony. The rooms up here offer very little of value, unless you like prodding a pile of tires.

Drop to the elevator and ride it up to the penthouse area, moving down a long corridor stretching west. Ignore the restroom and stride confidently into Ashur's grand office. The man himself is in a heated conversation with Krenshaw regarding a possible Pitt Slave insurgency. It isn't wise to interrupt the two, and you can't unless you open fire on them (which begins Wernher's Worker path and doesn't allow any Second Thoughts). After the conversation, Ashur strides over and greets you warmly. He welcomes you to join the city and subtly asks how you found out about The Pitt. He's digging for information about whether you know Wernher.

Distract Ashur and ask him about the city. You receive some choice information from Ashur's point of view regarding The Pitt. Afterward, Ashur asks you the question again. There's no getting out of it this time!

You can lie, using your **Speech** skill, and state you've never heard of him.

More easily, you can lie using your **Speech** skill and tell Ashur you met Wernher, but he seemed like trouble. Succeed in either of these challenges, and Ashur tells you Wernher is not to be trusted, and there's a price on this dirtbag's head.

» You can tell the truth, after which Ashur tells you that Wernher was a trusted colleague, and he betrayed Ashur and his wife, Sandra. There's a price on this dirtbag's head!

» Or, you can attack Ashur. Sandra, Ashur's wife, and The Pitt Raiders on this floor all attempt to cut you down, and a massive firefight begins. Wernher's Worker path begins now!

If you didn't resort to blind, ugly violence, the conversation is interrupted by an intercom message. It appears there's been a Pitt Slave uprising (as Wernher predicted to you), and Ashur leaves. You are now able to move around the palace. There is still time to side with Wernher.

Tip

If you're going to massacre all The Pitt Raiders, it might be wise to end the conversation, or head into Ashur's bedroom and check out his turret-control system. You can hack it only after Ashur's conversation with Krenshaw is over.

Note

You are free to move around The Pitt without progressing this quest until you locate "the cure."

NEW OBJECTIVE

"Find the cure in Ashur's palace" begins.

After Ashur leaves to deal with the uprising (this is ideal) or during his speech with Krenshaw, you should head south out of his office, turning right and right again so you end up in his bedroom. There's a 10mm Pistol on the bedside cabinet, what looks like a crib, and the following areas of interest:

There's a wall terminal with a turret control system. You can use your **Science** skill to switch off the turret in the ceiling of Ashur's office; this is only handy if you're thinking about attacking him.

There's a wall safe. Use your **Lockpick** skill to open it. This allows you to steal some items and four Diary Holotapes, which give you a complete history of Marie, the Scourge (the Brotherhood of Steel attack 30 years ago), the Mill's creation, and the cure. The revelations are eye-opening!

10mm Pistol

Holotape Diary 1: To Marie

Holotape Diary 2: The Scourge

Holotape Diary 3: The Mill

Holotape Diary 4: The Cure

Cute, cuddly, and more resilient than a Super Mutant Behemoth, Marie may be the best hope for mankind!

The time has come to find "the cure." Head through the north exit from Ashur's office, turn left, and enter the small back-room laboratory staffed by Sandra, Ashur's wife. You're startled as Sandra reveals it is her daughter, a baby named Marie, who is the "cure" Wernher and Midea want to get their hands on—because Marie is seemingly immune to all forms of mutation! Sandra isn't worried about using her baby to experiment on, as the little mite is quite safe.

NEW OBJECTIVE
"Kidnap the baby and leave OR leave without the baby" begins.

You can check out Sandra's laboratory, stealing items from a First Aid Box or reading the notes in her terminal. The following options are available:

» Baby Monitor: The "goos" and "gaahs" indicate Marie is doing well.
» Trog Studies: Christening the sickness strain as "TDC" (Troglitic Degeneration Contagion), this reveals exactly how a human devolves into the mindless crouching half-wits you've been culling.
» Cure Research: Sandra has been exercising extreme care in the experiments on her child, but the signs are exceptional that a sickness cure may be found. Your Pip-Boy updates at this point.

The Cure Research is also available if you use your **Sneak** skill to Pickpocket Sandra, although this is very risky.

Cure Research

You now have another difficult choice to make:

» You can admit to Wernher's kidnap plot. Sandra asks you to stop this nonsense and leave, killing Wernher instead. New Blood path begins.
» If you tell Sandra you're taking the baby, either in conversation or if you simply move up to the crib and grab Marie, Sandra draws a weapon and tells you to stop.
» If you replace Marie, a flustered and angry Sandra demands to know what the hell you're playing at, and you can reveal Wernher's plot. New Blood path begins.

Depending on your actions, one of two things happens:

1. If you leave Haven without Marie, your Pip-Boy updates with the following information, and New Blood path begins.

NEW OBJECTIVE
"Find out Wernher's location from Midea" begins.

2. If you steal the child and attempt to leave Haven, Sandra and The Pitt Raiders open fire on you, desperate to save Marie, and your Pip-Boy updates with the following information. Wernher's Worker path begins.

Baby

NEW OBJECTIVE
"Steal the baby and leave" begins.

NEW OBJECTIVE
"Bring the baby to Midea" begins.

NEW BLOOD PATH: THE PITT SLAVES ARE REVOLTING!

Note

This path assumes you left Haven without Marie.

NEW OBJECTIVE
"Find out Wernher's location from Midea" begins.

You are tasked with locating Midea and getting Wernher's location from her so you can make him suffer for his appalling kidnapping plan or at least atone for his actions. The only main route back to Midea involves heading across the plaza and onto the Uptown walkways, running toward the tenement block interior where the door to Pitt Downtown is located. An alternative route is to stay on the ground and dash to the Mill, although this location is teeming with Pitt Slaves, fired up by Wernher's rhetoric.

Return to the Market Square area and enter Midea's Quarters, where she has already heard the news of your mutinous activities. She is loathe to help you, although the following plans help change her mind:

You can threaten her; if your **Speech** challenge is successful, you receive precise knowledge of Wernher's whereabouts.

You can utilize your **Ladykiller** skill to disarm Midea for a moment, and she gives you the information.

You can use your **Child at Heart** skill to appeal to Midea, and she grants you the information.

You can utilize your **Sneak** skill or Stealth Boy, and steal the Note from Wernher from her. This has his location.

Finally, use your **Small Guns** skill or stabbing to do the trick. Loot the corpse and read the note.

Note to Wernher

NEW OBJECTIVE
"Stop Wernher" begins.

NEW BLOOD PATH: WERNHER ROAST

Wernher is hiding in the Steelyard, so pack your Pitt Slave–culling instruments of destruction and head for the Mill. Cross the interior, heading for the Abandoned Area. Everett is still here (unless you murdered him) and now refers to you as "champ"; he's still happy to collect Ingots from you. However, you have more pressing matters. Head into the Steelyard, run past the truck, head southwest, and climb the stairs riveted to the small corrugated metal building. Move across the plank, through the fallen mesh fence, and continue southwest to where you found Wild Bill's corpse. Climb the stairs. Wernher's hideout is just behind the ramshackle Wildmen hut.

Inside, Wernher greets you warmly, until he discovers you didn't bring "the brat" with you. You're warming to the idea of taking him out; he's lost some of his rugged charm. The following options are available:

You can tell him to leave The Pitt forever. If the **Speech** challenge is successful, he obliges, and you have slightly less blood on your hands.

You can sidle up to Wernher and use your **Black Widow** skill to force him to leave.

Otherwise, use your **Small Guns** skill in a fight to the death.

If you Pickpocket or loot Wernher, you'll find a variety of items and that Power Plant Key you've been wanting. If you let Wernher leave, there's a copy of the Power Plant Key on Wernher's desk inside the raised platform in his hideout—the other place to obtain it.

Scoped .44 Magnum

Power Plant Key

NEW OBJECTIVE

"Return to Ashur" begins.

With Wernher vanquished, there's very little in his hideout. Return to Ashur, either via Downtown and Uptown, but not from The Pitt Underground (see the "Going Underground" section), because you must switch off the spotlights to exit Pitt Underground, killing Ashur and his forces. Ashur is back in his office. With The Pitt Slave uprising quelled, the workers are returning to their rightful place, and the city can be rebuilt as the research on the cure progresses. For your reward, Ashur grants you access to the Ammo Press in the Mill; it keeps his soldiers well armed, so you should use it too. Sandra has made progress with steps toward a Radiation Cure, too, and you're the first to receive the antidote! You are awarded the Booster Shot perk, and the quest ends. You are free to return to The Pitt as often as you like and engage in any postquest activities.

Booster Shot

+10% Radiation Resistance

WERNHER'S WORKER PATH: THE PITT RAIDERS ARE DISGUSTING!

Note

This path assumes you left Haven with Marie and that Ashur and Sandra are dead; or it assumes you retreated and fled without killing them.

NEW OBJECTIVE

"Bring the baby to Midea" begins.

If you took the Baby; Pickpocketed Sandra for the Cure Research; or launched an attack on Ashur, Sandra, or a Pitt Raider, the Uptown area of The Pitt has several hostile Raiders gunning for you. Less of a threat are The Pitt Slaves, who help divert attention by attacking the Raiders with their Auto Axes. Work your way back through Pitt Uptown, moving onto the walkways so you can access the tenement block door to Downtown instead of the longer ground-level route through the Mill.

Fight or Sneak your way back to the Market Square and enter Midea's Quarters. If you choose to enter the Mill, you meet Midea inside this structure, if she is still alive. Talk to her, and she quickly shouts that Wernher is hiding out somewhere in the Steelyard, and he's got everything there to take care of the cure.

If Midea is dead, you must return to her quarters. On the table is a Note to Midea from Wernher explaining the situation and revealing his location.

NEW OBJECTIVE

"Find Wernher" begins.

Cross the Mill's floor, heading for the Abandoned Area. Everett is still here (unless you murdered him) and still happy to collect Ingots from you. However, you have more pressing matters. Head into the Steelyard, run past the truck, head southwest, and climb the stairs riveted to the small corrugated metal building. Move across the plank, through the fallen mesh fence, and continue southwest to where you found Wild Bill's corpse. Climb the stairs. Wernher's hideout is just behind the ramshackle Wildmen hut.

WERNHER'S WORKER PATH: THE LITTLEST EXPERIMENT

Enter Wernher's hideout, and you're quickly ordered to place "the brat" in the crib he's had constructed, so he can start the tests. Meanwhile, he's about to turn out all the spotlights in Uptown, triggering a Trog invasion that is likely to wipe out all the bosses and lead to the slaves' freedom. Now hand over the kid!

NEW OBJECTIVE

"Give Wernher the baby" begins.

You can go with the plan: Follow Wernher's orders and place Marie in the crib. You work for him now. He gives you a key and tells you to shut off the lights in the underground Power Plant. To complete the quest, you cannot refuse, although you do get a Stealth Boy. You can also reach the necessary location to switch the lights off by retracing your steps back to the Plaza and locating the metal door to the north marked "To Pitt Underground."

NEW OBJECTIVE

"Shut off power for Uptown's lights" begins.

Note

Read on from the point in this guide marked "Going Underground."

Or you can have **Second Thoughts**:

You can use your **Black Widow** skill to convince Wernher to leave, and try to salvage the situation with Ashur and Sandra.

Or you can kill Wernher; you don't take orders from someone this disagreeable!

NEW OBJECTIVE

"Return to Ashur" begins.

Stealth Boy

Power Plant Key

Note

Read on from the "Second Thoughts" section.

WERNHER'S WORKER PATH: GOING UNDERGROUND

Note

This route is usually undertaken during the final stage of Wernher's Worker path. You can also follow this route to reach Ashur, as long as you have Wernher's Power Plant Key.

You can also access Pitt Underground from the opposite direction, but only the last chamber with the workbench is accessible.

Head to the Steelyard's northern section, near the blocked train tunnel, and use Wernher's Power Plant Key to open the Sewer Entrance to Pitt Underground. Either charge through with weapons at the ready, or take a more measured, sneaky approach, using a Stealth Boy to avoid Trog confrontations. Head through a broken sewer wall, stepping over a massive collection of rotting meat. This leads to another sewer; head north, then turn right (east), and enter a doorway. There's a First Aid Box at the base of a staircase.

Head to the top of the stairs, and enter a large square room with giant pipes on either side of a scaffold ramp. There's little point to exploring behind the pipes, as the area is difficult to navigate without becoming stuck, and you'll be attacked by Trogs. There are no items here, either, so head up the ramp, and head east along a treacherous, Trog-filled passage with a scaffold floor. This terminates at the top of a ramp near a dead body, close to a First Aid Box. You should have slain around five of these Trogs by now.

First Aid Box (2)

Move down the ramp, and then back up again so you're not swarmed by more Trogs down in the generator room. Tag them all from high up for a healthy combat outcome, then explore the generator room. Don't be fooled by the red arrows on the floor; they simply take you to two explosive traps and a toilet! Instead, head south into a connecting passage that leads to a second generator room. Sneaking here and blasting the small generators attached to the walls is a great way to get rid of your Trog adversaries. Carefully move around this chamber, past the First Aid Kit and Nuka-Cola Machine, to the exit in the northeast corner.

In the connecting corridor is a dead Pitt Slave and two dead Trogs. Carefully sidestep past him; one of his Grenades explodes if you get too close (although he has more on him). Next, draw your Auto Axe or lob a grenade into the next gas-filled chamber and retreat. After the massive explosion or Auto Axe combat with the Trogs, search the room for Jet, Beer, and a Makeshift Mattress; then head up the stairs, and follow the balcony around to the exit.

First Aid Box

WERNHER'S WORKER PATH: LIGHTS OUT. TROGS IN

Enter the Protectron Pod balcony room, your last main chamber in The Pitt Underground. One of the Pods can be activated and a Protectron released, although this is more for entertainment than fire support. Search the bodies of any remaining Trogs, and pilfer the contents of the First Aid Box on the wall, then move to the working terminal to the south. This has the floodlight controls. You can:

» Terminate floodlight power: These are the instructions Wernher gave you. If you're following his orders, do this.

» Do nothing: If you're allied with Ashur or having Second Thoughts, don't activate the floodlights, as it spells doom for The Pitt Raiders!

When you've made your decision, head up the gore-filled staircase to a floor trapdoor, which only opens if the floodlights are switched on. If you're allied with Ashur, you'll need to backtrack through Downtown and Uptown to reach him. Assuming you switched off the spotlights, a new objective is triggered:

NEW OBJECTIVE

"Escape to Market Square" begins.

First Aid Box

Ascend through the open floor trapdoor and investigate the exit room, which features a Work Bench, two First Aid Boxes, and a load of Jet and Beer. Check the fridge, then head out into the plaza. As you round the scaffold defenses, Ashur, Sandra, and Krenshaw are shouting in anguish as clusters of crouched sinewy shadows descend on their location. Uptown is overrun, and they hold you responsible! Use the cover, or flee and let the Trogs overwhelm them all while defending yourself. When Ashur and Sandra succumb to Trog or your attacks, inspect their corpses for several items, including the following unique items:

Ashur's Key
This opens the safe in his bedroom.

Ashur's Power Armor
This has the same stats as Tribal Power Armor.

Cure Research

WERNHER'S WORKER PATH: WERNHER TOAST

Battle your way back through Uptown, or back through Pitt Underground, and locate the Market Square Square near Midea's Quarters. Wernher soon arrives and laughs about The Pitt Raider massacre. The city is now rid of Ashur and his goons, and research on the cure progresses, thanks to the brat. For your reward, Wernher tells you about the Ammo Press in the Mill; it keeps you in all the ammunition you need. Midea has made a little progress with the kid too; there are steps toward a Radiation Cure, and you're the first to receive the antidote! You are awarded the Booster Shot perk, and the quest ends. You are free to return to The Pitt as often as you like and engage in any postquest activities.

Booster Shot
+10% Radiation Resistance

WERNHER'S WORKER PATH, THEN NEW BLOOD: SECOND THOUGHTS

If Ashur and Sandra are both alive, you have the baby, and you've met Wernher in his hideout, you can kill him or convince him (using Speech or Black Widow abilities) to leave, and then return to Haven with Marie. You must attempt this via Downtown and Uptown, as switching the spotlights off in order to exit Pitt Underground results in a quest failure. You're shot at constantly until you reach Haven, at which point Sandra snatches the baby from you and calls off the guards. Report to Ashur, who is seething about your disregard for such an important life.

You can stand there and take it, or:

> You can use your **Speech** skill to convince Ashur this kidnapping was all part of a master plan. This calms Ashur a little.

The quest ends in the same way as if you completed the New Blood Path.

XP ICON 150 XP

QUEST REWARDS

There are three new weapons available in The Pitt:

Steel Saw
DAM 16, WG 20, VAL 200

Auto Axe
DAM 35, WG 20, VAL 200

Infiltrator
DAM 32, WG 7, VAL 375, 556mm

There are ten unique items available from Everett, depending on the number of Steel Ingots you collect:

NUMBER OF COLLECTED INGOTS	*EVERETT'S REWARD*
10	Laborer Outfit (DR 4, WG 2, VAL 4, STR +1, AGL +1, END +1)
20	Filtration Helmet (DR 4, WG 3, VAL 45, Rad Res. +10)
30	Steel Knuckles (DAM 9, WG 1, VAL 13)
40	Metal Master Armor (DR 29, WG 15, VAL 104, AGL -1, Unarmed +10, Ener. Weap. +10)
50	Metal Blaster (DAM 37, WG 8, VAL 649, MF Cell)
60	Bombshell Armor (DR 20, WG 15, VAL 104, Big Guns +10, Explos. +10)
70	Leather Rebel Armor (DR 24, WG 15, VAL 104, CHR +1)
80	The Mauler (DAM 37, WG 20, VAL 130)
90	Perforator (DAM 34, WG 7, VAL 389, 556mm)
100	Tribal Power Armor (DR 28, WG 40, VAL 480, AP +15, Melee Weap. +5, LCK +1, STR +1, AGL -1)

Collect and hand in all 100 Steel Ingots to receive the Mill Worker achievement.

There are three unique items available elsewhere in The Pitt:

Wild Bill's Sidearm (on the body of Wild Bill)
DAM 10, WG 2, VA: 250, .32

Man Opener (inside Supply Plant)
DAM 31, WG 20, VA: 188

Ashur's Power Armor (on the body of Ashur if slain)
DR 28, WG 40, VAL 480, AP +15, Melee Weap. +5, LCK +1, STR +1, AGL -1

There are perks available throughout this quest:

Auto Axpert (once you collect 10 Steel Ingots)
+25% DAM when using Auto Axe

Pitt Fighter (once you win all your fights in the Arena)
+25% to Damage and Radiation Resistance

Booster Shot (once you complete Subquest: Free Labor)
+10% Radiation Resistance

POSTQUEST ACTIVITIES

Aside from the Steel Ingot collecting, there are two additional Freeform Quests that occur once this quest has concluded:

FREEFORM QUEST: TOYS FOR TOTS

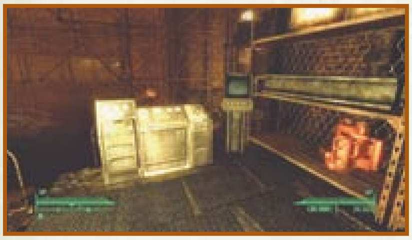
A-bubububoo! Who's a cute little bundle of joy and possible savior of the Wasteland, then? You are!

When your quest has concluded, you can visit Sandra or Midea (depending on who you sided with) and ask how Marie is doing. She's well but could do with a few toys, specifically Teddy Bears. You collected two (one in the Mill, the other Downtown) in The Pitt, right? Return here with a Teddy, and you'll receive a prize for each one, including the Giant Teddy Bear in the Red Racer Factory!

XP **+10 XP**

Caps (30)

FREEFORM QUEST: AMMO GROUND AND POUND



This terminal, previously inaccessible, is now a gold mine, allowing you to stockpile your favorite bullets.

When Ashur or Wernher (depending on who you sided with) tells you about the Ammo Press in the Mill, you should head there and access the terminal immediately. Locate the nearby Materials Bin at the foot of the steel press, and place any unwanted ammunition inside (listed in the table below, which includes Scrap Metal). Activate the terminal, and convert this ammo to your desired type (any listed in the table below). The value of each ammo type affects how many of the new ammunition is pressed. For example, if you press ten 5mm bullets, you're likely to receive three 5.56mm bullets or two .32 caliber bullets.

Tip

This is an excellent way for you to dispose of bullets you no longer need and to gather masses of your favorite bullet type!

BULLET TYPE	VALUE
5mm	1
5.56mm	3
10mm	2
.32 caliber	5
.308 caliber	15
.44 magnum	15
Shotgun shell	10
Scrap Metal	20

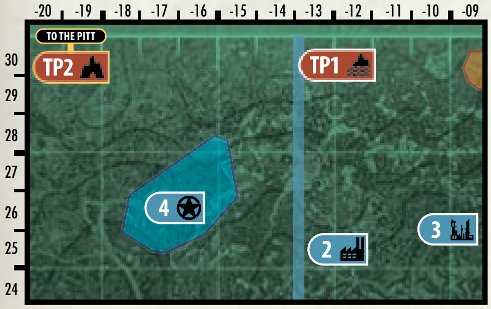
TOUR OF THE PITT

The Pitt: D.C. Locations

TOPOGRAPHICAL OVERVIEW

Northward, in the mountainous regions away from the remnants of civilization, are two often-overlooked locations that offer the brave explorer access to The Pitt. The first of these is a Radio Tower emitting a signal from Wernher, where you first begin your exploration into this new territory. Farther west is a small Slaver camp built around a Train Tunnel that leads to a long series of roads and tunnels that terminate at The Pitt. This is the territory of Ramsey, one of Eulogy Jones's trusted men.

The Capital Wasteland: Zones 1 and 2



PRIMARY LOCATIONS

THE PITT

TP1: Radio Tower (LAT -13/LONG 30)
TP2: Train Tunnel (LAT -19/LONG 30)

ZONE 1

1.01: Raven Rock (LAT -28/LONG 28)
1.02: MDPL-05 Power Station (LAT -27/LONG 25)
1.03: SatCom Array NW-05a (LAT -22/LONG 25)
1.04: Fort Constantine (LAT -17/LONG 26)
1.05: SatCom Array NW-07c (LAT -28/LONG 20)
1.06: Broadcast Tower KB5 (LAT -23/LONG 20)
1.07: Deathclaw Sanctuary (LAT -22/LONG 20)
1.08: Dickerson Tabernacle Chapel (LAT -19/LONG 19)
1.09: Mason Dixon Salvage (LAT -14/LONG 21)
1.10: Mount Mabel Campground (LAT -21/LONG 17)
1.11: WKML Broadcast Station (LAT -17/LONG 18)
1.12: The Silver Lining Drive-In (LAT -15/LONG 17)
1.13: Drowned Devil's Crossing (LAT -14/LONG 18)
1.14: Abandoned Car Fort (LAT -24/LONG 14)
1.15: Faded Pomp Estates (LAT -17/LONG 15)
1.16: Roosevelt Academy (LAT -17/LONG 14)

ZONE 2

2.01: Oasis (LAT -03/LONG 28)
2.02: SatCom Array NN-03d (LAT -13/LONG 25)
2.03: MDPL-21 Power Station (LAT -10/LONG 26)
2.04: Clifftop Shacks (LAT 00/LONG 26)
2.05: Montgomery County Reservoir (LAT -06/LONG 22)
2.06: Broadcast Tower LP8 (LAT -04/LONG 24)
2.07: Reclining Groves Resort Homes (LAT -02/LONG 20)
2.08: Paradise Falls (LAT -09/LONG 16)
2.09: MDPL-13 Power Station (LAT 02/LONG 17)

TP1: RADIO TOWER

(LAT -13/LONG 30)

- Threat Level: 2
- Factions: Slave, Pitt Raider
- Highly Visible Landmark
- Radio Signal
- Inhabitant: Wernher

Pitt Raiders breach a lone Radio Mast, which Wernher impressively defends. A slave asks you to accompany him to The Pitt in order to free his people from the tyranny of Ashur. Locate this mast by listening for Wernher's Distress Radio Signal.

TP2: TRAIN TUNNEL

(LAT -19/LONG 30)

- Threat Level: 2
- Faction: Slaver
- Sleep Mattress
- Underground Connection
- Inhabitants: Prosper, Ramsey

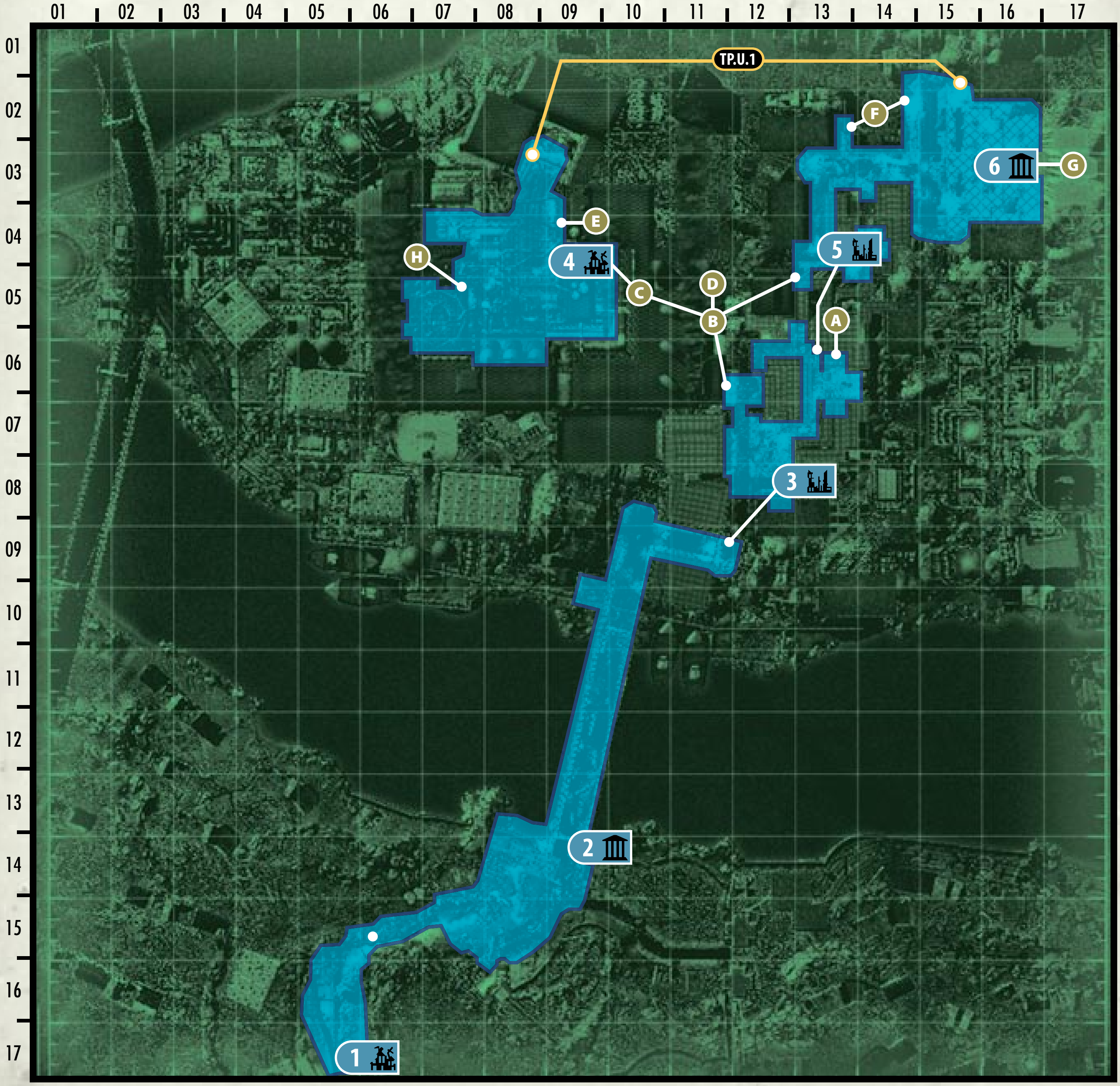
Ramsey has been building this staging ground for ferrying slaves to and from The Pitt for a few weeks, and he's pleased with the progress he and his albino brethren have achieved. Although not violent, the Slavers will attack if provoked or if you attempt to unlock or enter the Slave Pen, which is surrounded by scattered shacks. Adjacent to the camp is the Train Tunnel. Once you are properly attired, you can trek to The Pitt. When you complete this quest, you are free to move to and from The Pitt from this location.

- Ammunition Box (3)
- Worn Slave Outfit

The Pitt: Pitt Locations

TOPOGRAPHICAL OVERVIEW

Welcome to The Pitt, a grim and industrial hell-hole. It emits the constant belch of construction, thanks to the enforced labor and giant smelting facilities. Manufacturing steel and other important ores for bartering is at the center of this city's commerce, although all other aspects of society have crumbled like the skeletal tenement blocks that are home to two types of inhabitants: The Pitt Raiders and their underling slaves. Those driven mad by the viral infections that plague this city retreat into darker corners, readying their talons to strike the lone or unwary. Enjoy your stay!



PRIMARY LOCATIONS

1: Pitt Trainyard (LAT 05/LONG 17)
2: Pitt Bridge (LAT 09/LONG 14)
3: Pitt Downtown (LAT 12/LONG 08)
4: Pitt Steelyard (LAT 09/LONG 04)
5: Pitt Uptown (LAT 13/LONG 04)
6: Haven (Courtyard; LAT 16/LONG 03)

SECONDARY LOCATIONS

A: Midea's Quarters (LAT 13/LONG 06)
B: The Mill (LAT 11/LONG 06)
C: Abandoned Area (LAT 10/LONG 05)
D: The Arena (LAT 11/LONG 05)
E: Supply Plant (LAT 09/LONG 04)
F: Abandoned Apartments (LAT 14/LONG 02)
G: Haven (Interior; LAT 17/LONG 03)
H: Wernher's Hideout (LAT 07/LONG 05)
TP.U.1: Pitt Underground (Power Plant; LAT 08/LONG 03)

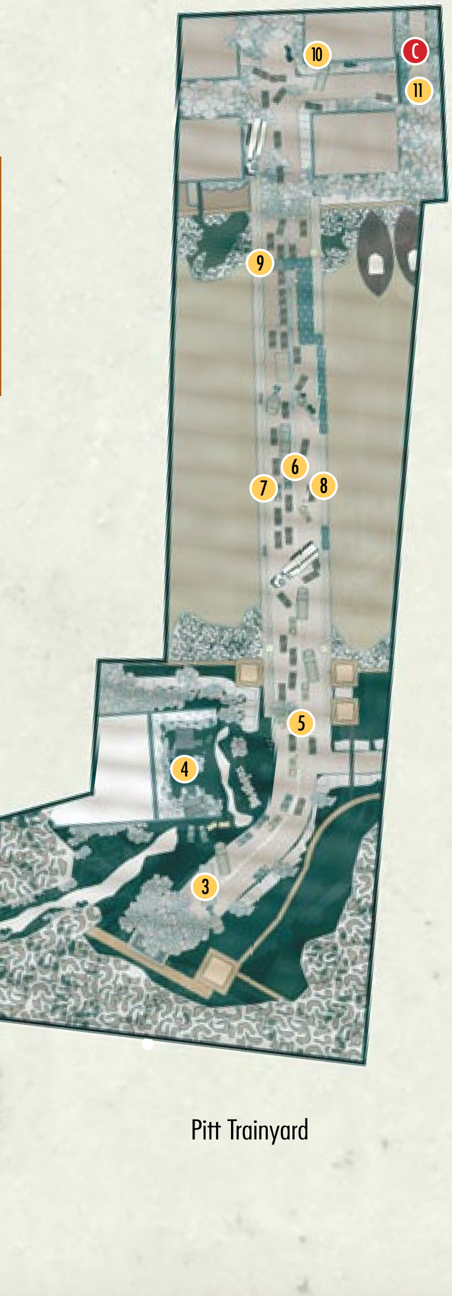
Primary Locations

1: PITT TRAINYARD

(LAT 05/LONG 17)

- Threat Level: 3
- Faction: Pitt Raider
- Guns and Ammunition
- Health and Chems
- Underground Connection

The main trainyard for The Pitt has long since fallen into disrepair, and the main rail bridge into the city has fallen into the highly toxic river. In addition, the tunnel is blocked, preventing further journey on rails. A small scouting party of Pitt Raiders guards this yard, ready to report back to the main gate if any enemies are spotted or is slaves try to escape. This is moderately well guarded and is the last stop between the Wasteland and The Pitt.



Pitt Trainyard

A Train Tunnel

The exit back to the Capital Wasteland is sealed until you complete the quest in The Pitt. When you're finished, you can traverse to and from this location whenever you wish.

1 Meet and Greet

This is the location where Wernher first greets and then defeats the Pitt Raiders that guard this locale. You are encouraged to help him in this task.

12 Trainyard Roof Facade

A defensive position to ransack once the battle is over. You may wish to take these on your way out from The Pitt, after the quest is over:

- Combat Shotgun
- Chinese Assault Rifle
- Ammunition Box
- RadAway (2)
- First Aid Box

B Locked Gate

At this point, Wernher strips you of your weapons and equipment. This is the entrance to The Pitt, and you're sealed inside once you walk through this gate. Wernher has the only key to open it. He gives you a choice of concealed weapons, if you want one.

- .32 Pistol (Concealed)
- Combat Knife (Concealed)

2: PITT BRIDGE

(LAT 09/LONG 14)

- Threat Level: 3
- Factions: Wild Men, Pitt Raider
- Bear Trap
- Mines
- Guns and Ammunition
- Health and Chems
- Inhabitant: Mex

Note

The previous Trainyard map shows all the following locations.

Despite ruling The Pitt with an iron fist, there are still pockets of resistance throughout the city, not least of which is an old Slave Trading Post near the Wabash Bridge, which is now under the control of Wild Men. The bridge is a dangerous trap-filled pathway with Vicious Dogs and a sniper, but it's better to face these than dive into the river below, as radioactive death is instantaneous. On the north side of the bridge, slaves periodically attempt to flee and are blown apart by the many scattered mine traps. Down the street is the main gate to Downtown, guarded by the ever-offensive Mex and his lackeys.

③ Overturned Truck

Rummage inside the container to uncover some scattered health benefits.

- Stimpaks

④ Slave Trading Post

This is the remains of a building once used as a staging ground for ferrying slaves into the city and holding slaves who have attempted escaping to freedom. This is now home to a group of mad Wild Men, driven crazy by "the sickness." When the Wild Men are nullified, make a sweep for the following items:

- Rad-X
- First Aid Box

⑤ Wabash Bridge

Historical documents reveal this bridge was demolished sometime in the 20th century but was rebuilt later in the 21st century. It offers the only access to and from the city of The Pitt. Once a mighty thoroughfare, this is simply a debris-filled, trap-laden obstacle course.

⑥ Danger! Mines

Beware of your footing throughout this investigation, as the ground is littered with Frag Mines. Throw projectiles to detonate them, or collect them, assuming you aren't savaged by nearby Vicious Dogs.

- Frag Mines

⑦ ⑧ Danger! Man-traps

If you think it is safer to try the footbridge on either side of the road, think again: Man-Traps are liberally scattered about here, which can severely cripple you, impeding your progress.

⑨ Sniper's Scaffold

Accessed via the support archway, there's a lone sniper in a rickety scaffold bridge and hideout. Beware his aim, and search his location for ammunition.

- 10mm Pistol and Ammo
- Ammunition Box

⑩ Building Alcove

The street outside is littered with dangerous Frag Mines. There's little in this alcove except Whiskey and a place to sleep.

⑪ Gates

Mex greets you at these heavily fortified gates and strips you of equipment. If this is the first time through into The Pitt, violence isn't recommended, as you're beaten to death in Downtown if you attack Mex and somehow make it into the inner gate.

Ⓒ To Pitt Downtown

3: PITT DOWNTOWN

(LAT 12/LONG 08)

- Threat Level: 3
- Freeform Quest (2)
- Factions: Pitt Raider, Slave
- Services: Trader, Repairer
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Inhabitants: Adan, Bingo, Duke, Friday, Harris, Jackson, Kai, Millly,

Home to the majority of the slaves working in the nearby Mill, Pitt Downtown is a gruesome, grimy, and desperate place, where Pitt Raiders rule and slaves are treated worse than dogs. From the main courtyard, with a hole and a furnace, there's an alley leading northeast toward a Market Square, where the majority of the Slaves plot rebellion. Above the ground, and accessed only after victories in the Arena, are the upper scaffold pathways and bridges. These are home to Pitt Raiders, who can keep constant vigil on their property down below.

Ⓐ To The Pitt Bridge

Accessible only after you complete this quest, this is the only way to return to the Wabash Bridge.

① Pitt Raider Slaver Execution

You have little choice but to watch the gruesome execution of three slaves as you arrive at this location.

② Central Pit Excavation Site

The main Downtown space is taken up by workers stoking a furnace and cutting metal sections apart. Expect three or more workers and just as many Pitt Raider overseers, who are as violent as they are monosyllabic.

③ Adan's Workplace

An oddly cheerful worker named Adan works here.

④ Market Square

The hub of slave activity in the city, this is where you usually meet Midea and Wernher and where you watch Ashur during his speech. Nearby are stairs that lead up to a door accessing Uptown; this is unlocked only after you emerge victorious from the Arena.

⑤ Kai's Slop Eatery

What generally passes as "food" is disgusting, even by Wasteland standards. Still, it is free and grants some degree of sustenance. Ask Kai for it when she's behind her table.

- Slop

⑥ Ashur's Oratory Bridge

Overlooking the Market Square, Ashur gives his long speech here, just before Midea volunteers you for the Arena. Once you're freed after Arena combat, this becomes a catwalk thoroughfare above the alley.

⑦ Jackson's Restroom Toilets

The seedy Pitt Raider Jackson usually hangs out here, when he's not shanghaiing victims for Steel Ingot–gathering operations.

⑧ Doctor Borman's Office

This used to be a general practitioner's business. You can access the terminal here to read about symptoms of long-dead patients.

⑨ Friday's Repairs

If you require ammunition, weapons, health, or repairs, visit this trader. You can steal her goods if you wish, but it is better to return here to barter or sell items you collect during your Steelyard scavenge, such as items awarded by Everett.

- Friday's Supplies

⑩ Bingo's Apartment

The old alcoholic Bingo sometimes can be spotted here, in this "open-plan" apartment overlooking the main Downtown excavation.

⑪ Patrol Catwalks

From this vantage point, Pitt Raiders overlook the work in the excavation area below.

⑫ Pitt Raider Bunks and Ammo Stash

Accessed via a catwalk from Doctor Borman's Office, this is located a floor above Midea's Quarters and contains the following items and a place to sleep:

- Ammunition Box (6)
- First Aid Box
- Small Guns (2)
- Teddy Bear

⑬ DPW Mail Terminal (Doctor Borman's Office)

A second terminal is located on this upper tenement area, which houses the same patient information as Map Location 8 (Doctor Borman's Office). This office has an open safe and the following items to grab:

- Jet
- Buffout

⑭ Upper Tenement Bedroom

Rummage around here for a bed to sleep in and the following:

- Ammunition Box (3)
- First Aid Box

⑮ Vertigo Bar and Grill

Harris runs this establishment, which offers a large amount of Beer and Buffout, as well as Harris's stash inside the locked fridge, accessed if you procure the Key from him.

Ⓑ To the Mill

This is unlocked and is the next destination to enter (Secondary Location B) once you speak with Midea.

Ⓒ To Midea's Quarters

Unlocked, and vital to reach to continue the quest. This leads to Secondary Location A.

Ⓓ Stairwell

This unlocks after you are freed from slavery after victory in the Arena.

Ⓔ To Pitt Uptown

Access to the Tenements in Uptown.

Ⓕ Catwalk to Upper Bunks and Ammo Stash

Ⓖ Catwalk to and from Middle and Upper Levels

FREEFORM QUEST: SECRET SLAVE STASHES

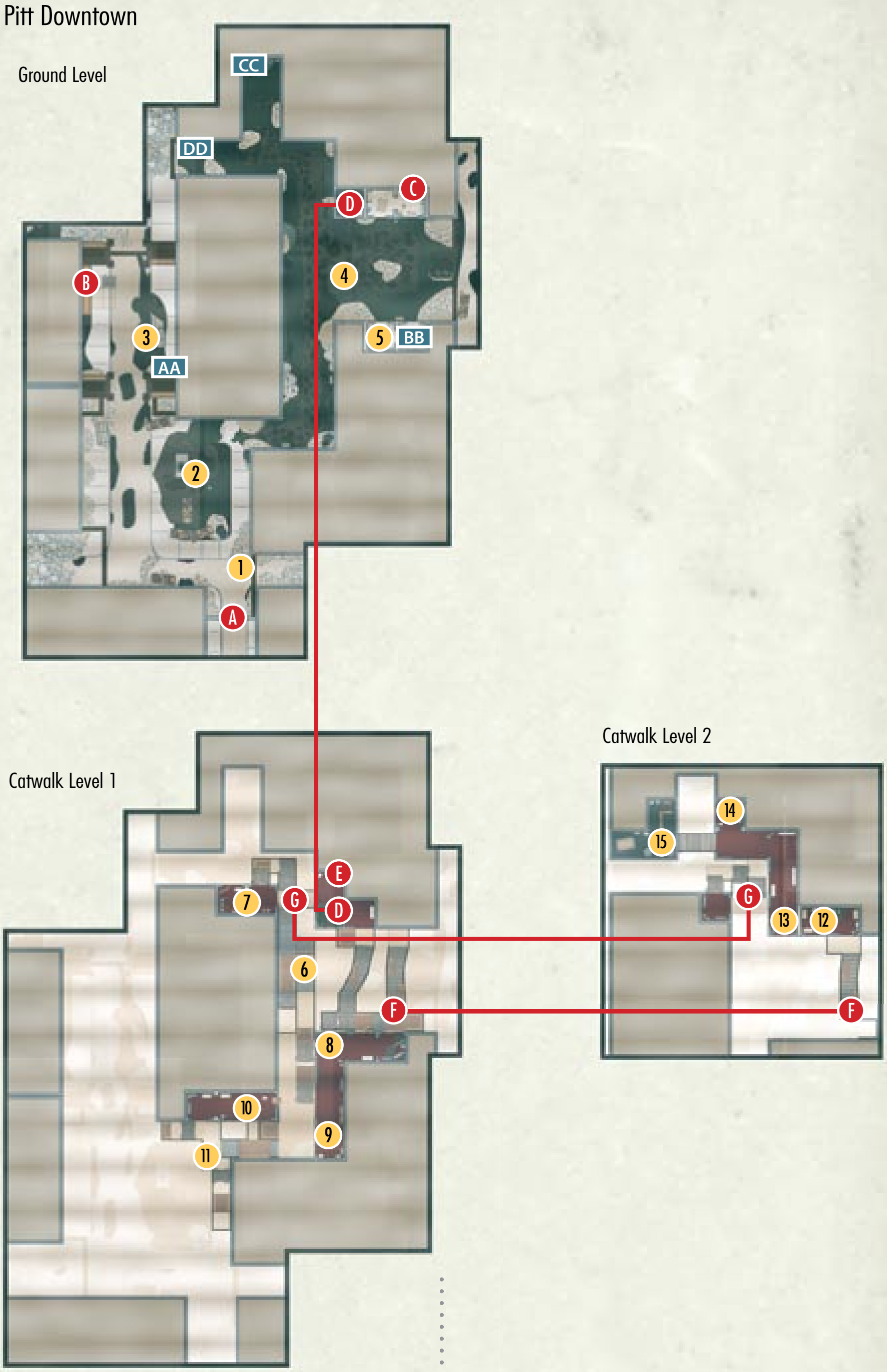
AA Broken Hydrant Stash

BB Broken TV Stash

CC Engine Block Stash

DD Hidden Vent Stash

Dotted around the Downtown area (as shown on the map) are four pieces of debris that you'd normally overlook. However, this time closely inspect each one, as hidden inside is a small collection of random bits and bobs (usually a Stimpak, Chems, or other health-imbuing items).



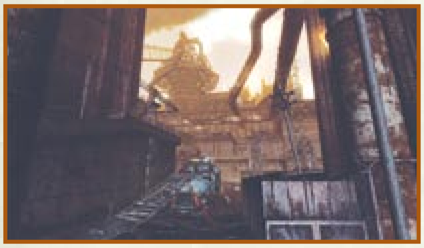
FREEFORM QUEST: WILD BILL'S LAST STAND

Visit Milly, who usually wanders the alley connecting the Market Square to the excavation site. She pleads with you to locate the whereabouts of her good friend Wild Bill. Unfortunately, Bill is slumped against a corner wall in the Steelyard (Map Location 20: Wild Bill's Corpse), quite dead. Return with a Note from him or lie to Milly to receive some random health items.

»

4: PITT STEELYARD

(LAT 09/LONG 04)



- Threat Level: 5
- Freeform Quest (2)
- Factions: Trog, Wild Men
- Low Radiation
- Guns and Ammunition
- Health and Chems
- Perk!
- Rare or Powerful Item
- Underground Connection
- Inhabitant: Wild Bill (Deceased)

Once the main Steel-producing center of The Pitt, recent and increased activity by Wild Men and Trogs have rendered this a no-go area. Slaves unlucky enough to be ordered to work in this gloomy location are soon savaged to death by the inhuman humanoids that prowl this grimy area. The Steelyard is dangerous in other ways, too, as there are a variety of ledges, planks, walkways, and pipes to plummet off. However, it is here you must forage for as many Steel Ingots as you wish to find. You need a minimum of ten from here, the Supply Plant, or the Abandoned Area.

Steel Ingot Locations

LOCATION	# OF INGOT PILES	TOTAL # OF INGOTS AVAILABLE
Steelyard (Primary Location 4)	26	79
Supply Plant (Secondary Location E)	4	18
Abandoned Area (Secondary Location C)	1	3
Total	31	100

FREEFORM QUEST: MILL WORKER

Tip

For every ten Ingots you return to Everett, you receive a unique item (detailed after the search is complete). Collect every Ingot (100) to receive the Mill Worker Achievement.

① Pitt Slave (Deceased)

- Assault Rifle and Ammo
- Steel Ingot (2)
- 2 of 100 Steel Ingots located

② Refuse Skip

- Steel Ingot (2)
- 4 of 100 Steel Ingots located

③ Refuse Skip

- Steel Ingot (2)
- 6 of 100 Steel Ingots located

④ Dumpster

- Steel Ingot (3)
- 9 of 100 Steel Ingots located

⑤ Top of Brown Rail Carriage

You receive the Auto Axpert Perk after you collect ten Ingots.

- Steel Ingot (2)
- Auto Axpert
- 11 of 100 Steel Ingots located

⑥ Refuse Skip

- Steel Ingot (3)
- 14 of 100 Steel Ingots located

⑦ Body Near Blocked Tunnel

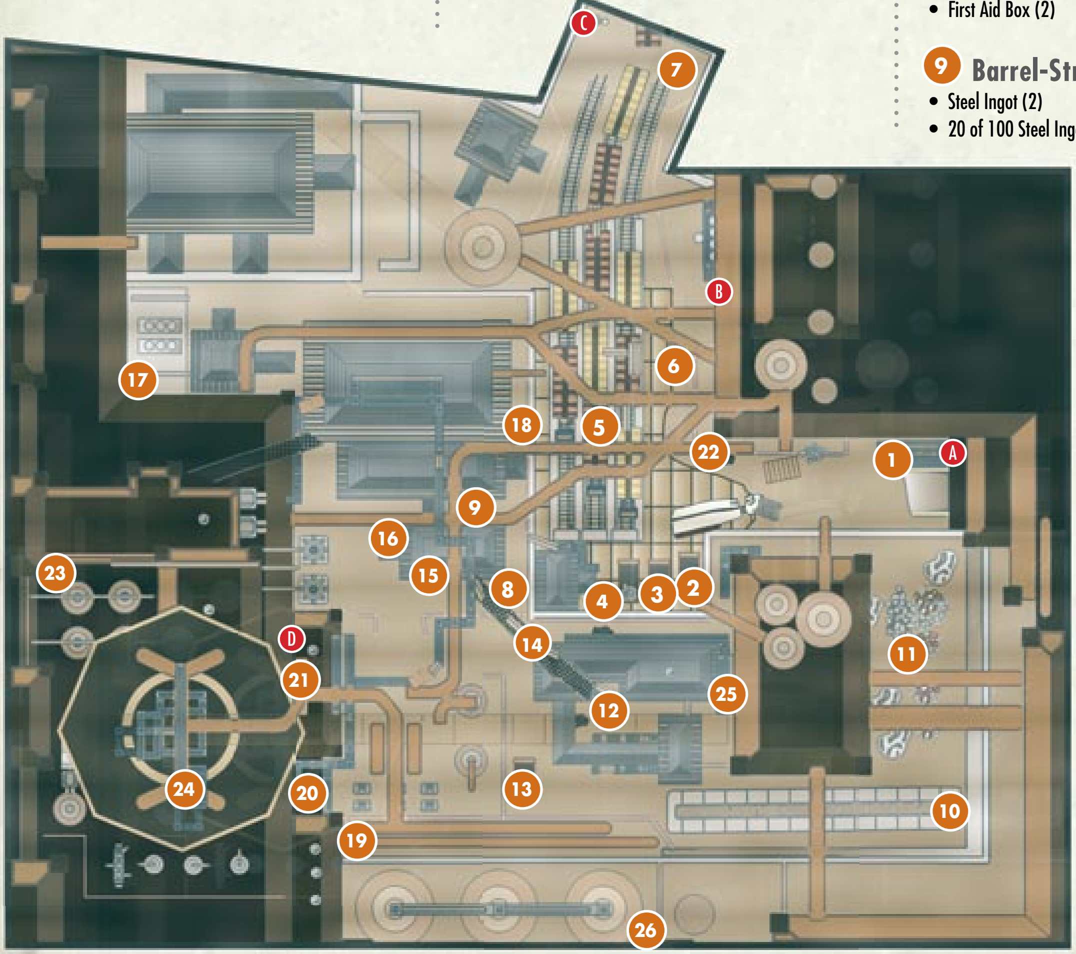
- Steel Ingot (2)
- 16 of 100 Steel Ingots located

⑧ Metal Hut

- RadAway (2)
- First Aid Box (2)
- Steel Ingot (2)
- 18 of 100 Steel Ingots located

⑨ Barrel-Strewn Alcove

- Steel Ingot (2)
- 20 of 100 Steel Ingots located



Pitt Steelyard

10 Storm Drain (Raider Corpse)

- Ammunition Box (2)
- Assault Rifle
- Steel Ingot (3)
- 23 of 100 Steel Ingots located.

11 Abandoned and Radioactive Barrels

- Steel Ingot (3)
- 26 of 100 Steel Ingots located

12 Corrugated Building Courtyard

- First Aid Box
- Steel Ingot (2)
- 28 of 100 Steel Ingots located

13 Refuse Skip

- Steel Ingot (2)
- 30 of 100 Steel Ingots located

14 Makeshift Girder Bridge

- Steel Ingot (2)
- 32 of 100 Steel Ingots located

15 Under the Corrugated Shed Stairs

- Steel Ingot (2)
- 34 of 100 Steel Ingots located

16 Rusting Shelves (Top and Bottom)

- Steel Ingot (4)
- 38 of 100 Steel Ingots located

17 Mine Cart (Near Wild Men Fight)

- Ammunition Box
- First Aid Box
- Steel Ingot (4)
- 42 of 100 Steel Ingots located

18 Pitt Slave Corpse

- Combat Shotgun and Ammo
- Steel Ingot (2)
- 44 of 100 Steel Ingots located

19 Giant Pipes Alcove

- Steel Ingot (2)
- 46 of 100 Steel Ingots located.

20 Wild Bill's Corpse

This is part of **Freeform Quest: Wild Bill's Last Stand,** which began in Pitt Downtown by speaking to Milly.

- Note from Wild Bill
- Wild Bill's Sidearm (95/152)
- Steel Ingot (2)
- 48 of 100 Steel Ingots located

21 Wild Men Ramshackle Hut

- Ammunition Box (5)
- First Aid Box
- Steel Ingot (2)
- 50 of 100 Steel Ingots located

22 Parallel Pipe

- Steel Ingot (2)
- 52 of 100 Steel Ingots located

23 Blast Furnace Roof Corner

- First Aid Box
- Steel Ingot (4)
- 56 of 100 Steel Ingots located

24 Blast Furnace Summit

The central pit has Wild Men to defeat and a wall terminal you can hack to deactivate the turret. Use the precarious gantry catwalks to reach the summit and a large Ingot cache.

- First Aid Box (2)
- Steel Ingot (12)
- 68 of 100 Steel Ingots located

25 Long Steep Ramp, to Brick Building Platform

- Steel Ingot (7)
- 75 of 100 Steel Ingots located

26 Mesh Fence Alcove, by Container Tank

- Steel Ingot (4)
- 79 of 100 Steel Ingots located

A To Abandoned Area

The main entrance to and from the Steelyard.

B To the Supply Plant

If you wish to continue your Ingot hunt, there are more to find through this old Supply Plant entrance, near the bank of Protectrons.

C To Pitt Underground (Power Plant)

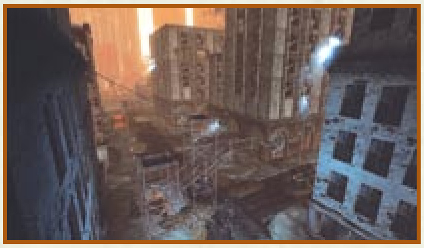
This manhole cover is firmly sealed and accessible only if you have the key. Wernher has this and is accessed when you visit him in his hideout (secondary location H).

D To Wernher's Hideout

The first time you pass the entrance to secondary location H, it is firmly boarded up and sealed. It only becomes accessible once you meet with Ashur, at Haven.

5: PITT UPTOWN

(LAT 13/LONG 04)



- Threat Level: 4
- Faction: Pitt Raider
- Low Radiation
- Guns and Ammunition Health and Chems
- Underground Connection
- Inhabitants: Krenshaw, Lulu, Mona, O-Dog, Phantom, Reddup, Squill, TroubleMan, Vikia

Uptown is primarily a Pitt Raider paradise, with defenses and lighting constantly checked to ensure no Trog incursions occur. Part of the crumbling tenement blocks hold a number of wandering Raiders, all loyal to Ashur. Much like Downtown, you are able to access the ground and upper levels via a series of scaffolds and catwalks. North of the open-plan tenements is an Abandoned Apartment. To the east is the main Courtyard and the entrance to the Power Plant and Haven Interior.

1 Gate

Unlock this gate, allowing access to and from the middle of Uptown, on ground level.

2 Southern Courtyard

Under the suspended catwalks and ramps is a central courtyard, where toxic and radioactive barrels are dumped. There's little to forage for here, except radiation poisoning.

3 Southern Corridor

With a blown-out wall offering good views of the tenement block across the way, this allows access to the catwalks and to Downtown. There's Beer to gather here, some choice expletives on the walls, and Pitt Raiders to interact with.

4 Southern Catwalks

The easiest way to reach the central building complex is via these sturdy suspended pathways. To the east is a series of ramps leading back down to ground level and Map Location 1 (Gate), as well as a sniping platform on the corner above the gate. Head north, into the central building, or move up the ramp to the east to reach the top of the building, and Map Location 6 (Central Building Roof).

5 Central Corridor

Expect little except scattered alcohol and a few messy mattresses here. There are footlockers to ransack too.

6 Central Building Roof

A Raider is likely to be shooting at bottles inside a tenement block opening to the south (which is inaccessible). Here, the majority of the Pitt Raiders' Chems and Beer lie scattered about. This is the thoroughfare to the ramps on the north side.

7 Central Roof Bedroom

Expect to find Jet, Whiskey, and Beer inside this ruined chamber.

8 Central Building: North Tenement

This offers good views of the Haven Courtyard and some Beer.

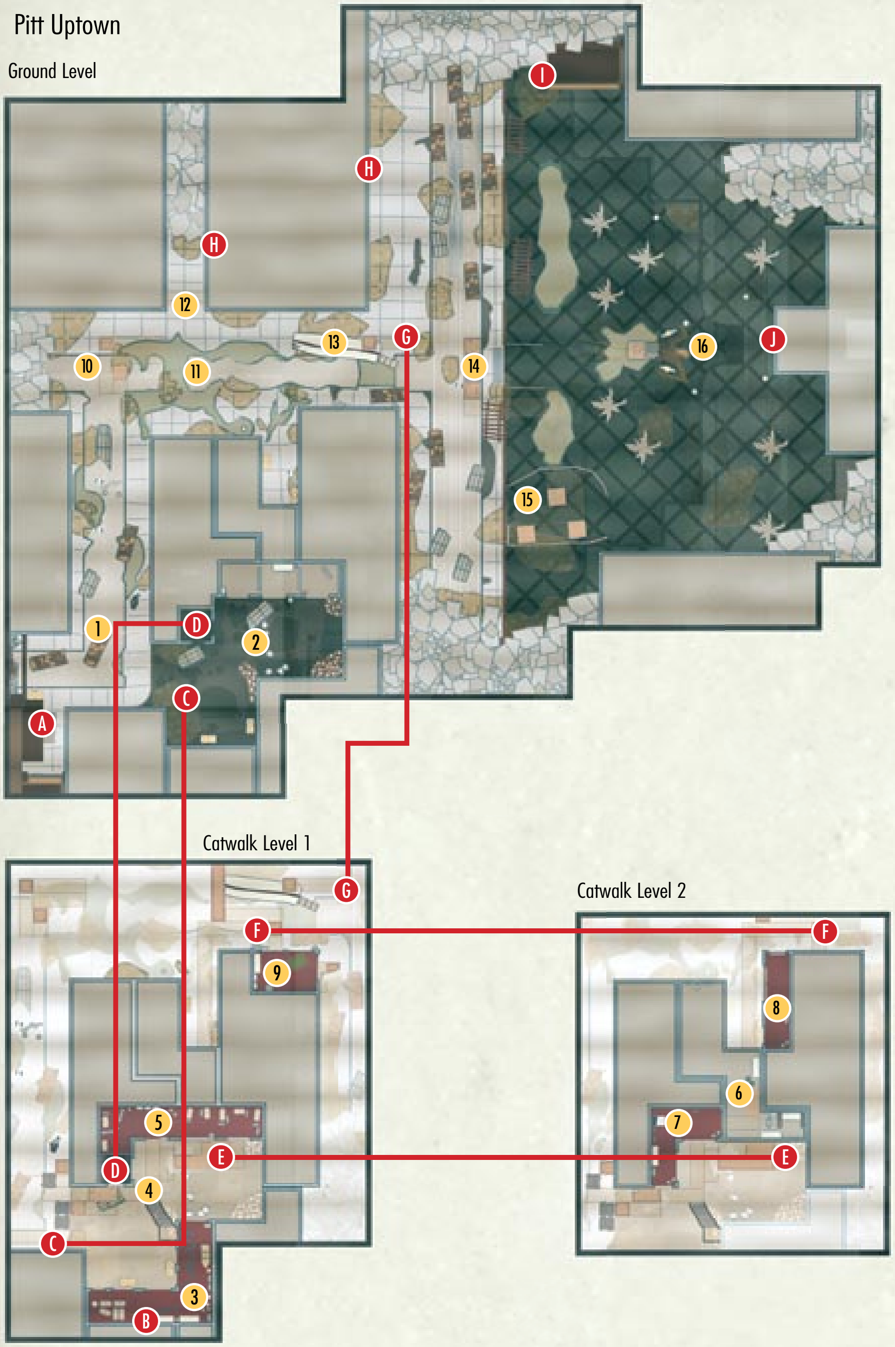
9 Central Building: Middle Room

Halfway down the northern exterior ramp is another room with a blown-out wall, offering great sniping views across the plaza.

- Scattered Chems
- RadAway

10 Reddup's Tower

Ashur's fanatical follower usually resides here, at this multilevel scaffold tower designed to offer defense and range against attackers.



⑪ Central Courtyard

This is the main path to and from Haven Courtyard Plaza. It allows access to the north-south street and the scaffold ramp up to the central tenement block.

⑫ Gate

Unlock this gate to access the western (and preferred) entrance to the Abandoned Apartment.

⑬ Nuka-Cola Truck Container

More of a landmark than anything else, this forms the base of the ramp leading up to the central tenement building or down to the main street segmenting the Haven Courtyard Plaza to the western high-rises.

Ⓐ To the Mill

This is at ground level.

Ⓑ To Pitt Downtown

This is a door in the middle-level tenement wall.

Ⓒ Ramp Base

Access this ramp to ascend to the southern catwalks.

Ⓓ Stairwell

Rarely used, this takes you from the ground to the middle floor of the central building.

Ⓔ Catwalk Upper Ramp

Ascend this to reach the central tenement roof.

Ⓕ Catwalk Northern Ramp

This suspended ramp allows access to and from the roof via the northern catwalks.

Ⓖ Ramp Base

Head up the northern catwalks from the center of Uptown.

Ⓗ Door to Abandoned Apartment

There are two doors to choose, but the preferred one is to the west, as it allows a more thorough exploration without backtracking.

6: HAVEN

(COURTYARD; LAT 16/LONG 03)

- Threat Level: 4
- Factions: Pitt Raider, Trog
- Low Radiation
- Highly Visible Landmark
- Underground Connection
- Work Bench

Note

The previous Uptown map shows all the following locations.

Dominating this expansive courtyard plaza is a giant effigy, flanked by two gouts of intermittent fire. A twisted monument to the sickness, this has the added benefit of keeping Trogs away, as they are light-sensitive. However, Ashur knows from past massacres that the lights must be kept on to avoid a Trog influx. The effigy stands at the foot of Ashur's base. It is a skyscraper known as Haven, due to the safety and experimentation into curing the sickness that takes place inside.

⑭ ⑮ Scaffold Towers (Central and South)

Guarding the main north-south abandoned roadway from Trog incursions, this is the last line of defense prior to the Haven fortification.

⑯ Grotesque Effigy

A carved monument to one man's power. This marks the entrance to Haven.

Ⓒ To Pitt Underground (Power Plant)

This leads to a small chamber with a Work Bench and copious bottles of Beer. However, the trapdoor leading underground can't be accessed from this direction. Check Secondary Location TP.U.1 for further information.

Secondary Locations

A: MIDEA'S QUARTERS

(LAT 13/LONG 06)

- Threat Level: 1
- Freeform Quest
- Faction: Slave
- Inhabitant: Midea

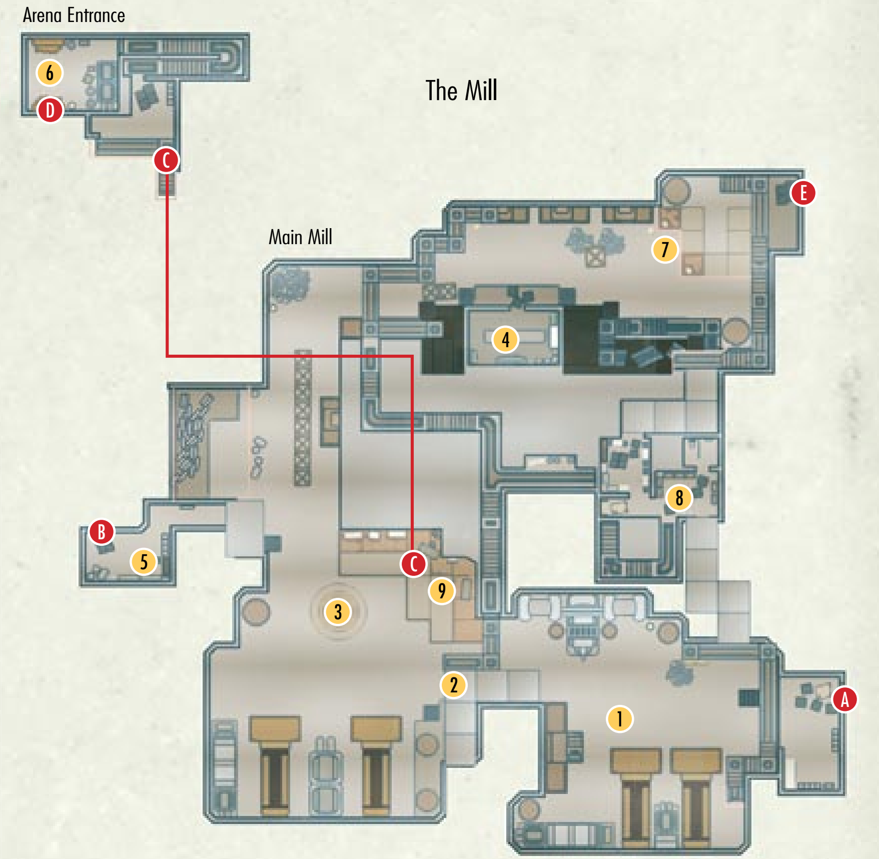
A compact hovel where Midea rests when she isn't organizing and attempting to survive the Pitt Raiders' persecution of the slaves. The Raiders are all too aware of this agitator, but killing an old woman isn't part of Ashur's plan. Instead, Midea is tolerated. If you side with Midea and Wernher, **Freeform Quest: Toys for Tots** is available at this location, once the main quest ends.

B: THE MILL

(LAT 11/LONG 06)

- Threat Level: 4
- Freeform Quest
- Factions: Slave, Pitt Raider
- Area is locked
- Guns and Ammunition
- Rare or powerful item
- Inhabitants: Everett, Hammer, Marco

Raw materials are melted down and poured into giant smelting presses by a relentless force of indentured slaves, while the upper walkways are patrolled by Pitt Raiders. The Mill is a hive of activity at all times, and it is a hub that allows access to and from Downtown and into the Abandoned Area toward the Steelyard. There's even access to Uptown, assuming you've freed yourself from slave bonds. You can return here to change your unwanted ammunition into ordnance you need.



① Entrance Floor

Your first sight of the Mill in operation.

② Ammo Press

When the Main Pitt quest is over, you may be able to access this Ammo Press and begin **Freeform Quest: Ammo Ground and Pound.** Locate the Materials Bin at the foot of the press, place your unwanted ammo in it, and activate the terminal to covert it to your chosen ammo type.

③ Arena Viewing Skylight

Ashur and assembled onlookers watch Arena fights from this vantage point. The Arena itself is directly underneath.

④ Rotary Presses

Marco is in charge of this computerized chamber, where he will furnish you with a new weapon!

- Auto Axe

⑤ Everett's Office

This Pitt Raider trades collected Steel Ingots (gathered from the Steelyard, Supply Plant, and Abandoned Area), and swaps them for a variety of desirable equipment:

⑥ Arena Entrance

Accessed once Midea offers your name to Ashur as a slave champion, you must descend to this small room, passing Spook. You meet Faydra, who prepares you for each of the three Arena battles.

⑦ Hammer's Gate

This sealed gate is unlocked only after you're victorious in The Pitt. Once through, you can access the Mill's kitchens and balconies and can open the door to Uptown.

⑧ Upper Kitchens

Accessed after you pass through Hammer's Gate, this series of winding corridors and balconies allows you to look over the Mill floor below. The Kitchens are the hub of this upper area.

⑨ Mesh Balcony: Arena Overlook

Offering even better views of Arena fights, this balcony above the Arena skylight offers some light refreshment:

- Beer and Jet
- Teddy Bear

Ⓐ To Pitt Downtown

Ⓑ To Abandoned Area

This is also the route to and from the Steelyard.

Ⓒ Arena Access Route

This is unlocked only after Midea suggests you as a slave champion to Ashur.

Ⓓ To Arena Pit

This is where you go to face the three battles that result in your freedom—if you survive!

Ⓔ To Uptown

Accessed after you are freed from slavery.

# OF COLLECTED INGOTS	EVERETT'S REWARD
10	Laborer Outfit (96/152)
20	Filtration Helmet (97/152)
30	Steel Knuckles (98/152)
40	Metal Master Armor (99/152)
50	Metal Blaster (100/152)
60	Bombshell Armor (101/152)
70	Leather Rebel Armor (102/152)
80	The Mauler (103/152)
90	Perforator (104/152)
100	Tribal Power Armor (105/152)

C: ABANDONED AREA (LAT 10/LONG 05)

- Threat Level: 3
- Freeform Quest
- Factions: Pitt Raider, Trog

Due to Trogs overrunning this area, it has been abandoned. A hastily erected mesh fence has been constructed to keep Trogs out. However, when you return from searching through the Steelyard, expect the Trogs to have broken through the fence. However, you can enter the hole the Trogs created, which gives you access to the large and empty chamber. Take the last of your Ingots here.

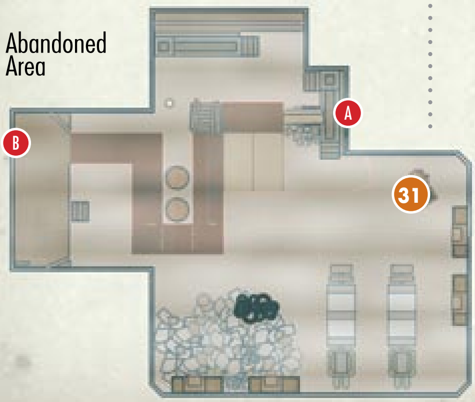
㉛ Mine Cart

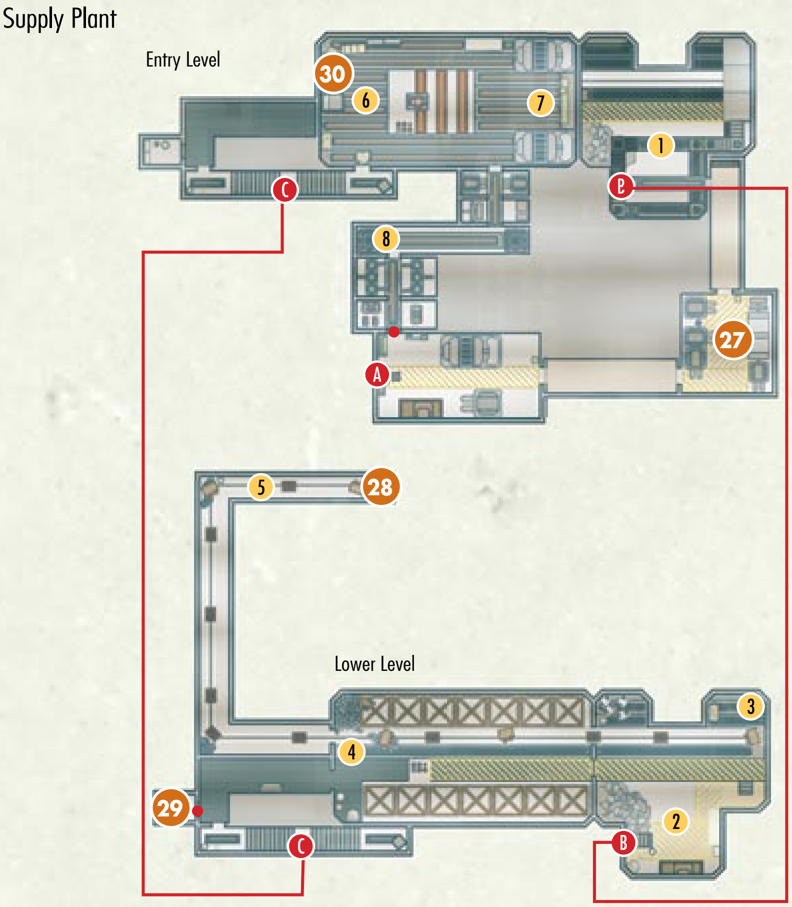
- Steel Ingot (3)
- 100 of 100 Steel Ingots located

Ⓐ To the Mill

Ⓑ To the Steelyard

Everett leads you here.





D: THE ARENA (LAT 11/LONG 05)

- Threat Level: 5
- Faction: Pitt Raider
- High Radiation
- Area is locked
- Guns and Ammunition
- Perk
- Inhabitants: Faydra, Gruber, Grudd Bear, John Bear, Spook

Many a brave slave has been slain while attempting to become "free"; indeed, there is a current roster of champions chosen from the very ranks of the Pitt Raiders' indentured servants. The Arena is a small, enclosed death trap where you must engage in three fights, each more dangerous than the last. Radioactive barrels are dropped into the fray, after which you must engage Scab Slave Fighters, Grudd and John Bear, and finally Gruber. Pillage their items after defeating them. Survive three fights, and your body becomes more resistant to Radiation, and you receive the Pitt Fighter Perk.

- Grudd's Flamer
- John's Deathclaw Gauntlet
- Gruber's Infiltrator
- Pitt Fighter

E: SUPPLY PLANT (LAT 09/LONG 04)

- Threat Level: 4
- Factions: Pitt Raider, Trog
- Low Radiation
- Baseball Pitcher
- Grenade Bouquet
- Gas Leak
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item
- Sleep Mattress

An abandoned Supply Plant is a foraging ground for Trogs, who hunt both Pitt Raiders and Wild Men inside the tracks and winding passages contained inside this derelict structure. Beware of traps laid by the wary, long since succumbed to hunger or savaging, and bring your best lockpicking skills to open the storage door to secure more clusters of Ingots.

27 Trog Chase Corner

There's a wall terminal nearby that you can access to read statements from the Supply Plant's management.

- Steel Ingot (3)
- 82 of 100 Steel Ingots located

1 Stairwell

You can fire on Trogs scampering about the floor below you from this vantage point.

- First Aid Box

2 Factory Floor Rec Area

There's a fridge, sofa, and other debris here.

3 Track Conveyor Corridor

Beware of a Grenade Trap here, close to the corner, where you can obtain the following:

- Assault Rifle
- Ammunition Box

4 Track Conveyor Fork

Search the shelves for items, and activate the Protectron if you wish.

- First Aid Box (2)

5 Cart Track

Amid the rusting carts are two agitated Wild Men armed with Flamers.

28 Debris Pile

Check the overturned cart for the following haul:

- Steel Ingot (8)
- 90 of 100 Steel Ingots located

29 Utility Closet

Unlock the closet to access some shelving and a stash of Ingots, then check the shelves for Chems, a First Aid Box on the wall, and a terminal on a small table with a .32 Pistol resting on it.

- Chem Supplies
- First Aid Box
- Steel Ingot (6)
- 96 of 100 Steel Ingots located

6 7 Generator Room

Check the bed for a unique weapon and other items, and stand on the plates to receive some baseballs from the suspended pitcher in the middle of the room. There's another terminal at the room's opposite end.

- Chem Supplies
- Man Opener (106/152)
- Flamer Fuel (2)
- First Aid Box

30 Bedside Cabinet

- Steel Ingot
- 97 of 100 Steel Ingots located

8 Danger! Escaping Gas

Holster certain weapons that create sparks. The one-way door back to the entrance opens from this direction (heading south).

A To the Steelyard

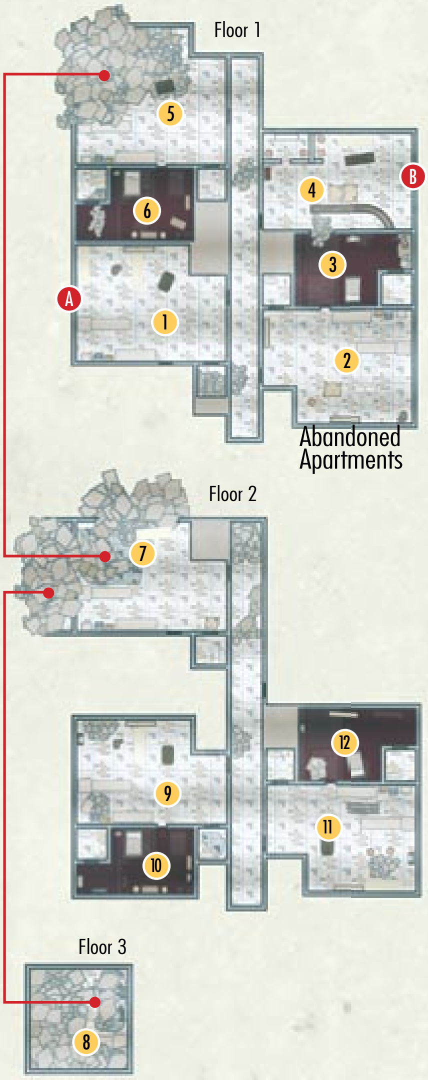
The fleeing Wild Men exit through this door.

B C To and from Lower Level

F: ABANDONED APARTMENTS

(LAT 14/LONG 02)

- Threat Level: 4
- Factions: Pitt Raider, Trog
- Gas Leak
- Nuka-Cola Quantum (3)
- Guns and Ammunition
- Health and Chems
- Sleep Mattress



Note

Located in the northern part of Uptown is a series of tumbledown apartment chambers filled with refuse, Trogs, and items. You can optionally head in here at any time, either via the locked gate in the middle courtyard or from the road area near the plaza. The exploration route assumes you entered via the gate and alley door.

1 Smoker's Apartment

Near a long-dead emphysema victim is a door that is locked if you approach from the corridor side. In the apartment are scattered items and the following:

- Carton of Cigarettes (6)
- First Aid Box (2)

2 Southeast Apartment

- Nuka-Cola Quantum (95–96/110)
- Darts

3 Southeast Bedroom

- Sexy Sleepwear

4 Front Desk and Foyer

Check the desk safe; unlock items via the safe or terminal to gain some Caps and other random items.

- Carton of Cigarettes (2)
- Darts
- Desk Safe Items

5 6 Northwest Apartment

Check the bathroom for ammo. The bedroom has a bed to sleep in. Beware of the leaking gas pipe between the floors. Climb the rubble to access the middle floor.

- Ammunition Box
- First Aid Box

7 8 Northwest Apartment (Middle and Upper Floor)

Continue up through the rubble for the following:

- First Aid Box
- Power Fist
- Nuka-Cola Quantum (97/110)

9 Chinese Sympathizer's Apartment

There's usually Trog resistance here. Grab the Bonnet and Baseball Cap if you wish. Watch for the hole in the bathroom floor; drop through it to exit this building.

During your reconnoiter of this second-floor apartment, be sure to find a Ham Radio on a table and switch it on. There's some (very) faint Morse Codedmessages. Perhaps this, when translated, reveals something entertaining?

- First Aid Box
- Flamer Fuel (2)

10 Chinese Sympathizer's Bedroom

Unlock to enter, and don't forget to check the floor safe and bathroom for a wealth of items.

- Floor Safe Items (including Hat of the People)
- .44 Scoped Magnum and Ammo
- Ammunition Box (3)
- Chinese Assault Rifle (3)

⑪ ⑫ Southeast Apartment (Middle Floor)

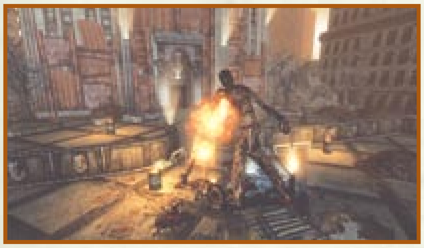
There's a hole back down to the ground floor, but little else to find. Beware of escaping gas!

- Darts

Ⓐ Ⓑ To Pitt Uptown

G: HAVEN

(INTERIOR; LAT 17/LONG 03)



- Threat Level: 4
- Faction: Pitt Raider
- Freeform Quest
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Perk!
- Rare or Powerful Item
- Inhabitants: Ashur, Marie, Sandra Kundanika

A towering skyscraper known as Haven is the setting for the most unexpected medical breakthrough in centuries, involving Ashur's own baby daughter named Marie. Although some people disapprove, testing Marie is vital to the survival of those living in The Pitt, as Ashur's daughter is in perfect health, and no one knows why. Ashur's inner sanctum is accessed via an elevator bank upstairs from the lobby. You are wise to at least hear Ashur out before starting a fight in here. He may have a proposition for you....

① Entrance Foyer

A faded grandeur mixed with the grime and gore of Pitt Raider activity.

② Guard Platform

Expect two Pitt Raiders to guard this platform near the elevator bank.

③ Sleeping Quarters

These have mattresses you cannot sleep on, footlockers, and scattered Beer.

④ Haven Hallway

Flanked by guards, this leads directly to Ashur's office.

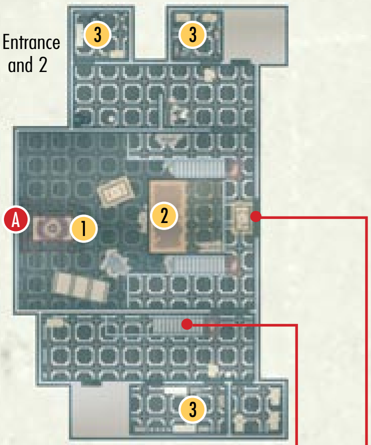
⑤ Ashur's Office

Speak with the leader of the Pitt Raiders and one-time Brotherhood of Steel member, and choose a side for the end of the quest.

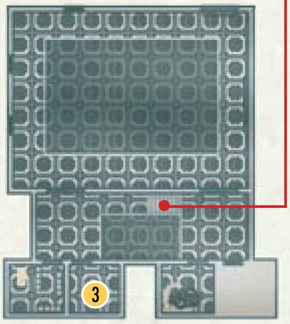
- Ashur's Key (This opens the safe in his bedroom.)
- Ashur's Power Armor (107/152)

Haven

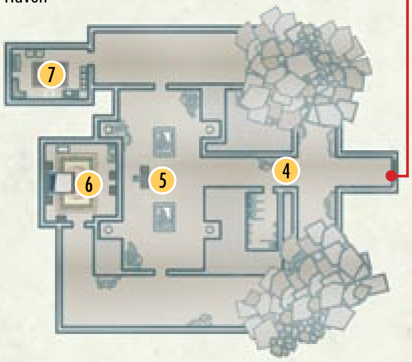
Haven Entrance Floor 1 and 2



Haven Entrance Floor 3



Haven



⑥ Ashur's Bedroom

There is a pistol on the bedside cabinet, a crib, a wall terminal that shuts off the turret controls, and a wall safe (se Ashur's Key or Lockpick) with items and four Holotapes.

- 10mm Pistol
- Holotape Diary 1: To Marie
- Holotape Diary 2: The Scourge
- Holotape Diary 3: The Mill
- Holotape Diary 4: The Cure

⑦ Sandra's Laboratory

Ashur's wife and their newborn baby reside here. You can obtain Cure Research from Sandra's body or from the nearby terminal, which also provides information on Sandra's experiments. Side with Ashur and Sandra, and you're awarded the Booster Shot Perk at the end of the quest. If you side with Ashur and Sandra, **Freeform Quest: Toys for Tots** is available at this location after the main quest ends.

- First Aid Box
- Cure Research
- Booster Shot

Ⓐ To Uptown

H: WERNHER'S HIDEOUT

(LAT 07/LONG 05)

- Threat Level: 3
- Faction: Slave

Located in the southwestern upper area of the Steelyard and guarded by slaves, Wernher's Hideout is completely inaccessible until you've met with Ashur and you're deciding who to side with. The Hideout contains a single room with a crib ready to receive Marie. You can kill or side with Wernher; either allows you to search or take his Power Plant Key, finally allowing you access to secondary location TP.U.1.

- Stealth Boy
- Power Plant Key

TP.U.1: PITT UNDERGROUND (POWER PLANT) (LAT 08/LONG 03)

- Threat Level: 4
- Faction: Trog
- Gas Leak
- Grenade Trap
- Area is locked
- Health and Chems
- Sleep Mattress
- Underground Connection
- Work Bench

This underground power plant is extremely difficult to enter; you need Wernher's Power Plant Key, which is available only when Wernher resides in his Hideout (Secondary Location H). The Underground itself is a series of dangerous winding passages and rooms with Trogs to battle and gas to keep inert. The exit brings you up into the Haven Courtyard Plaza (Primary Location 6), but the trapdoor leading there opens only in one direction, forcing you to enter this subterranean zone from the Steelyard manhole.

1 Broken Sewer Wall

Step through here, past a large pile of rotting meat.

2 Staircase

- First Aid Box

3 Pipe Room

There's little point to exploring behind the pipes, as the area is difficult to navigate without becoming stuck, and you'll be attacked by Trogs. Head up the ramp.

4 Dead Body

This is at the end of the ramp tunnel, before you descend into the generator room.

- First Aid Box

5 Generator Room

Beware the explosive traps and a toilet!

6 Generator Room 2

There is Jet and Beer strewn around, as well as a First Aid Kit and Nuka-Cola Machine. Exit via the northeast door.

- Jet
- First Aid Box

7 Dead Pitt Slave

Danger! Grenade Trap!

- First Aid Box

8 Danger! Escaping Gas

Use an Auto-Axe, and search the room for a Makeshift Mattress, Jet, food, and Beer before exiting along the balcony and out past the Beer Skeleton.

6 Generator Room 2: Upper Floor

This is a Protectron Pod balcony room, which can be activated. The terminal to the south controls the floodlights. Terminating the controls allies you with Wernher, causes the deaths of Ashur and Sandra, and makes all Pitt Raiders hostile toward you.

- First Aid Box

9 Uptown Exit Chamber

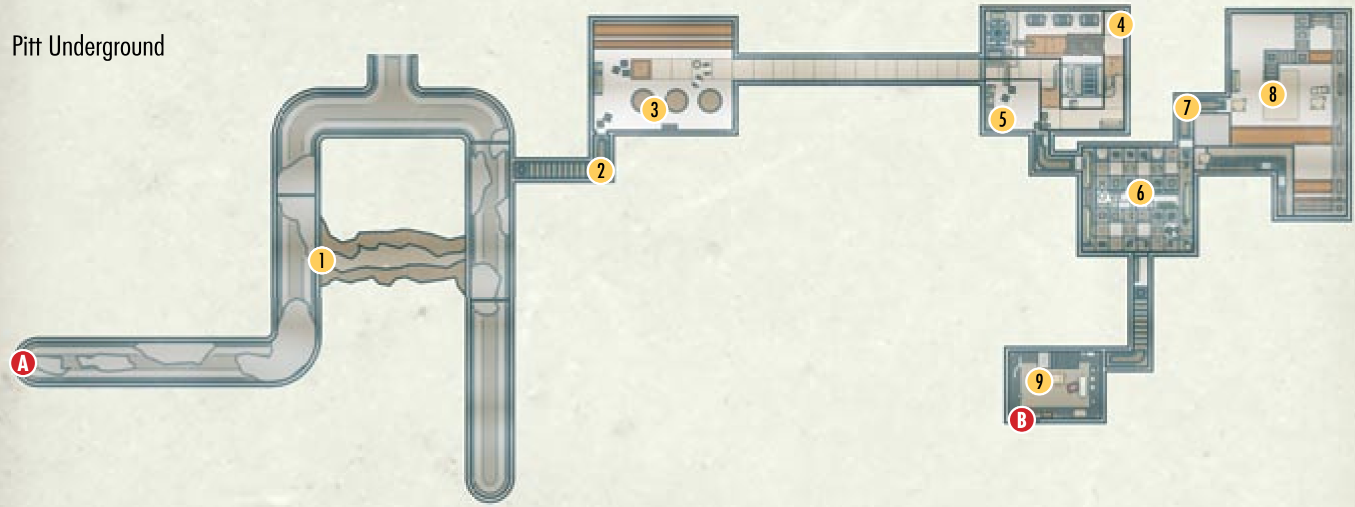
Access via a trapdoor in the ceiling. This has a Work Bench and the following items, as well as an exit out to the Haven Courtyard Plaza.

- Jet
- Work Bench
- First Aid Box (2)

A To Steelyard

B To Uptown Plaza

Pitt Underground



Chapter 10

BROKEN STEEL

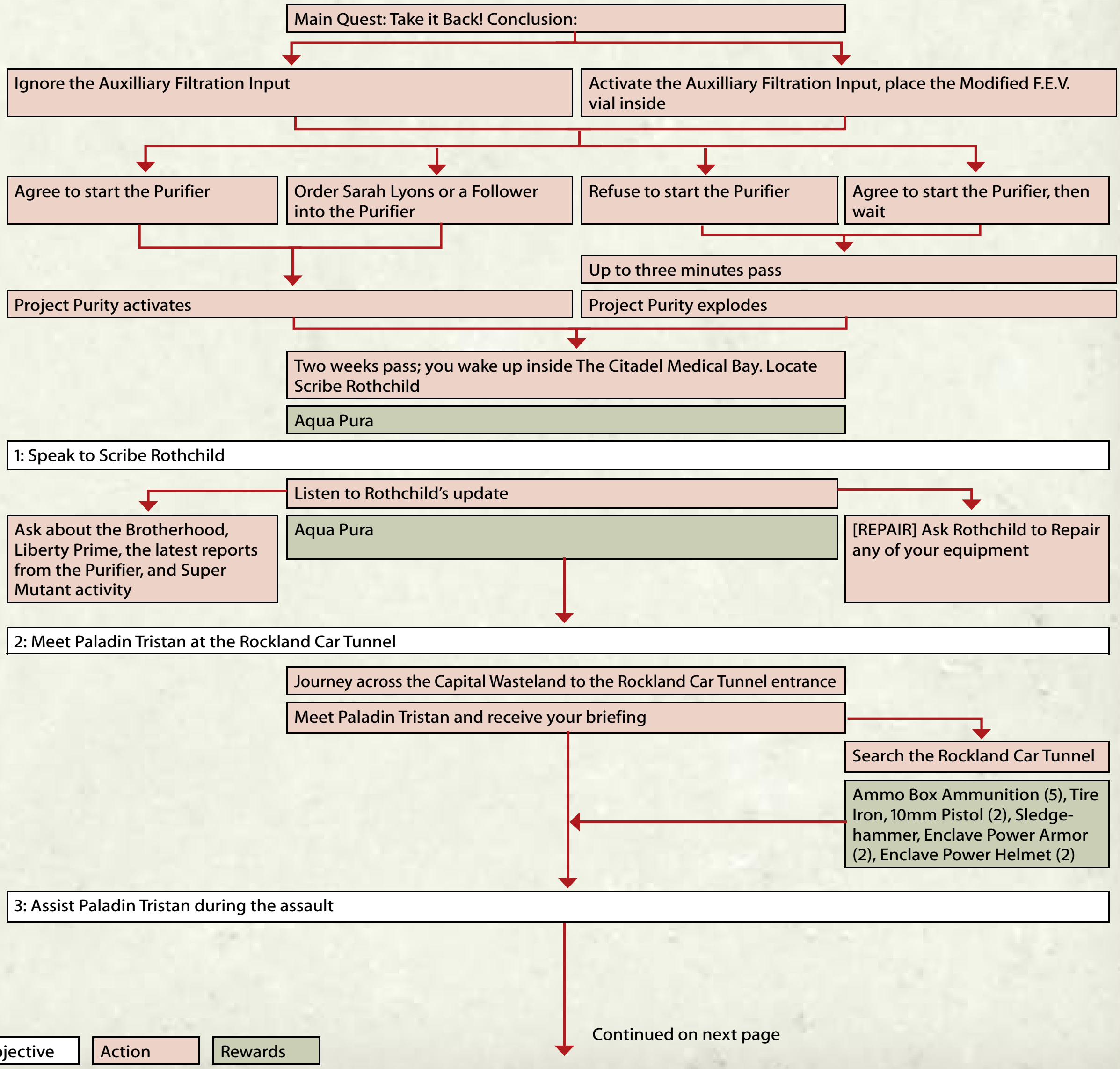
Death from Above

Note

This quest begins at the very end of Main Quest: Take It Back! You must have reached this quest, but not completed it, to access this additional adventure.

QUEST FLOWCHART

	MAIN PATH
Main Characters	Sentinel Sarah Lyons, Elder Owyn Lyons, Sawbones, Scribe Rothchild, Paladin Tristan, Liberty Prime
Locations	Jefferson Memorial, The Citadel, Rockland Car Tunnel, Satellite Relay Station, Satellite Relay Station Cliff Entrance
Adv. Items/Abilities	—
Possible Enemies	Enclave Soldiers



Main Quest: Take it Back! Conclusion:

Ignore the Auxilliary Filtration Input

Activate the Auxilliary Filtration Input, place the Modified F.E.V. vial inside

Agree to start the Purifier

Order Sarah Lyons or a Follower into the Purifier

Refuse to start the Purifier

Agree to start the Purifier, then wait

Up to three minutes pass

Project Purity activates

Project Purity explodes

Two weeks pass; you wake up inside The Citadel Medical Bay. Locate Scribe Rothchild

Aqua Pura

1: Speak to Scribe Rothchild

Listen to Rothchild's update

Ask about the Brotherhood, Liberty Prime, the latest reports from the Purifier, and Super Mutant activity

Aqua Pura

[REPAIR] Ask Rothchild to Repair any of your equipment

2: Meet Paladin Tristan at the Rockland Car Tunnel

Journey across the Capital Wasteland to the Rockland Car Tunnel entrance

Meet Paladin Tristan and receive your briefing

Search the Rockland Car Tunnel

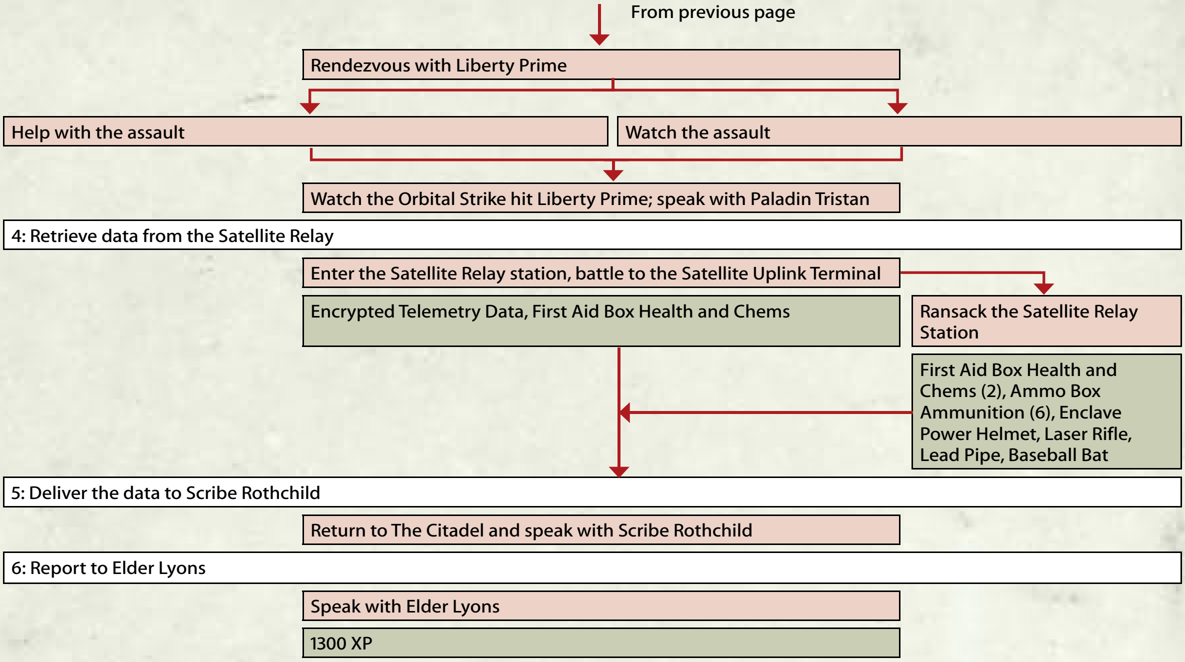
Ammo Box Ammunition (5), Tire Iron, 10mm Pistol (2), Sledgehammer, Enclave Power Armor (2), Enclave Power Helmet (2)

3: Assist Paladin Tristan during the assault

Continued on next page

Color code: Objective Action Rewards

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING


From previous page
Rendezvous with Liberty Prime
Help with the assault
Watch the assault
Watch the Orbital Strike hit Liberty Prime; speak with Paladin Tristan
4: Retrieve data from the Satellite Relay
Enter the Satellite Relay station, battle to the Satellite Uplink Terminal
Encrypted Telemetry Data, First Aid Box Health and Chems
Ransack the Satellite Relay Station
First Aid Box Health and Chems (2), Ammo Box Ammunition (6), Enclave Power Helmet, Laser Rifle, Lead Pipe, Baseball Bat
5: Deliver the data to Scribe Rothchild
Return to The Citadel and speak with Scribe Rothchild
6: Report to Elder Lyons
Speak with Elder Lyons
1300 XP

A NEW EDEN

Wakey, wakey! A lot has happened in the two weeks since you sacrificed yourself (or your Super Mutant buddy, robot pal, or Ghoul friend).

Your Main Quest adventuring is about to conclude. We rejoin the action just after you've defeated Colonel Autumn, and you're seeking a heroic figure to head into the Purifier and risk almost certain death. You have various options:

You can follow President Eden's edict and insert the agent into the water supply. This adds modified F.E.V. into the Project Purity water supply, but the effects aren't noticeable until after you recover from this venture.

You can persuade Sentinel Lyons to take one for the team, and switch on the Purifier herself.

You can chat to one of your followers, urging and then ordering them to make a possibly supreme sacrifice. Naturally, Dogmeat isn't going to be able to input the correct code, so your choice of Followers is limited to Fawkes, Charon, or RL-3.

Or you can bolster your courage, and step up to the Purifier yourself, type in the code, and hope for the best.

No matter which choice you make, the Purifier activates, and the sheer force of this engineering marvel and the enormous radiation boost causes you to black out.

Note

Don't despair when the ending screens are shown. This new quest begins once your Main Quest is over, and your saga is recorded and narrated.

Two weeks later, you wake to the friendly face of Elder Lyons. He gleefully informs you that the Project Purity experiment was a success!

If you or a Follower turned on the Purifier at the end of Main Quest: Take It Back, Lyons says that both Sarah and yourself survived. Sarah is still in a medically induced coma, but is expected to recover.

If you forced Sarah to turn on the Purifier, her body was not recovered, and she does not appear at any time during this quest.

Speak with Elder Lyons, and he informs you that the Brotherhood of Steel has located and destroyed Raven Rock and President Eden (unless you already did the honors). Recently, an Enclave prisoner revealed the location of an Enclave presence at a Satellite Relay Station deep in the Capital Wasteland. Their reason for being there is unknown so Lyon needs you to rendezvous with Liberty Prime, join Lyon's Pride, and eradicate the Enclave once and for all! Scribe Rothchild will be happy to provide you with further assistance.

NEW OBJECTIVE

"Speak to Scribe Rothchild" begins.

Quickly check the Medical Bay. Sawbones is still active, but the inventory has increased during your rest. There are four bottles of Aqua Pura in this room, plus more inside the wooden crate, and a huge drum of this new elixir too! You'll find this stuff dotted around the Capital Wasteland as the Brotherhood already has its water-replenishment plans in action. Look for these items (although the barrels can't be accessed) for additional sustenance.

If you didn't add the F.E.V. to the Purifier, this elixir has the properties of enhanced Pure Water.

If you added the F.E.V., the elixir also has negative effects, as the virus takes hold.

Aqua Pura

WG 1, VAL 6, EFFECTS HP +20

Aqua Pura (F.E.V. tainted)

Note
From this point, you can conduct a full inspection of the Citadel. The different chambers, and the characters and items you find in each, are revealed in the Broken Steel Mini-Tour section.

Search out Scribe Rothchild, who's usually sitting in one of the rooms of the Mess Hall, down in the lower Laboratory level to the southwest. After agreeing to help, Rothchild beckons you over to the illuminated map of the Capital Wasteland. When Rothchild finishes with his briefing, your Pip-Boy updates.

You can also ask Rothchild about the Brotherhood of Steel, how Liberty Prime is holding up, the latest reports from the Purifier, and Super Mutant activity in the area.

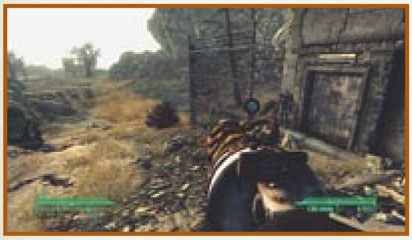
If you're not inclined to tinker, you can ask Rothchild to fix any of your equipment that looks a little worse for wear.

Once you're done, suit up, collect your preferred battle ordnance and armor, and set off for the Rockland Car Tunnel. On the way out, when you reach the Citadel courtyard, you can optionally swig or store a few more bottles of Aqua Pura before leaving.

NEW OBJECTIVE
"Meet Paladin Tristan at the Rockland Car Tunnel" begins.

Aqua Pura

HIKING TO THE DUNWICH BUILDING AND BEYOND



When you arrive at the entrance to the Rockland Car Tunnel, you can see the eerie Dunwich Building in the distance, and a Brotherhood guard at the entrance.

Set off for the Rockland Car Tunnel. If you want to take in the scenery, the quickest path is to turn right (south) as you exit the Citadel, then move southwest, passing between the Alexandria Arms [LAT 07/LONG -17] and the Arlington Library [LAT 08/LONG -19], and clambering over the foes at the Flooded Metro Raider Camp [LAT 04/LONG -19]. Once you're out of the D.C. Metro Area, follow the road west past Andale [LAT -05/LONG -17], looking for the distinctive shape of Tenpenny Tower [LAT -16/LONG -17], and continuing past the Dunwich Building [LAT -26/LONG -18], fighting off the wild animals. The Rockland Car Tunnel [LAT -30/LONG -19] is close to the southwestern corner of the entire Capital Wasteland. Don't confuse the architecture with the similar-looking Warrington Trainyard; the tunnel ahead is blocked, and there are signs of Brotherhood of Steel crates and a Military Truck as you arrive. Just after the truck is a mesh fence on your left (southwest). Pass the Brotherhood Knight, and open the Door to Rockland Car Tunnel.

Tip
The faster path here involves Fast Traveling from the Citadel to the Primary Location closest to the tunnel, ideally the Dunwich Building or the F. Scott Key Trail & Campground.

Enter the connecting passageway, and make a quick stop at the storeroom on your left, gathering what you need from the list below. A second chamber contains only a Nuka-Cola. Step out into the dark tunnel itself, turning left (north) and passing the Brotherhood crates, and stepping around the turret defenses. Access two Enclave Crates as you move into the tunnel defenses, seeking out the rather stern-looking Paladin in the center.

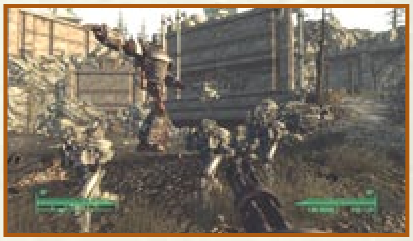
You can question him if you wish; you're needed for an assault on an Enclave stronghold in a Satellite Relay Station. After the conversation ends, Paladin Tristan departs. Follow him or spend some time checking out the tunnel. A Scribe is checking the body of an Enclave Soldier; you can grab some Enclave armor if you need it. There are more bodies on a trash heap to the north. You can eavesdrop on a conversation between a Scribe and Brotherhood soldier, too. When you're ready, head northeast to a new connecting passage, and move to the Door to Satellite Relay Station.

Ammunition Box (5)
10mm Pistol (2)
Enclave Power Armor (2)
Tire Iron
Sledgehammer
Enclave Power Helmet (2)

NEW OBJECTIVE
"Assist Paladin Tristan during the assault" begins.

NOT READY FOR PRIME'S TIME

"Death is a preferable alternative to Communism!" It would take a low orbit missile shower of gigantic proportions to stop this metal mountain!.. Sadly, today's forecast is for missile showers.



You emerge into a previously unexplored Satellite Relay Station, and a moment later, an Enclave Vertibird is blown out of the sky by an advancing Liberty Prime! You can edge forward around an energy wall, watching as Prime systematically destroys the generators powering the walls, allowing Lyon's Pride infantry to pass unimpeded. Liberty Prime is unloading its full arsenal of ordnance on the Enclave barricades. You can optionally join the fight, cutting down any Enclave Soldiers you spot, although your teammates can handle this, allowing you to save your ammunition.

Prime continues its rampage. The station is breached, allowing your forces inside. Prime intercepts an uplink transmission and reports that an orbital strike is imminent! Step back, staying away from Prime as he's caught in a massive shower of missile explosions!

When the smoke clears, Prime crawls away from the station before his head blows off, coming to rest in the irradiated grass. You can speak to the head before Prime's power cell fades. Quickly speak with Tristan. He orders you to find the source of this transmission before any other targets are acquired. Don't dilly-dally; the Enclave could be preparing an attack on your position…or even the Citadel! Move up to the hole in the wall that Liberty Prime punched through, stepping over (and searching) the bodies of the Enclave Soldiers, and open the Door to Satellite Facility.

NEW OBJECTIVE
"Retrieve data from the Satellite Relay" begins.

AVENGING LIBERTY PRIME AND DATA ACQUISITION

Your Brotherhood of Steel friends rake the initial room inside the facility with all their gunfire. They are led by a Brotherhood of Steel Paladin. You can sit back, or help out depending on your ammunition levels and laziness. Don't get in the way of your team as they head south, into a tunnel, and cut down more Enclave scum inside what was once a small restroom. Blast anything that hasn't been gooified or burned to death, and optionally detach any items from inside the wall-mounted First Aid Box. Continue south along the winding tunnel, and into the subsequent chamber, and begin the systematic destruction of Enclave troopers armed with Laser Rifles. If you're quick, you can blow up some wall generators, wounding Enclave Soldiers during the fight. Then ransack the ground level for an Enclave Ammo Box.

First Aid Box

Ammunition Box

There's no time to wait around; your squad is already ascending the stairs in this room, and fighting Enclave along the way. Strike any Enclave personnel who threaten you, but leave the rest for your team. Continue up to the walkway at the top of the stairs, and then inspect the hatch door to the east. It leads to a small adjacent mess hall and computer bank with more Enclave Soldiers to gun down. Then head west, into a connecting corridor with a tiny server room. An Enclave Scientist tries to flee. This is a great place to let your Flamer-carrying brethren roast the Scientist and Soldiers inside.

Move quickly to the second set of metal stairs, and descend slowly. There are a few more Enclave, and one or two are armed with heavy weapons, such as the Gatling Laser. Slaughter or stay back, then descend to the bunkbed room. Scavenge a few items (listed below) from the shelves here.

Enclave Power Helmet

Laser Rifle

Lead Pipe

Baseball Bat

When the room is cleared, look for a tunnel entrance to the south, and pass the large plastic containers on your way to an Enclave barricade. Attack these foes with your favored weapons (grenades, initially a good idea, aren't so cunning when your friends step on them). When the barricade falls, check the Ammo Boxes nearby as you head northwest, then north into another staircase room with a third Ammo Box. Ascend and ready yourself for more combat inside the chamber with the microfiche machine and the row of lockers.

More importantly, there's a server area at the back (west) end of this room, which is heavily guarded. If you haven't been much help to Lyon's Pride yet, this is your chance; otherwise expect Brotherhood casualties. Hide behind the server towers and take out the Enclave foes with the Flamer and Gatling Laser first. A quick check of the room reveals two more Enclave Ammo Boxes, and a First Aid Box on the wall. Of greater importance is the hatch door to the west.

Enclave Crate Ammunition (5)

First Aid Box

While the man with the Minigun waits for you, download a series of gibberish to your Pip-Boy before breaking the news to Rothchild.

Open the door and step into an L-shaped tunnel leading to a second door into the main server room inside this station. Ignore the First Aid Box and door in the northwest corner, and instead activate the Satellite Uplink Terminal. The following options are accessible:

Update Standing Orders:

» These cannot be changed.

Request New Telemetry Data

» Access this, and Telemetry Data (which is scrambled and unreadable) is downloaded to your Pip-Boy once you select the Menu option. Once this has occurred, your objective updates.

Server Uplink

» This cannot be accessed.

Encrypted Telemetry Data

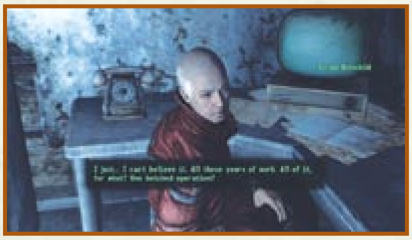
First Aid Box

NEW OBJECTIVE

"Deliver the data to Scribe Rothchild" begins.

Leave the room via the door near the First Aid Box, and move up the stairs, watching out for a turret on the first landing, and a second turret as you reach the next, larger landing with the two metal supports. These are your only hostile encounters as you climb up to the Door to the Capital Wasteland. Open it. You appear on a high cliff almost due west of the F. Scott Key Trail & Campground. This location is called the Satellite Relay Station Cliff Entrance [LAT -30/LONG -16]. Drop to the ground, and trek (or Fast Travel) back to the Citadel.

THE WRATH OF ROTHCHILD



Back at the Citadel, Rothchild has found a dark corner where he can sit and simmer in peace. Until you show up.

Return to the Citadel, and head down to the Laboratory and to the Mess Hall corridor. Rothchild is wandering this area or sitting at his desk looking slightly perturbed. Chat with him, and Rothchild soon snaps out of his malaise when you mention you found something. Give him the Encrypted Data and Rothchild says he'll get his Scribes working on it immediately. He then instructs you to find Elder Lyons.

NEW OBJECTIVE

"Report to Elder Lyons" begins.

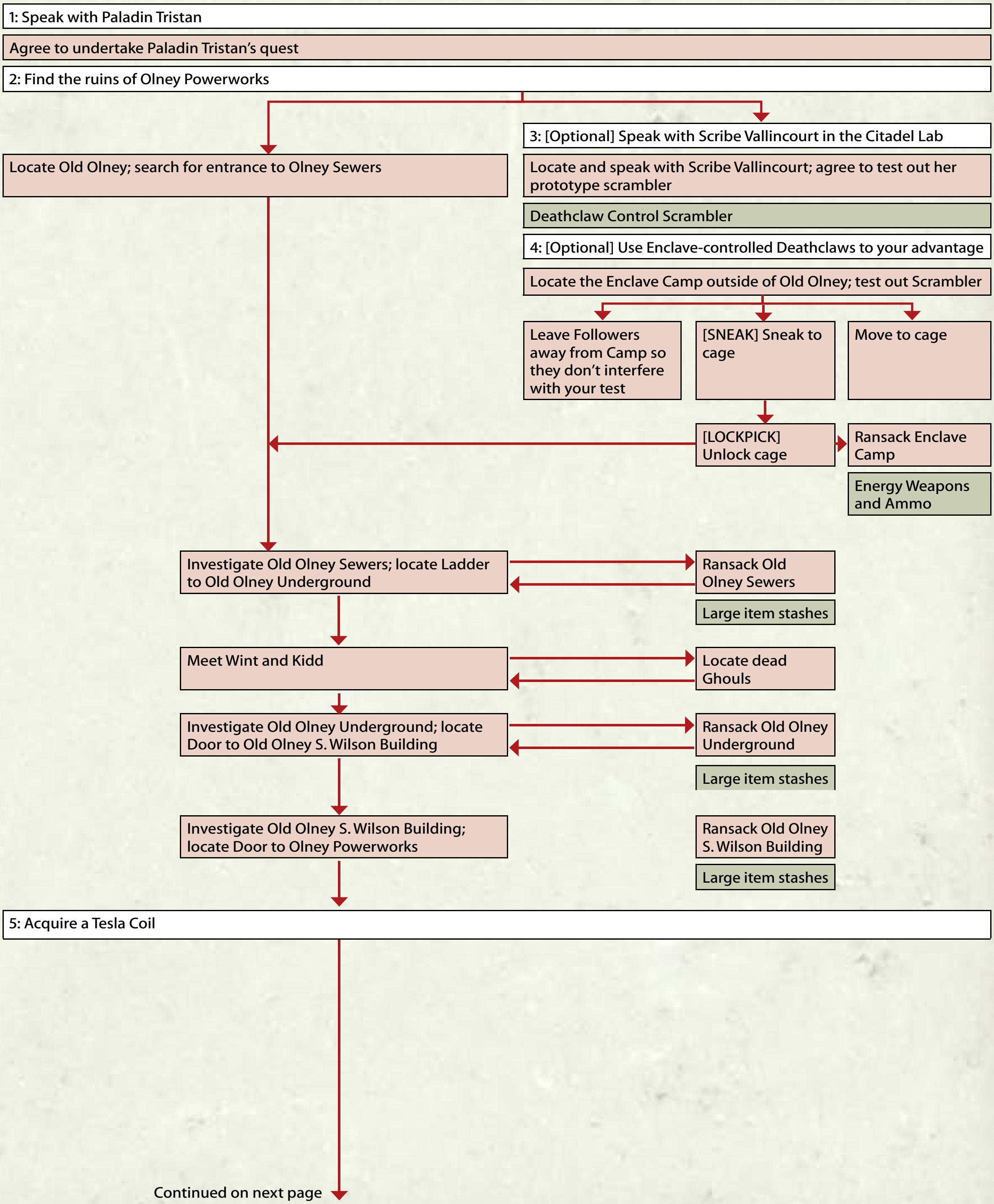
Elder Lyons is usually found somewhere in the Citadel A-Ring. The old man is having second thoughts about this operation now that Liberty Prime has been destroyed. Reply to Lyons' deliberations with your usual polite, neutral, or sarcastic utterances, and Lyons mentions that Paladin Tristan has requested you for a special assignment. Hopefully this one doesn't involve watching helplessly as the coolest robot on earth is obliterated. When you're ready to begin Shock Value, check your Pip-Boy's Quests.

XP 1,300 XP

Shock Value

QUEST FLOWCHART

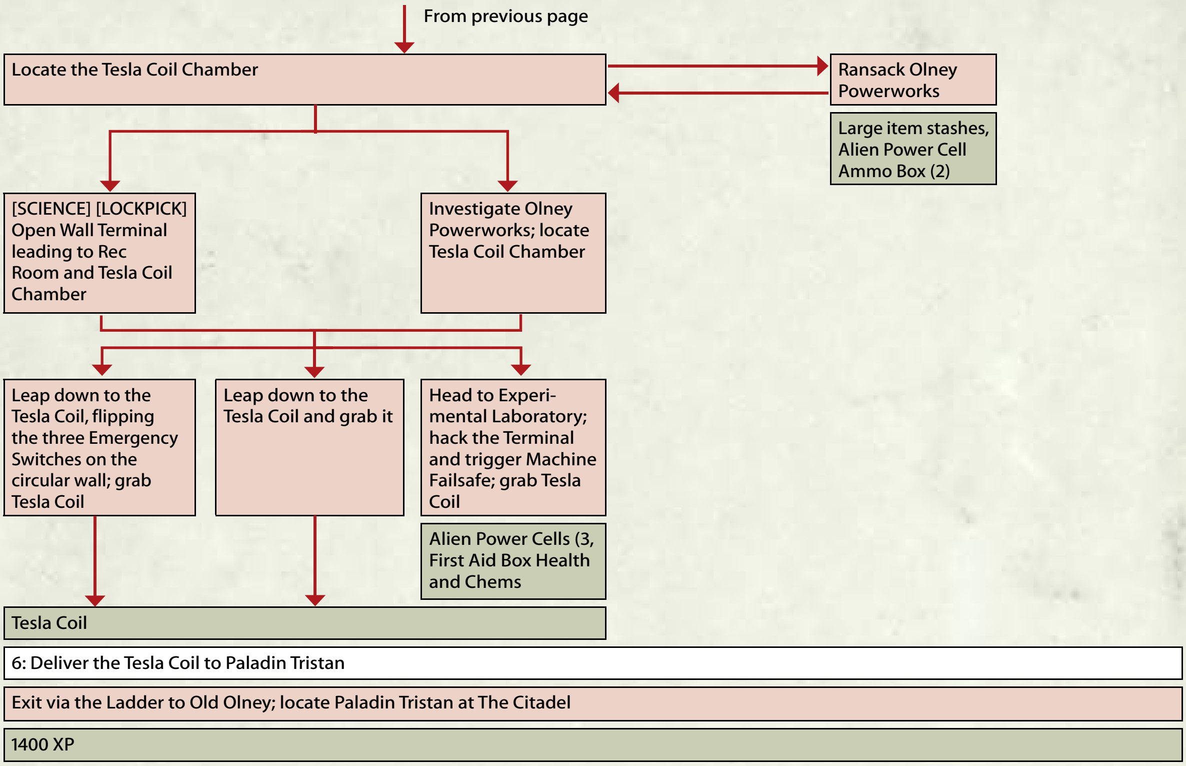
	MAIN PATH
Main Characters	Elder Owyn Lyons, Paladin Tristan, Scribe Vallincourt, Wint, Kidd, Badger, Connelly, Dunbar, Carl, Sanders
Locations	The Citadel, Enclave Camp, Old Olney, Olney Sewers, Olney Underground, Old Olney S. Wilson Building, Olney Powerworks
Adv. Items/Abilities	Sneak, Lockpick, Science
Possible Enemies	Enclave Soldiers, Enclave Hellfire Troopers, Deathclaws


1: Speak with Paladin Tristan
Agree to undertake Paladin Tristan's quest
2: Find the ruins of Olney Powerworks
Locate Old Olney; search for entrance to Olney Sewers
3: [Optional] Speak with Scribe Vallincourt in the Citadel Lab
Locate and speak with Scribe Vallincourt; agree to test out her prototype scrambler
Deathclaw Control Scrambler
4: [Optional] Use Enclave-controlled Deathclaws to your advantage
Locate the Enclave Camp outside of Old Olney; test out Scrambler
Leave Followers away from Camp so they don't interfere with your test
[SNEAK] Sneak to cage
Move to cage
[LOCKPICK] Unlock cage
Ransack Enclave Camp
Energy Weapons and Ammo
Investigate Old Olney Sewers; locate Ladder to Old Olney Underground
Ransack Old Olney Sewers
Large item stashes
Meet Wint and Kidd
Locate dead Ghouls
Investigate Old Olney Underground; locate Door to Old Olney S. Wilson Building
Ransack Old Olney Underground
Large item stashes
Investigate Old Olney S. Wilson Building; locate Door to Olney Powerworks
Ransack Old Olney S. Wilson Building
Large item stashes
5: Acquire a Tesla Coil

Continued on next page

Color code: Objective | Action | Rewards

TRAINING — FACTIONS & BESTIARY — CENSUS — GEAR — MAIN QUEST — MISC. QUESTS — TOUR — OPERATION: ANCHORAGE — THE PITT — BROKEN STEEL — POINT LOOKOUT — MOTHERSHIP ZETA — APPENDICES


From previous page
Locate the Tesla Coil Chamber
Ransack Olney Powerworks
Large item stashes, Alien Power Cell Ammo Box (2)
[SCIENCE] [LOCKPICK] Open Wall Terminal leading to Rec Room and Tesla Coil Chamber
Investigate Olney Powerworks; locate Tesla Coil Chamber
Leap down to the Tesla Coil, flipping the three Emergency Switches on the circular wall; grab Tesla Coil
Leap down to the Tesla Coil and grab it
Head to Experimental Laboratory; hack the Terminal and trigger Machine Failsafe; grab Tesla Coil
Alien Power Cells (3, First Aid Box Health and Chems
Tesla Coil
6: Deliver the Tesla Coil to Paladin Tristan
Exit via the Ladder to Old Olney; locate Paladin Tristan at The Citadel
1400 XP

NEW TOILS FOR TESLA COILS

NEW OBJECTIVE

"Speak with Paladin Tristan" begins.

As soon as you've finished speaking with Elder Lyons, your next task is to see what new mission Paladin Tristan has for you. He's likely to be close by Lyons, in or near the Great Hall inside the A-Ring. Talk to Tristan, and (after an optional chat about how you're not getting paid for this) he asks you whether you're interested in scouting out and potentially retrieving some valuable technology from the ruins of Old Olney. Tristan believes there's a key piece of experimental equipment to find, known as the Tesla Coil. It might be just the component the Brotherhood needs to take on the Enclave. You can:

Agree, and being this quest.

Tell Paladin Tristan that Old Olney is a dangerous place, and ask if the Brotherhood has anything that might help you. Tristan recommends that you check in with Scribe Vallincourt; she's researching captured Enclave equipment.

NEW OBJECTIVE

"Find the ruins of Olney Powerworks" begins.

NEW OBJECTIVE [OPTIONAL]

"Speak with Scribe Vallincourt in the Citadel Lab" begins.

Scribe Vallincourt is happy to share a device that turns deadly Deathclaws docile... if it works.

[Optional] Descend to the Laboratory area of the Citadel to find Scribe Vallincourt (her exact location appears on your Pip-Boy Local Map). She's busy, but if you ask "I hear you can help me get into Old Olney," she tells you about a method for overriding the signals the Enclave uses to control their Deathclaws. She hands you a Deathclaw Control Scramble, the only one she has. Apparently, this device overrides the Enclave signals on the collars of their captured Deathclaws, letting you simply sit back and watch a Deathclaw fight battles for you. Theoretically, of course; no one's managed to test this out, yet! Continue to chat if you wish, then Vallincourt finishes by telling you there have been reports of an Enclave camp southeast of Old Olney; she recommends you head there if you want to try it out.

Deathclaw Control Scrambler

NEW OBJECTIVE [OPTIONAL]

"Use Enclave-controlled Deathclaws to your advantage" begins.

Tip

The Deathclaw Control Scrambler automatically tunes in to the controlling headgear of a nearby Enclave-controlled Deathclaw. The upshot of this is that the Deathclaw becomes neutral toward you, and vicious to anything else, including its previous masters. Just stay relatively close. If you venture too far from the Deathclaw's original cage, a beeping sound begins; if you continue moving away the headset will eventually overload and blow off the Deathclaw's head. You can't physically interact with the Deathclaw; just watch it tear apart anything that isn't you.

ADVANCING ON OLD OLNEY

Whether you took the Deathclaw Control Scrambler or not, your next port of call is Old Olney [LAT 10/LONG 26], over in the Northeast Territories of the Capital Wasteland. Set off for this trek, moving northward along the Potomac, passing the Anchorage Memorial [LAT 10/LONG -07], and then up into Zone 6 (Eastern Hills and D.C. Outskirts), following the road that passes the Wheaton Armory [LAT 10/LONG 08]. The broken remains of this north-south freeway serve as your walking marker as you pass into Zone 3 (Northeast Territories) and the

Temple of the Union [LAT 13/LONG 15].

Or, you could approach from a completely different direction, either via a long walking trek, or by Fast Travel. Recommended places to Fast Travel to include the Chaste Acres Dairy Farm [LAT 15/LONG 24], Grisly Diner [LAT 13/LONG 20], Relay Tower KX-B8-11 [LAT 15/LONG 20], or Vault 92 [LAT 08/LONG 27].

At this point, decide whether you wish to complete the optional objective, or simply head straight into Old Olney itself, fighting off Deathclaws as you go.

Vallincourt's prototype has been a "complete success," judging by the screams and claw marks on Enclave corpses you witness.

[Optional] As Scribe Vallincourt mentioned, there is a small Enclave Camp [LAT 13/LONG 21] to the southeast of Old Olney. It's under the freeway skeleton in a small rocky ravine, and it features a table, various barriers, a few Enclave Soldiers and an Officer, and a Deathclaw Cage.

Use **Sneak** to locate the cage without being fired upon.

Or, you can simply saunter up to the cage, whether you've been spotted or not.

Stop your **Followers** from following you. They should not, under any circumstances, engage the Enclave here, so tell them to wait well away from this location (ideally so they don't have line-of-sight). If you don't, they're likely to fight the Enclave, ruining your chances of trying out the Scrambler.

Or, you can ignore this optional part of the quest, and simply kill everyone.

Once at the cage, you need to wrestle open the lock using **Lockpick**. Inside is a Deathclaw. Don't shoot it!

The Deathclaw emerges and begins to systematically slaughter all the Enclave troops scattered about the ravine! This makes for very satisfying viewing (which you can optionally see from higher ground). The Deathclaw halts its attacks when no further foes present themselves, and follows you around obediently. This optional objective is complete.

Furthermore, you can ransack the Enclave Camp, collecting items from the list below, and accessing the Field Operations Terminal, where there are two entries to read that focus on Deathclaws.

As you head farther away from the Enclave Camp, your faithful Deathclaw's head explodes at the limit of the range of the beacon your Scrambler was overriding. Alas, you can't take your Deathclaw pet with you. Search it, then propose an infiltration of Old Olney.

Plasma Mine

Energy Cell (60)

Plasma Pistol

Ammunition Box (3)

Enclave Crate Ammunition (2)

SHARP CLAWS IN THE STREETS AND SEWERS

Tip

If you're conducting a thorough surface search of Old Olney for the first time, searching for the corpse of Carl Wallace, sightseeing around the bank, and scrabbling for items from a dead mercenary, refer to the Mini-Tour chapter of this guide.

Press on toward the perimeter of Old Olney. At least four or five Deathclaws prowl these mean streets. Fight or flee from them while looking for a Manhole Cover in the southern part of the settlement. It is down a dirt alley between a ruined concrete and brick building, surrounded by gore piles and three dead trees. Search the nearby dead mercenary if you must, and then open the Sewer Entrance to Olney Sewers without delay. You are now down in Old Olney sewers, which you may have ransacked before.

Note

There is a second entrance to this sewer, located in the Bank Courtyard under a steel grating. You can drop down there if you wish, but the Sewer Entrance cover is quicker to access and allows the easiest ransacking without backtracking.

The good news is that you aren't waist-deep in effluent. The bad news is that multiple Deathclaws are ready to rip chunky bits off you.

Step out into a rubble-strewn sewer tunnel, readying for a Deathclaw attack. You can turn south (optionally), or north (if you wish to find the Powerworks as fast as possible). Move south through the large hatch door, then take a door to the left (east) that leads into a narrow, L-shaped passage. Immediately left (north) is a door allowing access into a small workshop, where you can tinker at a Work Bench, and acquire Ammo, a Magnum, and First Aid. Head back out into the L-shaped passage, and travel along it to the north, ready for action as you reach the bloody sleeping quarters. Search this room for a Nuka-Cola Quantum, three safes on the wall, a Fat Man, and a Missile Launcher. To the south is a Metro Tunnel section and Rocky Tunnel; a Brotherhood of Steel Initiate's body here is clad in a unique suit of Prototype Armor. Check the Rocky Tunnel for a Skill Book. When you finish exploring the southern area of the sewers, backtrack to the Sewer Entrance where you came in from, and head north.

None of these items are unique to this quest. You could have found them, and the rest of the items, during previous expeditions.

Work Bench

Bottlecap Mine

Scoped .44 Magnum

Ammunition Box (2)

First Aid Box

Nuka-Cola Quantum (#15)

Fat Man (#3)

Missile Launcher

Wall Safe Items (3)

Brotherhood of Steel Holotag

Medic Power Armor Manual

Duck and Cover! (#6)

Prototype Medic Power Armor (#22)

Head along the main tunnel, facing down multiple Deathclaws as you struggle around the corner. The first left (north) junction is the way to reach the Olney Powerworks, but you can pillage a room to the east for Ammo, Health, and a Mini Nuke. The tunnel to the south leads nowhere, so head north, then west, and locate an alcove in this tunnel section with a Ladder to Old Olney Underground. This location is unique to this quest. You can open the hatch door on the north wall, and fight a Deathclaw in the maintenance room (which also leads to the other access from Old Olney streets). The maintenance room allows you to activate a Protectron (which is promptly mauled or wanders aimlessly), as well as Ammo, Health, and a now-useless Worker ID. Return to the ladder, and enter the Underground.

Ammunition Box (4)

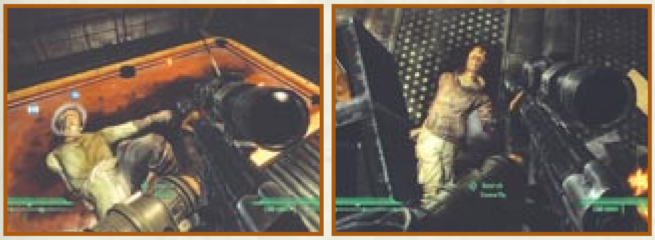
Mini Nuke (#16)

First Aid Box (3)

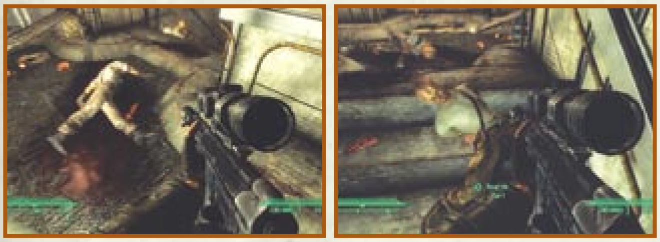
Utility Worker ID

MEETING WINT AND KIDD, THE SPECTER PROSPECTORS

The moment you enter the Olney Underground (which was inaccessible until this quest), you're met by two Ghouls. They introduce themselves as Wint and Kidd, and their overriding plan is to steer clear of Deathclaws. Further conversation reveals that Kidd and Wint are the surviving members of a Ghoul group that attempted to establish an outpost here, away from the Underworld. Apparently, no one bothered to count the number of Deathclaws in the region, and this outpost turned into a death camp. Kidd and Wint are fleeing the area, and to prove this, they leave the way you came. Perhaps you'll chat with them later?



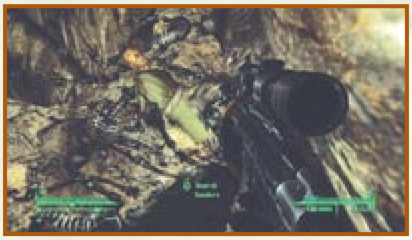
Ghoul Outpost corpses #1 and #2: Badger's seen better days. That hat looks comfy.... Over by the burning defensive barriers lies Connelly. He didn't stand a chance during the Deathclaw carnage.



Ghoul Outpost corpses #3 and #4: Dunbar and the camp doctor Carl put up a valiant effort. Perhaps attacking Deathclaws with more than just Pork N' Beans would have helped their chances.... Don't forget to read Dunbar's note.

Scavenge the pitiful foodstuff if you wish, then head southwest, into the outpost area, which features a restroom (complete with Garden Gnome and Purified Water in the bowl), an ironing board where some Pre-War Money, a bunk bed with a Carton of Cigarettes, and various other foods and minor items in the kitchen. Then head into the connecting staircase via the doorway to the south. This leads up to a mezzanine level with a pool table, upon which is draped the dead body of Badger. Close by is the corpse of a Ghoul named Connelly. Step through the burning barricades and into a pipe-filled passage, and head south. At the junction, there are two more Ghouls: Dunbar and Carl. Dunbar has a note that you should read; it details a request to populate the underground area beneath Old Olney. Dunbar traveled here with the others. Now he rests eternally here, thanks to a slight oversight regarding the safety of the location by a mysterious Ghoul who simply signed the note "S."

Dunbar's Note



Ghoul Outpost corpse #5: Aha! You've found your final Ghoul fool, and leader of this doomed operation. Meet Sanders, lying among the long-dead.

Head down the few steps from Carl's corpse, and through the doorway into a sloping sewer tunnel. Ignore the dead-end to the right (north), and step through a broken wall. Ahead, the ceiling has collapsed, allowing access to another tunnel, and there's another body at the foot of this pile. Your deductions solve the mystery of "S"; this is the remains of Sanders, the leader of the Ghouls. A quite-alive Deathclaw usually attacks as you ascend the rubble pile.

RAMPAGE ACROSS THE UNDERGROUND RUINS

You emerge in a derelict hospital room. Pass the gurneys before you reach the pile top, and turn around to look ahead (east). The remains of a ruined floor pile you just climbed are behind you. Shimmy along the floor edge and through into a wall hole on the right (southeast), to a storeroom filled with toys. There are more on the shelves above the collapsed floor. Now face west, and head toward any of the four entrances (one doorway, and three wall holes) to access the chamber ahead of you. Before you step through, find Psycho on a small round table to your left. Pass more gurneys into a blown-out chamber of this children's ward.

There's an operating area on your right, near a desk with Jet on it, and stairs leading down to the basement. However, the holes in the ground also lead to the rooms down there. First, check the large open ruined area; there's a small trolly with Mentats and Buffout on it, and Jet on a table by a radio to the south. Because the exit is to the southwest, drop down into the basement, locating a skeleton near an X-ray chart close to two Ammo Boxes and some Frag Mines. There's a small filing cabinet room with two First Aid Boxes, Stimpaks, a Power Fist, and a Blood Pack. Now ascend, and look for the doorway in the southwest office area, near the table with a Carton of Cigarettes on it.

Various Chems

Ammunition Box (2)

Frag Mines (3)

First Aid Box (2)

- **Stimpaks (2)**
- **Blood Pack**
- **Power Fist**
- **Carton of Cigarettes**

Step into the vending machine closet (grab the Teddy's Whiskey), and move into the ruins of the hospital reception and office area. Repel the Deathclaw attack, then search. The reception shelves contain two Buffouts, a small bookcase in the northwest corner holds a Carton of Cigarettes, and two Ammo Boxes are in the northeast corner. Peer down through the hole in the floor; this descends many floors, so a safe bet is to head down the "ramp" of collapsed floor to the remains of the area one floor below. Walk around the edge of the hole, to the northeast corner.

> You can deactivate a Baby Carriage trap if your **Explosives** skill is high enough.

Ignore the door adjacent to the carriage for the moment, if you want to finish scavenging the kitchen on this floor for food. Now you can descend, either via the door leading to steps (on which you'll find a skeleton clutching a Vodka bottle), or via the hole; both allow access into a basement generator room.

- **Alcohol and Chems**
- **Ammunition Box (2)**
- **Carton of Cigarettes**

Assuming you took the stairs, step forward (south) and check the work surface on your left for Lead Pipes and a Super Sledge. This area was perhaps home to a tinkerer at one stage; pass the motorbike and check the bathtub for food, and a wide variety of equipment (listed below). Move north through the nearby doorway, passing the generator, but check behind the breeze blocks in the northeast corner for two Ammo Boxes. Navigate past the sandbags, but watch for a live Frag Mine as well as a non-primed one, a plastic crate with Frag Grenades in it, and a closet to the northwest with a Hunting Rifle and Ammo. Then climb the defenses, into a low-ceilinged cellar workshop. You are usually set upon by multiple Deathclaws at this point; back up and attack using covered positions in the previous chamber.

- **Lead Pipe (2)**
- **Chinese Assault Rifle**
- **Frag Grenade (5)**
- **Ammunition Box (2)**
- **Hunting Rifle and Ammo**
- **Super Sledge**
- **First Aid Box**
- **Flamer Fuel (22)**
- **Frag Mine (2)**

This musty cellar is frightening enough — just what are those pustule growths in the western alcove? — without death by Deathclaw.

Once the main Deathclaw threats have been nullified, you are free to explore this sprawling cellar workshop chamber. Starting from the opening you entered from and continuing clockwise around the main chamber first, quickly check the tool cabinet and Work Bench area (for Cherry Bombs), then move south to check the shelves for Darts, a Carton of Cigarettes, and a .32 Pistol with Ammo, along with a First Aid Box. On the other side of the shelves are Microfusion Cells, and another First Aid Box with an Ammo Box nearby. Across on the opposite (west) wall is the entrance to a room with a mattress, and a low shelf facing the south wall containing an Ammo Box, and different ammunition types. Ignore the alcove with a gore piles and disgusting goo, and head back (east) to the middle of the room.

> You can use **Lockpick** to open the cell door, allowing access to a sub-basement storeroom, with two long-dead Chinese soldiers inside. Grab what you need from the Quantum, Chinese Assault Rifle (with clips), and Ammo here, as well as First Aid.

- **Work Bench**
- **First Aid Box (2)**
- **.32 Pistol and Ammo**
- **Ammunition Box (4)**
- **Chinese Assault Rifle and Ammo**
- **Darts (3)**
- **Carton of Cigarettes**
- **Microfusion Cells (27)**
- **Additional Ammo**
- **Nuka-Cola Quantum**

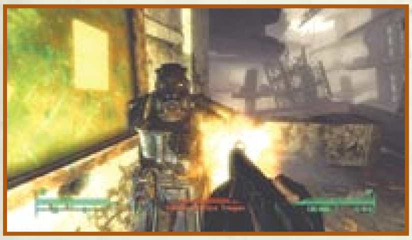
Now head to the opening to the northwest. Aside from the Deathclaw threats, there's a long bench on your right (east) with utensils and a fridge, along with shelves containing a First Aid Box.

> To the left (west) is a fence and open gate to a Work Bench, .308 Ammo Boxes, and a Bottlecap Mine plus a safe you can open with **Lockpick**.

Continue around to the right (east), and scramble through the rubble-filled passage leading to a smaller room with a central generator, and shelves to the left (north) with a few Darts on them. Take the doorway nearby, and move up the steps, all the way to the Door to Old Olney S. Wilson Building. At last!

- **First Aid Box**
- **Bottlecap Mine**
- **Carton of Cigarettes**
- **.308 Ammo Boxes (2)**
- **Work Bench**
- **Safe Items**
- **Darts**

ARCHITECTURAL INELEGANCE



Fight fire with fire, specifically, any type of offensive ordnance that can stop this new menace before you're fried.

Ascend to the top of the stairs, passing the shelf with the Whiskey on it, and enter a massive, crumbling office building. It is now "open plan" since all of the walls, many pillars, and most of the roof has collapsed. Gingerly maneuver northward, to the opposite end. Naturally, the Enclave decides to send a strike down from a hovering Vertibird, and one of the team is carrying a firey weapon that may be completely unknown to you.

Your optimal path here is to quickly dart left (west), moving along the remains of a concrete staircase, hugging the wall as you seek cover behind the corners, and tag the foes ahead of you. Battle to the G.N.R. billboard that has fallen through into this area, moving up the ramp of concrete leading to a pillar, and the exit office floor (the one across the planks from the billboard leads to an Enclave soldier and a dead-end office). Drop your Enclave foes, and then locate the enemy you fought: an Enclave Hellfire Trooper carrying a Heavy Incinerator. Grab this new armor and weapon if you wish. At this point, you can move to the steps from the upper open office, and descend them to the Olney Powerworks itself, or stay and conduct a thorough sweep of the S. Wilson Building.

Enclave Hellfire Armor
Heavy Incinerator
Enclave Hellfire Helmet

Note

Hellfire Troopers wield powerful Heavy Incinerators, and are real trouble. Although this might be the first time you've seen one, Hellfire Troopers now appear at any Enclave Camp in the Capital Wasteland, and can be fought once you begin Quest: Broken Steel.

Search the S. Wilson building thoroughly, floor by floor, beginning with the rubble-strewn "basement" area. There's a desk with a Carton of Cigarettes under it, close to the middle of the floor. There's another carton, and some light food and alcohol strewn along the sloping floor and desks of the west wall, under the concrete stairs you used. To the east, a side chamber contains a workshop with a First Aid Box on the shelves, as well as Darts and an Ammo Box. The stairs lead up and around to the "ground" floor.

Carton of Cigarettes (2)
First Aid Box
Darts
Ammunition Box

Check the "ground" floor from the entrance point to discover planks leading down to the workshop. Along the eastern perimeter wall is a floor edge you can move along to a desk with Mentats, stairwell exit, and fallen G.N.R. billboard. Continue north into a small office under the one you must exit. In here, fight an Enclave Trooper and check the skeleton. Pick up his .32 Pistol and Ammo, Police Baton, and Police Hat (which you can still wear, even if your head ever becomes scarred), and then check the wall safe.

Stay on the "ground" floor and return to the entrance. Instead of right (east) , head onto the rubble slightly left of you, and run onto the ledges supported by the pillars that run up through the middle of the building to the empty Deathclaw cage, near a hat and Whiskey. Jump across to another floor section with a plastic container with Railway Spikes in it; this leads to the small office. Check the western wall. Under the billboard is a plastic bucket with two Pulse Grenades.

Mentats
Police Baton
Wall Safe Items
Railway Spikes
.32 Pistol and Ammo
Police Hat
Whiskey
Pulse Grenade (2)

Move back to the southern entrance, and this time head left (west), up the concrete steps to the "upper" floor, and replicating the optimal path to attack the Enclave forces. The sloping floor on the left wall holds a plastic container with Darts in it, a wall safe, a skeleton near a Jet, and an Eat'o'tronic 3000 with food. Continue to the G.N.R. sign, but don't leave without witnessing an Intact Garden Gnome playing strip poker with a Teddy! Gather the various clothing here, and ponder about the lunatic responsible for this.

Darts
Sexy Sleepwear
Whiskey
Wall Safe Items
Tortoiseshell Glasses
Eyeglasses

Finally, try investigating the "top" floor via the rubble pile on the south wall. You can scramble left (east) or right (west). Head right, around to a desk with Scotch in a plastic container, and a Nuka Grenade in a crate. Now return to the rubble pile and head east, to some desks, one of which has an Ammo Box by it. The desk in the next cubicle section (by the wall safe) has another Ammo Box, as well as Buffout, a Blood Pack, and Stimpaks. Keep going counterclockwise around, edging across the narrow floor sections still attached, to the northwest corner where there's a working Water Fountain and a Toy Car. Technically, there's another floor above you, but you can't reach it. This concludes your ransacking!

Scotch
Ammunition Box (2)
Blood Pack and Stimpak (2)
Nuka Grenade
Buffout (2)
Wall Safe Items

THIS MORTAL COIL

NEW OBJECTIVE

"Acquire a Tesla Coil" begins.

Once inside the Olney Powerworks, your objective updates. Familiarize yourself with the layout of the Powerworks, using the map on page 586 of this guide. The entrance you've come through is on the north edge of the Powerworks, and the Tesla Coil is in a circular chamber to the southwest of you. This presents you with two possible routes to reach the chamber.

COIL CHAMBER HUNT: THE SHORT WAY

The Coil Chamber from the upper floor; it's accessible after a long slog or a short and cunning terminal override.

At the top of the stairs, look left (west), and move to the metal door. Step through and find a wall terminal. The terminal is the only way to open the hatch door (from this side). If you have a perfect **Science** skill, open the door, and head through into a hallway with a small rec room on your right, and a doorway ahead that leads straight into the Coil Chamber! Note that the previously sealed hatch door you opened is triggered by an access panel on the hallway side, and you can now come and go as you please.

COIL CHAMBER HUNT: THE LONG WAY

The longer route offers more threats and better scavenging. At the top of the stairs, look right (east), and move around to the entrance mezzanine overlooking a large generator and fan chamber.

Just past the doorway on your right is an Automated Control Terminal with two menu options: one is the Shut Down of Automated Processes. It deactivates the Mister Gutsys and Sentry Bots patrolling the chamber. Access this terminal with your **Science** skill.

Or, you can simply wade in, and battle the droid guardians, preferably using Pulse weaponry.

Stay on the mezzanine and inspect the office before you descend the stairs. The office contains a First Aid Box on the wall, and Jet in a plastic container. At the base of the stairs is a shelf with Lead Pipes and a Tire Iron. Other than this, the chamber is relatively devoid of items, head through one exit in the southeast corner.

First Aid Box
Jet
Lead Pipes and Tire Iron

Head into a zigzag corridor with a tiny cleaning closet ahead of you, and a second, larger generator room with office mezzanine at corridor's end. Beware of a robotic presence on the mezzanine above and right of you as you enter. Deal with this threat, then inspect the room. On your left (east) is a Work Bench and shelf with a First Aid Box. Opposite is a bookcase with a Carton of Cigarettes and Darts. Under the stairs is another bookshelf with Lead Pipes and a Tire Iron. Ascend to the open-plan office cubicles, the first of which has an impressively balanced stack of Metro Tickets with an 8-ball on top of it! The other contains a Carton of Cigarettes and Whiskey.

Before you head through a doorway either side of the cubicles, inspect the wall terminal. There are two choices once you use **Science** and hack in:

Vent Radiation

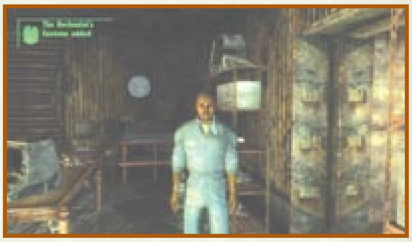
» This shuts off the emitters in the next corridor, leaving you less prone to radiation.

Shutdown Automated Process

» This deactivates (and activates) the robot in this chamber. If you haven't defeated it already, you can shut it down from here.

Now step into the green-tinged corridor. There are two skeletons with glowing fungi emanating from them (one was carrying a Sledgehammer). If you didn't switch off the emitters, you're taking radiation damage, so shake off this image, flee to the next door, and open the hatch door to the west.

First Aid Box
Carton of Cigarettes (2)
Darts and Whiskey
Lead Pipes and Tire Iron
Sledgehammer



A fierce series of electrical vats in this processing chamber isn't the strangest sight you'll see. Did you see the intense chess game?

Move into the electrical processing chamber. Is that burning hair you can smell?

Once you use **Science** to hack in, the terminal on your left vents the radiation in the corridor you were just in, and shuts down nearby robots too; this is for workers who were moving in the opposite direction.

Now move through into this chamber, heading past the electrical vats, and pausing to check the computer bank to your left, which leads to a rubble-filled corridor entrance, and a hidden bathroom, filled with rubbish. There are a couple of Pulse Grenades, some Whiskey, and... oh, a Teddy and Intact Garden Gnome playing "Beer Milk Chess." There's some detail to this arrangement. Trust that this is the work of an unknown madman and not your addled mind.

Move to the other end of this chamber, and check the security terminal. When you hack in using **Science**, you can disengage the security system and security door, essentially powering down a pair of turrets in the next corridor, and opening an exit door in that chamber.

Or, you can simply open the hatch door.

Beer and Whiskey
Carton of Cigarettes
Pulse Grenade (2)

Move into the long corridor of computer banks.

If you've shut down the turrets, they are deactivated, to your left (south).

If you haven't shut down the turrets, lob in a Pulse Grenade and destroy them, using the edges of the computer banks as cover.

If you disengaged the security system, you can head right (north), and look for the open hatch door on your right.

If you didn't, the hatch door is locked:

Open this lock with **Lockpick** and escape under turret fire.

Or, sprint to the north end of the corridor and activate the Emergency Electrical Switch. The switch opens the door, and closes the turret door, which can still be opened if you have a perfect Lockpick skill.

Before you depart this long corridor of computer banks, step into the cubbyhole where the two turrets stand. Look at either side wall; there's an odd little plinth with a miniature flying saucer on it. Follow the arrow hint and look up; there's a hidden Ammo Box with Alien Power Cell ammunition in it! There's one on the opposite wall, too!

If you've chosen the **Scrounger** perk, you receive considerably more of this ammo type.

Now enter the hatch door in the side of the corridor. You arrive on the upper level of the Coil Chamber!

Alien Power Cell Ammo Box (2)

Tip

Why are Alien Power Cells important? Because they are highly desirable, either to sell or use with your Alien Blaster. Very few places contain such ammunition.

COIL COLLECTING

Make a quick sweep of the circular balcony and office in the chamber's southwest corner. The office features some electrical Tesla orbs and a Tesla disc, with darting electricity arcing through them. More importantly, there's a Carton of Cigarettes, two First Aid Boxes, and an Ammo Box on the metal shelving. Outside, there's shelving with another Carton, and some BB ammunition and Whiskey, but little else.

Carton of Cigarettes (2)

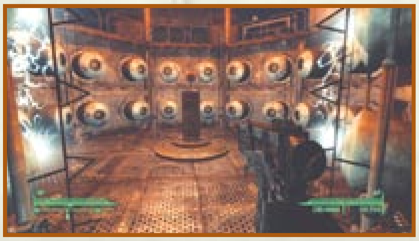
First Aid Box (2)

Ammunition Box

BB Ammunition and Whiskey

Note

Now that you're on the circular balcony overlooking the Tesla chamber, there are three ways of retrieving the coil, which is at the base of the gout of sparking electrical discharge, one floor below:



You need to be wrenching off the Tesla Coil when the chamber is bathed in red lighting, not blue electricity.

COIL GRAB: THE SAFE WAY

Locate the hatch door in the northwest corner of the balcony room, and open it. This leads to a ladder and your escape route back up to Old Olney. Ignore it, turn left (west) and descend the stairs, turning left again and moving through into a small laboratory. There's a First Aid Box, some Mentats and Buffout to gather, as well as Alien Power Cells in three locations, and a Pulse Mine in a saucepan. But the goal is the Remote Access Research Terminal.

Hack into this terminal using **Science**. There's a single menu option: Trigger Machine Failsafe. This does what you think it does—it powers down the electrical discharge in the Tesla Coil Chamber. Head east through the two hatch doors and take the Tesla Coil.

First Aid Box

Assorted Chems

Pulse Mine

Alien Power Cells (3)

COIL GRAB: THE SLIGHTLY STUPID WAY

From the balcony overlooking the lower Tesla chamber, leap in, receiving light (and continuous) damage. Quickly run to each of the three emergency switches on the circular wall, activating each in turn to deactivate the chamber, allowing you to access the Tesla Coil with a crippling burning sensation.

COIL GRAB: THE STUPID WAY

It's possible to run through the laboratory or leap down to the Tesla Coil and then wrench off the bit you need without deactivating the electrical discharge, but you'll sustain massive damage.

Tesla Coil

NEW OBJECTIVE

"Deliver the Tesla Coil to Paladin Tristan" begins.

TRAIPSING BACK TO TRISTAN

When you're finished, move to the Ladder to Old Olney, and ascend to a manhole at the north end of the settlement. Arm yourself with your finest Deathclaw-hunting weaponry, because there are bound to be some on patrol, and you don't want to fail your mission now. This manhole ladder is initially inaccessible. However, you can now use it if you wish to return to the Powerworks at any time (to gather more equipment, for example). From this location, and when the coast is clear, Fast Travel back to the Citadel. Locate Paladin Tristan near the Great Hall, and hand over the Tesla Coil. He tells you to ready yourself for one more assignment. Think you're up to it?

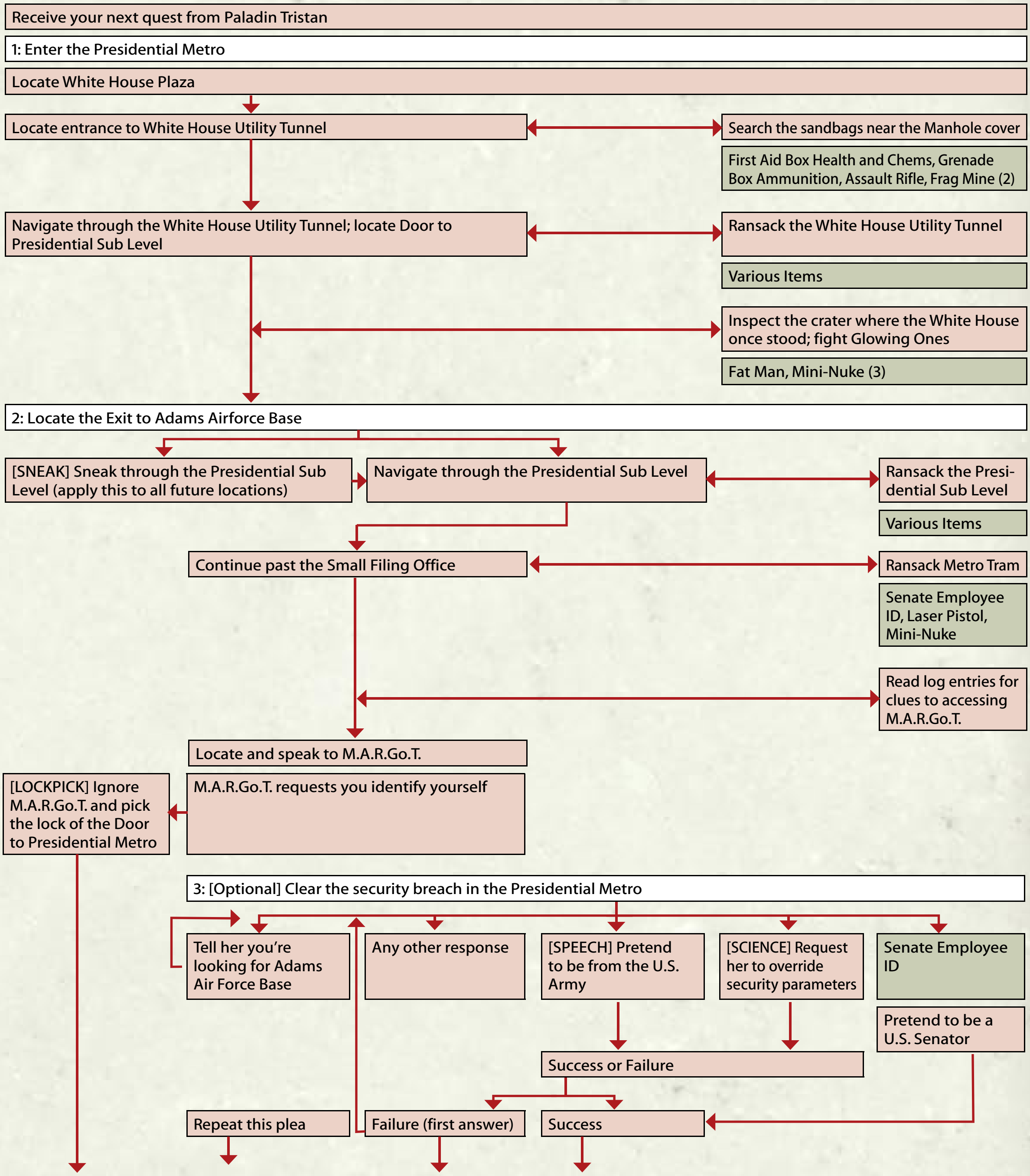
XP 1,400 XP

Terrorize the Wasteland, fry anything flammable from far away, and mix-and-match your headgear with the Hellfire gear and Heavy Incinerator.

Who Dares Wins

QUEST FLOWCHART

	MAIN PATH
Main Characters	Paladin Tristan, M.A.R.Go.T., Presidential Metro Sentinel Unit, Stiggs, Sparky, Hoover, Sentinel Sarah Lyons, Elder Owyn Lyons, Scribe Rothchild
Locations	The Citadel, White House Plaza, White House Utility Tunnel, Presidential Sub Level, Presidential Metro, Adams Air Force Base, Air Control Tower, Storage Facility, Mobile Base Crawler
Adv. Items/Abilities	Lockpick, Robotics Expert, Science, Sneak
Possible Enemies	Robobrain, Mister Gutsy, Sentry Bot, Turret, Feral Ghoul, Feral Ghoul Roamer, Glowing One, Feral Ghoul Reaver, Enclave Soldier, Vertibird, Deathclaw, Enclave Squad Sigma, Armory Master, Enclave Doctor, Enclave Officer, Enclave Scientist


Receive your next quest from Paladin Tristan

1: Enter the Presidential Metro

Locate White House Plaza

Locate entrance to White House Utility Tunnel

Search the sandbags near the Manhole cover

First Aid Box Health and Chems, Grenade Box Ammunition, Assault Rifle, Frag Mine (2)

Navigate through the White House Utility Tunnel; locate Door to Presidential Sub Level

Ransack the White House Utility Tunnel

Various Items

Inspect the crater where the White House once stood; fight Glowing Ones

Fat Man, Mini-Nuke (3)

2: Locate the Exit to Adams Airforce Base

[SNEAK] Sneak through the Presidential Sub Level (apply this to all future locations)

Navigate through the Presidential Sub Level

Ransack the Presidential Sub Level

Various Items

Continue past the Small Filing Office

Ransack Metro Tram

Senate Employee ID, Laser Pistol, Mini-Nuke

Read log entries for clues to accessing M.A.R.Go.T.

Locate and speak to M.A.R.Go.T.

[LOCKPICK] Ignore M.A.R.Go.T. and pick the lock of the Door to Presidential Metro

M.A.R.Go.T. requests you identify yourself

3: [Optional] Clear the security breach in the Presidential Metro

Tell her you're looking for Adams Air Force Base

Any other response

[SPEECH] Pretend to be from the U.S. Army

[SCIENCE] Request her to override security parameters

Senate Employee ID

Pretend to be a U.S. Senator

Success or Failure

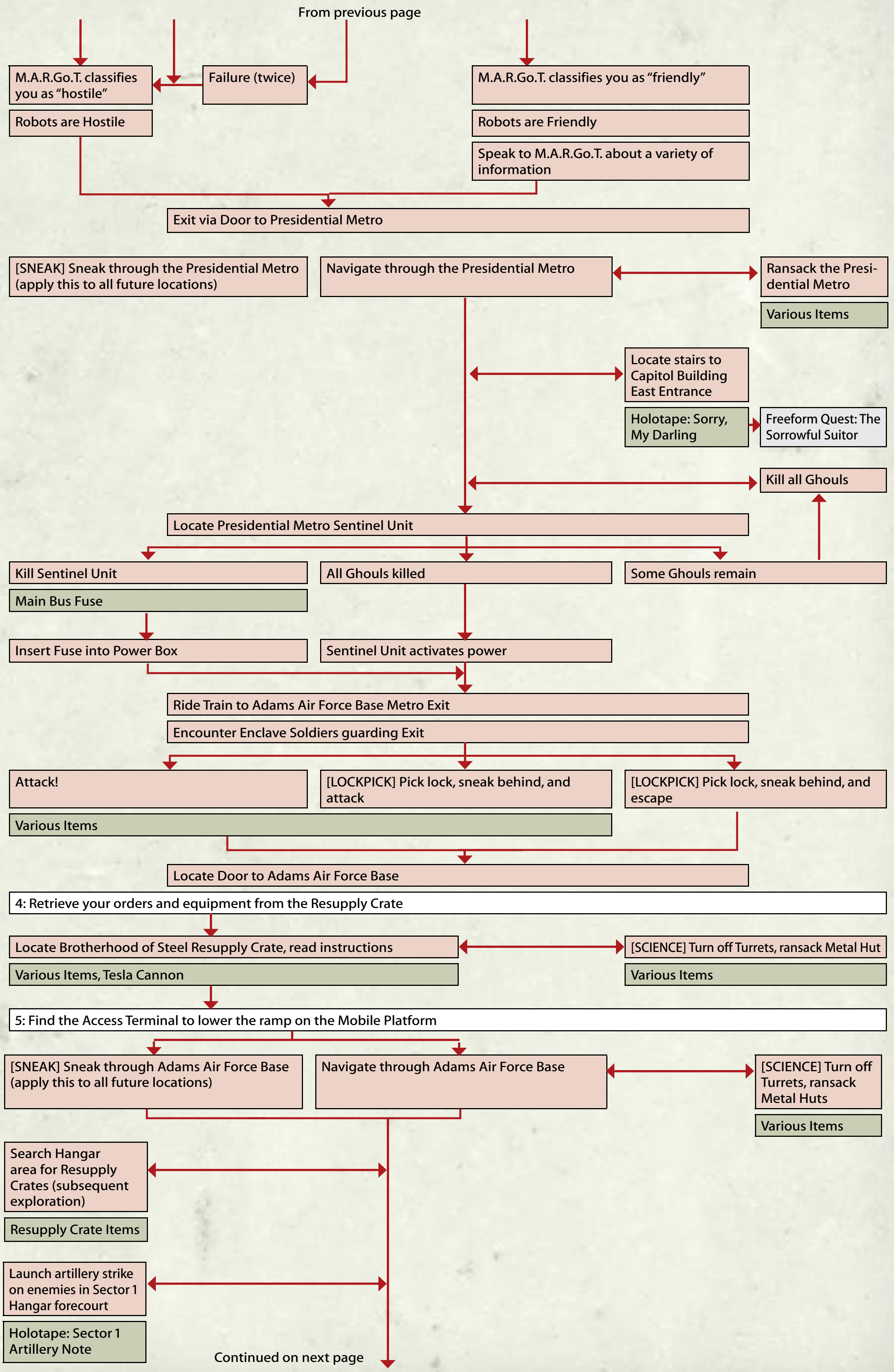
Repeat this plea

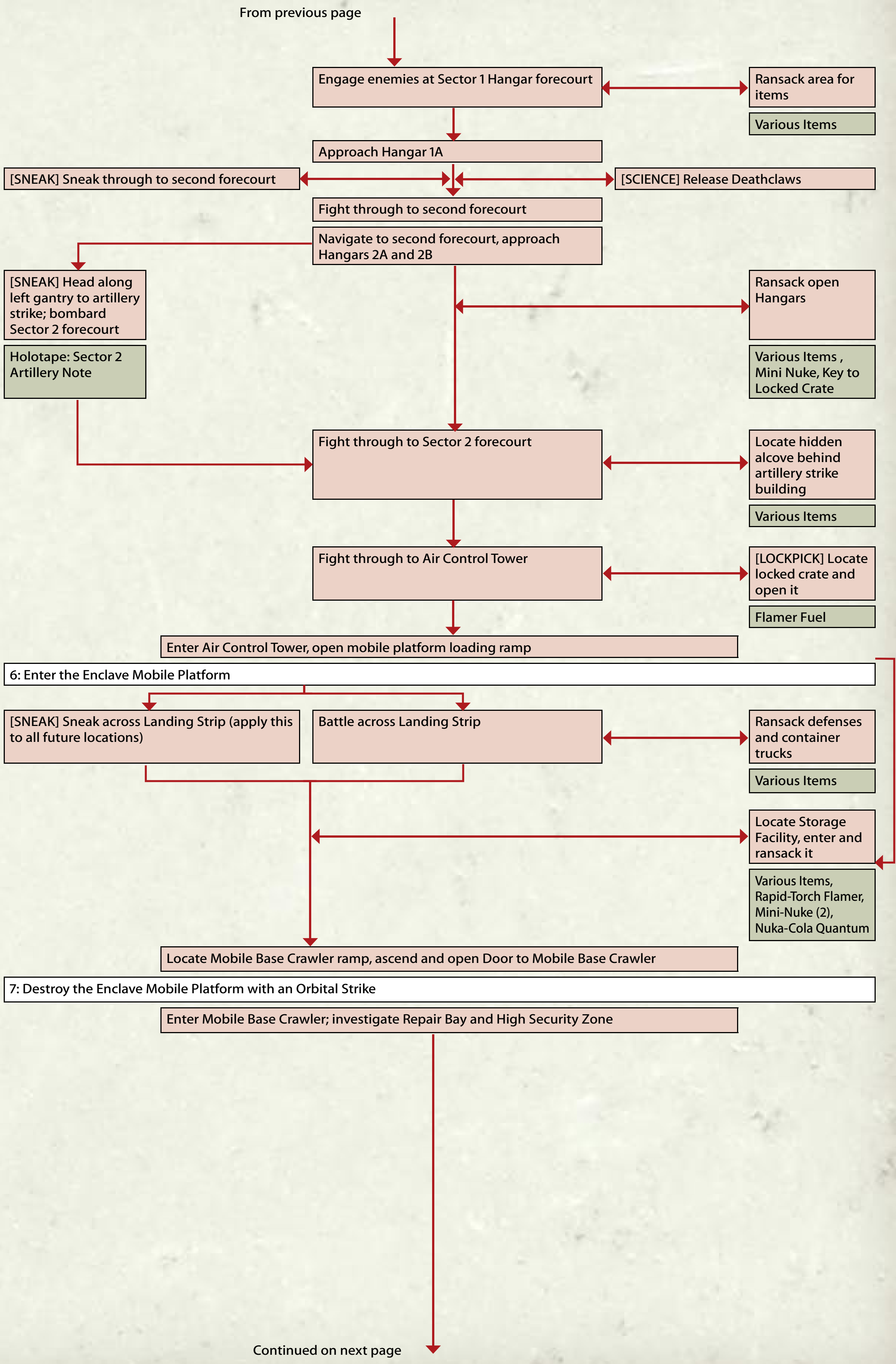
Failure (first answer)

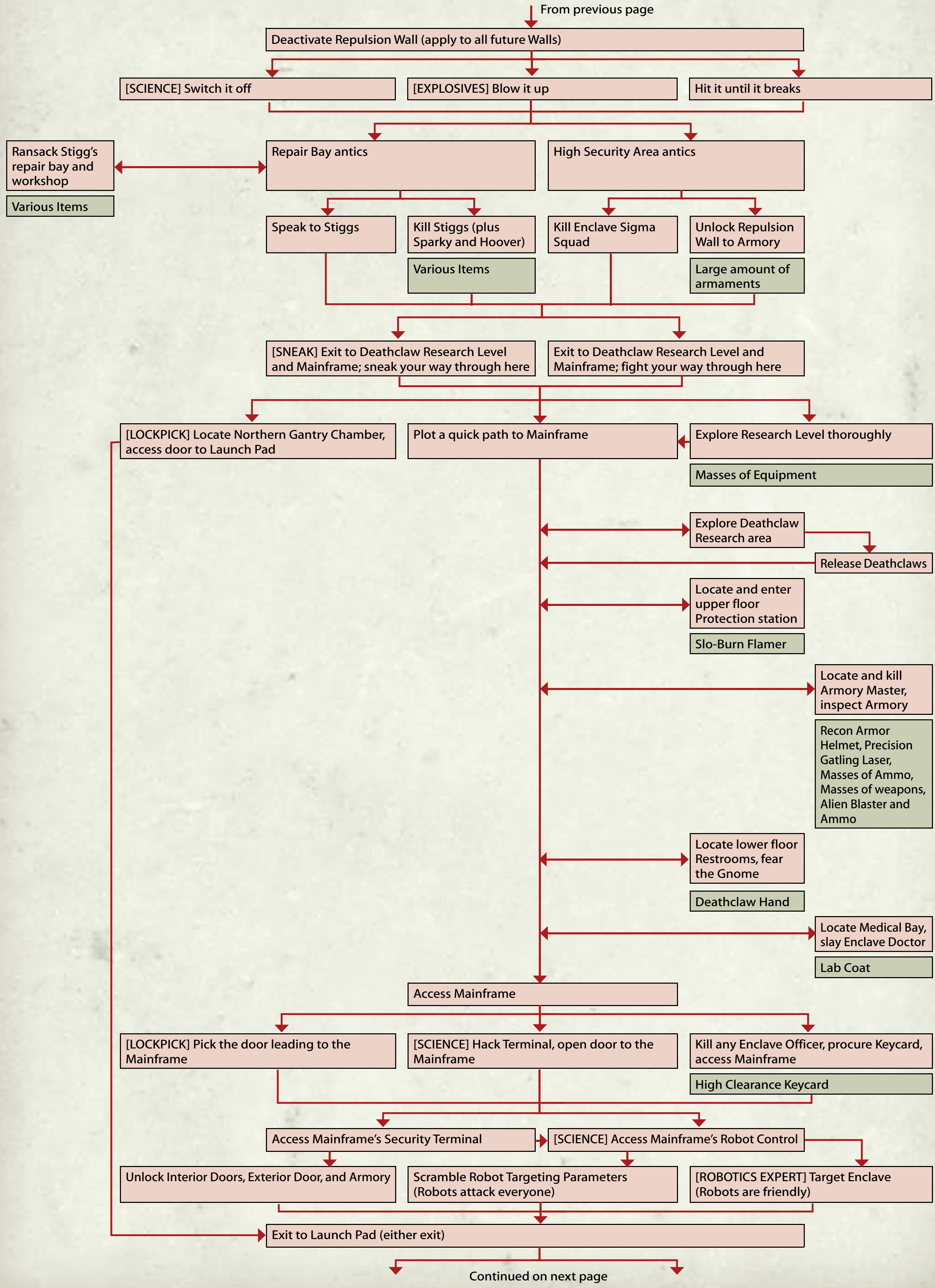
Success

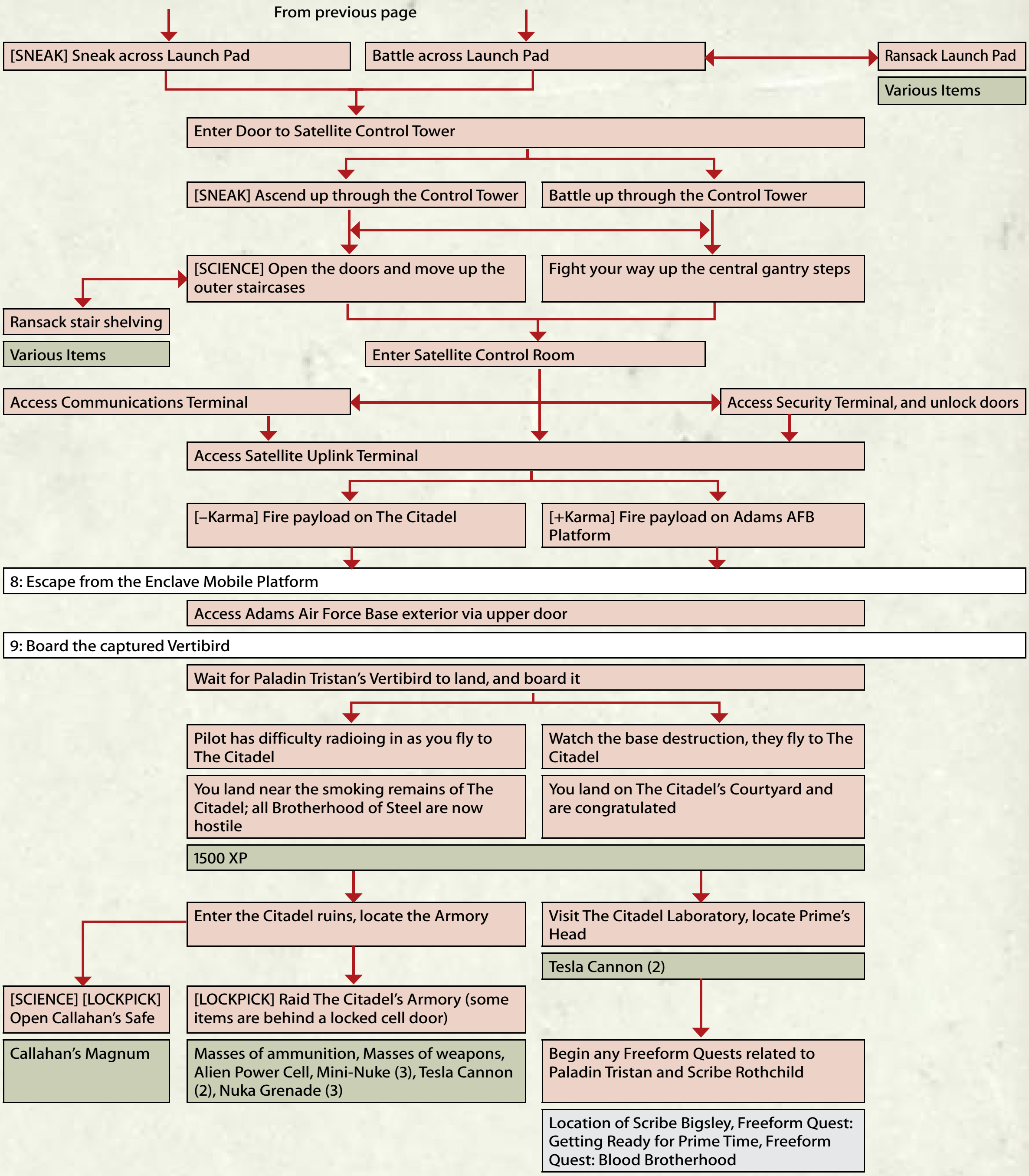
Continued on next page

Color code: Objective | Action | Rewards | Other Quest


From previous page
M.A.R.Go.T. classifies you as "hostile"
Robots are Hostile
Failure (twice)
M.A.R.Go.T. classifies you as "friendly"
Robots are Friendly
Speak to M.A.R.Go.T. about a variety of information
Exit via Door to Presidential Metro
[SNEAK] Sneak through the Presidential Metro (apply this to all future locations)
Navigate through the Presidential Metro
Ransack the Presidential Metro
Various Items
Locate stairs to Capitol Building East Entrance
Holotape: Sorry, My Darling
Freeform Quest: The Sorrowful Suitor
Kill all Ghouls
Locate Presidential Metro Sentinel Unit
Kill Sentinel Unit
Main Bus Fuse
All Ghouls killed
Some Ghouls remain
Insert Fuse into Power Box
Sentinel Unit activates power
Ride Train to Adams Air Force Base Metro Exit
Encounter Enclave Soldiers guarding Exit
Attack!
[LOCKPICK] Pick lock, sneak behind, and attack
[LOCKPICK] Pick lock, sneak behind, and escape
Various Items
Locate Door to Adams Air Force Base
4: Retrieve your orders and equipment from the Resupply Crate
Locate Brotherhood of Steel Resupply Crate, read instructions
Various Items, Tesla Cannon
[SCIENCE] Turn off Turrets, ransack Metal Hut
Various Items
5: Find the Access Terminal to lower the ramp on the Mobile Platform
[SNEAK] Sneak through Adams Air Force Base (apply this to all future locations)
Navigate through Adams Air Force Base
[SCIENCE] Turn off Turrets, ransack Metal Huts
Various Items
Search Hangar area for Resupply Crates (subsequent exploration)
Resupply Crate Items
Launch artillery strike on enemies in Sector 1 Hangar forecourt
Holotape: Sector 1 Artillery Note
Continued on next page


From previous page
Engage enemies at Sector 1 Hangar forecourt
Ransack area for items
Various Items
Approach Hangar 1A
[SNEAK] Sneak through to second forecourt
[SCIENCE] Release Deathclaws
Fight through to second forecourt
Navigate to second forecourt, approach Hangars 2A and 2B
[SNEAK] Head along left gantry to artillery strike; bombard Sector 2 forecourt
Holotape: Sector 2 Artillery Note
Ransack open Hangars
Various Items , Mini Nuke, Key to Locked Crate
Fight through to Sector 2 forecourt
Locate hidden alcove behind artillery strike building
Various Items
Fight through to Air Control Tower
[LOCKPICK] Locate locked crate and open it
Flamer Fuel
Enter Air Control Tower, open mobile platform loading ramp
6: Enter the Enclave Mobile Platform
[SNEAK] Sneak across Landing Strip (apply this to all future locations)
Battle across Landing Strip
Ransack defenses and container trucks
Various Items
Locate Storage Facility, enter and ransack it
Various Items, Rapid-Torch Flamer, Mini-Nuke (2), Nuka-Cola Quantum
Locate Mobile Base Crawler ramp, ascend and open Door to Mobile Base Crawler
7: Destroy the Enclave Mobile Platform with an Orbital Strike
Enter Mobile Base Crawler; investigate Repair Bay and High Security Zone
Continued on next page

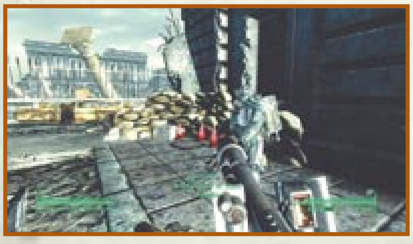

From previous page
Deactivate Repulsion Wall (apply to all future Walls)
[SCIENCE] Switch it off
[EXPLOSIVES] Blow it up
Hit it until it breaks
Ransack Stigg's repair bay and workshop
Various Items
Repair Bay antics
High Security Area antics
Speak to Stiggs
Kill Stiggs (plus Sparky and Hoover)
Various Items
Kill Enclave Sigma Squad
Unlock Repulsion Wall to Armory
Large amount of armaments
[SNEAK] Exit to Deathclaw Research Level and Mainframe; sneak your way through here
Exit to Deathclaw Research Level and Mainframe; fight your way through here
[LOCKPICK] Locate Northern Gantry Chamber, access door to Launch Pad
Plot a quick path to Mainframe
Explore Research Level thoroughly
Masses of Equipment
Explore Deathclaw Research area
Release Deathclaws
Locate and enter upper floor Protection station
Slo-Burn Flamer
Locate and kill Armory Master, inspect Armory
Recon Armor Helmet, Precision Gatling Laser, Masses of Ammo, Masses of weapons, Alien Blaster and Ammo
Locate lower floor Restrooms, fear the Gnome
Deathclaw Hand
Locate Medical Bay, slay Enclave Doctor
Lab Coat
Access Mainframe
[LOCKPICK] Pick the door leading to the Mainframe
[SCIENCE] Hack Terminal, open door to the Mainframe
Kill any Enclave Officer, procure Keycard, access Mainframe
High Clearance Keycard
Access Mainframe's Security Terminal
[SCIENCE] Access Mainframe's Robot Control
Unlock Interior Doors, Exterior Door, and Armory
Scramble Robot Targeting Parameters (Robots attack everyone)
[ROBOTICS EXPERT] Target Enclave (Robots are friendly)
Exit to Launch Pad (either exit)
Continued on next page


From previous page
[SNEAK] Sneak across Launch Pad
Battle across Launch Pad
Ransack Launch Pad
Various Items
Enter Door to Satellite Control Tower
[SNEAK] Ascend up through the Control Tower
Battle up through the Control Tower
[SCIENCE] Open the doors and move up the outer staircases
Fight your way up the central gantry steps
Ransack stair shelving
Various Items
Enter Satellite Control Room
Access Communications Terminal
Access Security Terminal, and unlock doors
Access Satellite Uplink Terminal
[–Karma] Fire payload on The Citadel
[+Karma] Fire payload on Adams AFB Platform
8: Escape from the Enclave Mobile Platform
Access Adams Air Force Base exterior via upper door
9: Board the captured Vertibird
Wait for Paladin Tristan's Vertibird to land, and board it
Pilot has difficulty radioing in as you fly to The Citadel
Watch the base destruction, they fly to The Citadel
You land near the smoking remains of The Citadel; all Brotherhood of Steel are now hostile
You land on The Citadel's Courtyard and are congratulated
1500 XP
Enter the Citadel ruins, locate the Armory
Visit The Citadel Laboratory, locate Prime's Head
Tesla Cannon (2)
[SCIENCE] [LOCKPICK] Open Callahan's Safe
[LOCKPICK] Raid The Citadel's Armory (some items are behind a locked cell door)
Callahan's Magnum
Masses of ammunition, Masses of weapons, Alien Power Cell, Mini-Nuke (3), Tesla Cannon (2), Nuka Grenade (3)
Begin any Freeform Quests related to Paladin Tristan and Scribe Rothchild
Location of Scribe Bigsley, Freeform Quest: Getting Ready for Prime Time, Freeform Quest: Blood Brotherhood

UNDERGROUND ACCESS

NEW OBJECTIVE

"Enter the Presidential Metro" begins.



Since the Brotherhood found this Presidential Metro access, they've reinforced the only available entrance as their struggle to maintain this zone against Super Mutant incursions continues.

Speak with Tristan after successfully obtaining the Tesla Coil. He tells you that based on the data you brought them, the Pride has identified the Enclave base: the long-abandoned Adams Air Force Base, outside of D.C. Reachable only through the Presidential Metro. You're tasked with trekking through the Metro to the base, and assaulting it after looking for a Resupply Crate. Further orders will be inside that crate, and Tristan is hoping you'll be able to use a fully working Tesla Cannon! Leave the Citadel interior, and when you're on the surface, Fast Travel to any of the following places in Zone 15: Pennsylvania Avenue, particularly the following (depending on where you've previously explored):

- Penn. Ave Northwest (AKA [15.05] Penn Ave. / Georgetown Metro)
- White House Plaza (AKA [15.02] White House Utility Tunnel)
- White House

The "White House Plaza" map location is new to this quest. When you reach the entrance to the White House Utility Tunnel, inspect the area. The White House itself is the giant pile of debris and columns protruding from a nuclear crater. However, the Utility Manhole Cover has been fortified considerably. Grab what you need, then enter the Manhole to Utility.

Tip

Depending upon your future actions, it might be wise to collect as many items and supplies from the Citadel as you wish. You know, just in case something happens….

- **First Aid Box**
- **Grenade Box Ammunition**
- **Assault Rifle**
- **Frag Mine (2)**

Enter the tunnel and inspect doorways to the left and right, and the continuation of the tunnel ahead of you. The doorway to the right (east) allows access to a workshop with tools lying around, and the items listed below. Ahead down the sloping tunnel it appears a lunatic attempted to leap a car using a bike but got his head stuck! Head to the doorway on your left (west) as you came in, opening the door and climbing the stairs. When you reach the two metal doors, one allows access to Pennsylvania Avenue (actually the irradiated White House crater, where Glowing Ones roam, guarding a Fat Man and Mini-Nukes), but the one you need to access is the Door to Presidential Sub Level. Once inside, your objective updates.

- **Work Bench**
- **Pugilism Illustrated (#22)**
- **First Aid Box**
- **Fat Man (#8)**
- **Mini-Nuke (#58, #59, #60)**

Note

These utility tunnels, with the exception of this new Door to Presidential Sub Level, was accessible prior to this quest.

NEW OBJECTIVE

"Locate the Exit to Adams Airforce Base" begins.

NEXT STOP, RUSTBUCKET CENTRAL

You appear inside a connecting passage. Follow the rusting walls down a few steps to a slightly wider area with metal shelving (there's little more than red bouncy balls), so descend the stairs in the ground near the two barriers. After following a long corridor heading west, you appear at the underground elevator lobby. You may be halted in your progress by a robot (these range from Robobrains to Mister Gutsys to Sentry Bots depending on your level). Defeat it then search behind the ticket counter to the south of the elevator bank. Grab the Ammo and Health then head south, down two flights of stairs, and passing between more presidential statues to the White House East Wing Metro Platform (South).

Tip

You can **sneak** past this entire section, and the robotic presence inside, if your stealth abilities are impressive. Further augment them with the Chinese Stealth Suit you may have acquired during **Quest: Operation Anchorage**. Continue to Sneak for the entire remainder of this quest if you wish, all the way to the Mobile Base Crawler at Adams Air Force Base. You'll still have to deal with repairing the subway train to Adams Air Force Base, but at least you can avoid many of the other enemies inhabiting the Presidential Metro.

- **First Aid Box**
- **Ammunition Box**

"Oh well, maybe next time, you'll introduce yourself." The name's Mr. Boomstick, Robobrain, you garbage can of gray matter!

Move to the end of the president's statue corridor, and peek out to the platform area, where you encounter a roaming robot, and a turret on the ceiling above and left of you. Remove both threats, then quickly search the platform. A bench holds a long-dead cop, whose Police Hat and .32 Pistol are still usable. The eastern track is impassable, forcing you northward through the open double doors, passing the empty Protectron Pod, and opening a second set of doors that leads to the East Wing Metro Platform (North). After a violent confrontation with a mechanized foe, search this area. Begin to the left (west), checking the small Metro tram. There's a footlocker, and potato crisps. The corridor to the north, with the Water Fountain, is blocked, so the only option is to head east, along the tracks.

- **Police Hat**
- **.32 Pistol**

The public address system mentions 200 year old events as you pass a sparking skeleton. This proves that the tracks are safe to walk on. Expect more robotic adversaries as you continue down the tunnel to the blockage. Turn right (south), and enter the double doorway, into a room with stairs in the floor. Head down them after you inspect a nearby work surface for the following items. Then head through a connecting room to a second Metro tunnel, where the P.A. system crackles into life again! Keep listening, and the computer voice mentions that Senatorial IDs are required at all times.

- **First Aid Box**
- **Pulse Grenade (3)**
- **Microfusion Cell (100)**

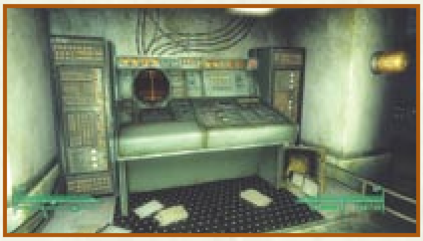
MEETING M.A.R.GO.T.

The P.A. system clue about the IDs should stick in your head as you turn right, engage or Sneak past enemy robots, and inspect the derailed Metro Tram to the west. Inside the first carriage is a skeleton with a Pre-War Hat, and a Senate Employee ID on his suitcase! Grab that immediately, then check the gap between the fallen masonry and the tram; there's a Laser Pistol and Mini-Nuke! Crouch to grab both of these items, then move east to the turret-guarded junction. Read the large wall signs here; to the south are blocked stairs to the west wing, so continue east, following the sign marked "Adams Air Force Base." Before heading down the long right turn in the tunnel, check the open door on your right (south) side.

This leads to a small filing office, with a First Aid Box on the wall, and a Maintenance Department Terminal on a desk. Access it to read five entries, which are designed to be read from lowest number to highest. They detail problems with the tracks, the mainframe's acronym ("Margot"), and robotic security.

Continue along the winding tunnel, pausing to scavenge a Baton and Pistol. The tunnel is bisected by a pair of double doors to the east, opposite a pair of ruined presidential statues. Head there in a moment, after you've made another bizarre discovery at the impassable southern end of the Metro tunnel; an evil Gnome is photographing two Teddies tied to the tracks! Curiouser and curiouser. Head through the doors.

Senate Employee ID
Laser Pistol
Mini-Nuke (#76)
First Aid Box
Police Baton
.32 Pistol



Say hello to M.A.R.Go.T., the Metro Authority Rapid Governmental Transit System. She's having troubles in her southeast tunnels.

You come face to face with an amber-colored computer workstation named M.A.R.Go.T. that's talking to you. Check the small chamber to find a Carton of Cigarettes, some Buffout, and Whiskey scattered about. There are turrets (currently deactivated) on the ceiling, and a door on the opposite (east) side of the room leads to the Presidential Metro. You have two initial options:

Ignore the workstation, and use **Lockpick** on the Door to Presidential Metro. This isn't recommended, because there are favorable conclusions to speaking with the robotic presence controlling the Metro.

Step up, and talk to M.A.R.Go.T. She scans you, telling you that her systems are on code red alert status. She requests you immediately identify yourself. An optional objective is now accessible and you may attempt it after your conversation with M.A.R.Go.T.

NEW OBJECTIVE [OPTIONAL]
"Clear the security breach in the Presidential Metro" begins.

You have a number of choices when interacting with M.A.R.Go.T.:

You can tell her you're looking for Adams Air Force Base. M.A.R.Go.T. requests confirmation of your ID; you have one more chance to tell her. Or, you can respond "Please! I just want to get to Adams Air Force Base!" and M.A.R.Go.T. summons security! You must now battle robotic guards throughout the remainder of the Metro. This isn't a great conclusion (although the first foe to arrive is usually a Protectron, an easy kill). However, if you have the Senate Employee ID, you can speak with M.A.R.Go.T. again and get her to call off her mechanical dogs. Exit via the Door to Presidential Metro.

You can pretend to be from the United States Army, here to provide assistance. Fail this **Speech** persuasion, and you have a second chance to tell her using another option. She scans her memory array and finds the request in her database. You can freely speak with her.

You can use **Science** to order her to override security parameters and assign current user to highest clearance. Fail, and you can pick another option. Succeed, and she obliges, and you can freely speak with her.

You can tell her you're a United States senator, showing the Senate Employee ID you looted. You can freely speak with her.

All other options, ranging from the simpleton to the sarcastic, are met with a similar response; you are again asked for identification, after which M.A.R.Go.T. turns hostile, and you are attacked by her turrets and robots for the rest of your underground expedition.

With M.A.R.Go.T. ready to tell you what she knows, you can speak with her for a while. Here are the options:

Request more information on the "security breach." M.A.R.Go.T. tells you "unidentified individuals" have been seen in the southeast tunnels area. They possess no internal body heat and are emitting lethal levels of radiation (Ghouls, anyone?). This should help with your optional objective.

Ask for repairs to the train leaving for Adams Air Force Base: She can't allow the Sentinel unit to repair the train until the "security breach" is dealt with.

Ask for further information on Adams Air Force Base; this leads to a chat about the tunnels, which, if you've been paying attention, are overrun with "unidentified individuals."

You can ask her to deactivate all her security units. She answers in the negative, but says that you shouldn't see any more hostile behavior from robot guards. This should help when you cleanse the area of "unidentified individuals."

You can ask more about M.A.R.Go.T.; specifically her name (Metro Authority Rapid Governmental Transit System), and her job, with further conversations that can get a little heated!

You can ask what is going on. M.A.R.Go.T. provides three reports. The Metro Status Report confirms your information; the main fuse for the power relay has been forcibly removed and cannot be replaced due to the security breach.

After the chat, leave via the (now-unlocked) Door to Presidential Metro.

GHOUL AND UNUSUAL PUNISHMENT

Facing a mass of jabbering screams and flailing limbs is one thing, but beware the roaming Reaver, the toughest Ghoul yet!

Your suspicions about a Ghoul incursion are confirmed as you step into a Protectron Pod corridor, and two ferals lie near the body of a Protectron. Search them, then prepare for a series of frantic fights. The following details the types of foes to expect in this particular location, but to gain access to the Metro tracks leading to Adams Air Force Base, you should attempt one of three main plans:

Rampage through this section of tunnels, killing anything that presents a threat.

Regardless of whether M.A.R.Go.T. has called off the robotic guards, slaughter anything that attacks you, optionally ignoring the robots if they are friendly. Be meticulous in your searches for ferals; the optional objective only completes when this specific area is devoid of them.

Employ your favored stealth-inducing equipment to boost your **Sneak** ability, eluding all foes both robotic and feral, and locate the Sentinel Unit.

Follow any of these routes or plans before finally arriving at the Sentinel Unit, where you must make your next choice.

Step out onto the train tunnel, dropping a Ghoul in the process, and turn left (west) if you wish to investigate the blockage at the end of this tunnel. There's a dead cop here, with a Baton, Pistol and Ammo, and a Hat. Turn and head east, to a Y-junction with a U-shaped cluster of computer banks in the middle of it. This junction of three Metro tunnels is teeming with Feral Ghouls; expect around five to charge you, as well as a robot that can help or further hinder your progress. Use the pillars, metal railing, and computer banks for cover.

Police Baton

.32 Pistol and Ammo

Police Hat

Caution

This junction is extremely dangerous, as Ghouls tend to congregate here, especially after others are slain. Expect heavy combat here. Pay particular attention to the names of the Ghouls; any Feral Ghoul Reavers are incredibly strong and deadly, and require a supreme effort to slay. Attack from range, soften them up many times before engaging them in melee combat, and drop them first, even before Glowing Ones.

Optionally follow the train tracks to the north. This leads to a dead end, but there's a doorway opening on your left (west) before you reach the end. Head up the stairs to claim items from a First Aid Box. At the northern blockage, check a skeleton for some RadAway and Mentats. Find more RadAways near a corpse on the south pedestrian walkway back at the Y-junction, which is the only way to progress. Grab the RadAway for use against the effects of a Glowing One.

Trek southward down the long train tracks, and battle another four Ghouls. As you go, you can look right (west) to see an inaccessible train track, and a Ghoul getting rammed by a working train. Continue past the entrance on your left (east) to the equipment room, and instead move to investigate the dead end of this tunnel, passing a skeleton with a Psycho, to some fungal growths near a skeleton with a Power Fist and Pulse Grenades. Now backtrack to the equipment room. Enter, ransacking the cabinets and getting the Laser Rifle and Frag Grenades by the desk. Check the shelving for First Aid, a Quantum, and junk before opening the door to the next set of tunnels.

First Aid Box (2)
RadAway (3)

Various Chems

Power Fist

Pulse Grenade (2)

Laser Rifle

Frag Grenade (3)

Nuka-Cola Quantum

(#99)

MENDING THE MECHANISM

The Presidential Metro Sentinel Unit can be attacked, or left to help repair your broken train once the ferals are neutralized.

Tip

You kill around 12 Ghouls in this area before the optional objective completes, assuming you have robotic assistance.

Step out to the familiar guttural hiss of Feral Ghouls to the south. Ignore the dead end to the north (unless you're short on cleaning products), and head southward. Depending on the competence level of you and your new robot chums, the last of the Ghouls should be lurking in this area. Slay them, and complete the optional objective. Your main objective still stands; move southward to the Capitol Platform. This may be on alert, with ceiling turrets firing, depending on your ability to make friends with computers. This is where you meet the Presidential Metro Sentinel Unit. Before you choose your interaction with the unit, make a quick sweep of the area:

To the south, the tunnel ends in a debris fall with no items.

To the west is the exit up to the Capitol. Move up the stairs to the Door to Capitol Building East Entrance. This is a new exit, allowing you to pass to and from the Capitol Building East Entrance [18.01] and Seward Square [Zone 18]. This door was previously sealed.

By the debris piles is a bench under a clock, with a skeleton resting near a Jet, Beer, and a Holotape marked "Sorry, My Darling." Listen to it to begin Freeform Quest: The Sorrowful Suitor. This is referenced in the Miscellaneous and Freeform Quests for Broken Steel.

To the east is the train that can transport you to Adams Air Force Base. Before you head there, check the room to the east to find some Health and Ammo. The two hatch doors to the north have turrets behind them, and open only if you're perceived as a threat, so check the train itself. It looks intact but may not be functional. Nearby is a narrow engineer's room with filing cabinets, First Aid, Whiskey, and a Power Box that may need to be activated.

Holotape: Sorry, My Darling
Jet
First Aid Box (2)
Ammunition Box
Beer and Whiskey

You now have a number of ways to get this train up and running (you do not need to return to M.A.R.Go.T. at any time):

Attack the Presidential Metro Sentinel Unit, ideally with pulse weapons, and search the remains for a Main Bus Fuse. You must attempt this if you're Sneaking through (as you won't have culled all the Ghouls), or if you're attacking everything. Move to the Power Box and insert the Main Bus Fuse.

Converse with the Presidential Metro Sentinel Unit, who (now that all the Ghouls have been eradicated) makes the necessary repairs and powers up the damaged train system. You can attempt this if the robots are friendly. Naturally, you can destroy the Sentinel instead.

Main Bus Fuse

Once the train has been repaired, move to the front (south) end of the train, and activate the controls. Sit back and enjoy the ride (and the pitched battles in this new tunnel between Ghoul and robot), and disembark when you reach the Adams AFB Metro Exit. Here, you can ride the train back if you activate the controls at the other end, but this is only a plan if you're ill-equipped for the Air Force Base assault. A better plan is to head up the stairs to the east.

Stop! The exit is guarded by two Enclave Soldiers and a ceiling turret. You can see evidence of their combat prowess, Ghouls and Protectrons are strewn about the place. Your options are:

> You can use **Lockpick** on the door to your left (north). This leads to a corridor and some Enclave equipment (listed below), as well as a terminal you can hack with **Science** to shut down the turret. Grab what you need, move around the corner, then quickly dart left (north) up the stairs and escape.

Or, you can do the same, but turn right (south), and ambush the soldiers from behind with a well-placed Grenade and firearm backup.

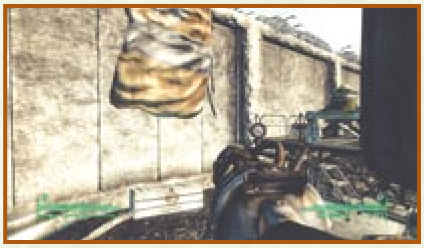
Or, face your foes from the corridor with the dead Ghouls, giving your foes better cover and a turret to help mow you down with.

Once you're done, move up the exit stairs and open the Double Doors to Adams Air Force Base. Your objective updates.

Laser Rifle
Microfusion Cell (60)
Pulse Grenade
Ammunition Box

NEW OBJECTIVE
"Retrieve your orders and equipment from the Resupply Crate" begins.

TESTING OUT THE TESLA CANNON


Paladin Tristan delivers: literally! You receive a crate with a brand-new and thoroughly awesome piece of ordnance.

Head northward up the steps, and watch (but don't fire) as three Vertibirds arc through the air above you. As you reach the top of the steps, a fourth Vertibird takes off from a courtyard to the northeast. Don't storm in! Instead look to the northwest, toward the rusting metal structure. Draped over the exterior barbed wire concrete wall is parachute canopy bearing the insignia of the Brotherhood of Steel! This must be the Resupply Crate Paladin Tristan promised; has the Brotherhood captured a Vertibird? The Resupply Crate is on the ground at the foot of some metal steps. Open the crate, gathering Electron Charge Packs, Microfusion Cells, Orders, and a brand new (and unique) weapon: the Tesla Cannon! Your objective now updates. Before you leave this area, pass the deactivated Robobrain and enter the metal hut to find First Aid Boxes, a Stimpak, and a Carton of Cigarettes.

> More importantly, there's a Turret Control System to hack into with your **Science** ability. Now you can power down the turrets on the corners of the buildings ahead of you—a thoroughly recommended plan.

Electron Charge Pack (50)
Microfusion Cell (50)
Holotape: Orders
Tesla Cannon
First Aid Box (2)
Carton of Cigarettes

NEW OBJECTIVE
"Find the Access Terminal to lower the ramp on the Mobile Platform" begins.

Wielding a Tesla Cannon may allow you to cut down Vertibirds from the sky, but it's a bit unwieldy at close quarters.

Your orders (on the Holotape) tell you to get to Adams Air Traffic Control Tower; this is the only location with a terminal that can open the ramp to the giant Mobile Platform you've yet to discover. Begin to maneuver along the roadway, blasting turrets with your Tesla Cannon if they are active, and moving past the two trucks, seeking cover behind the small concrete sentry hut that's boarded up. Across from this hut to the northeast is a set of Enclave barricades and soldiers (including Hellfire Troopers). You can:

> With or without the Chinese Stealth Suit, you can **Sneak** around any enemy threat, and continue this for as long as you wish, until your Stealth Boys run out, or until you're spotted. This saves ammunition, but you'll lose the XP because you're not slaying these foes.

Or, you can attempt to charge through, seeking refuge in cover, and sprinting northeast into the base. This is unwise, as you're likely to be swarmed, and the Enclave presence gets more numerous deeper in.

Instead, a measured but brutal approach to combat is called for. Use your Tesla Cannon at a distance, and favorite sidearm as you close in. Grenades are great too. Begin a methodical takedown.

Move across to the first set of barriers where you engaged Enclave troopers, at the foot of the brick building with the snaking air-conditioning on the side of it. Head inside the metal hut at the base of the building

There's a second Turret Control System to hack using **Science**, allowing you to deactivate the roof turrets from this point onward. This is recommended. Grab the Health and leave.

First Aid Box

FIGHT TO THE FORECOURT

You have two choices regarding the path to take. Just to the right (east) of the metal hut with the second turret terminal are steps up to the roof of the brick building. You can sprint across the roof here to a third metal hut, and quickly dart inside.

This hut also has a Turret Control System to hack into with **Science**, enabling you to shut down the remaining turrets in the area. This is well worth attempting.

Take the Health and depart, or better yet, stay in this relatively safe location, and watch as two Vertibirds descend from the skies. The first parks on the dirt of the baseball field ahead (north) of you. The second lands on top of the tower to the northeast. Both drop in Enclave soldiers (usually two heavily armed troopers). You can:

Blast the Vertibirds out of the sky before they deliver the troops; try hitting the one landing on the tower first, as the foes are more difficult to strike from a distance.

Or, blast the Enclave Soldiers, ignoring the Vertibirds, and hitting the infantry with Tesla Cannon shots to easily drop them.

Or, engage them as normal.

Or, **Sneak** past them all en route to the tower.

The other route is to stay on the ground and head due north, passing a mesh fence and an inaccessible series of wooden barracks to your left (west). Round the corner, and you're at the baseball field (now juts dirt). The previously described two Vertibirds land here. You can strike them, but you have to deal with some remaining turrets unless you quickly head west, around the corner of the brick building, and up the catwalk steps under heavy fire. This is less than ideal.

Whichever route you take, there's always the alcove behind the parked truck to the northwest, where you can scavenge parts from rusting robots, as well as ammunition.

First Aid Box (2)

Ammunition Box (2)

Note

Have you spotted the massive satellite dish to the east? This is the Mobile Crawler's huge array, and your ultimate destination.

When the foes in the baseball field area are defeated, you can edge forward toward the east. Ahead is a high wall attached to a tower with turrets and the Vertibird landing platform on top of it, and a road with vehicles partially blocking it. This road leads to the heavily defended Sector 1 Hangar Forecourt (and it is best to soften up those targets instead of charging in). The most interesting area is the wall itself; move there, but keep a lookout for Enclave Soldiers on the landing platform atop the tower (if you let the Vertibird land there earlier). Tag the foe before you climb the wall, so the additional Enclave troops on the other side of the wall don't see you.

There seems to be a choice of steps at the wall and tower, but the gantry steps on the corner of the tower lead to a broken walkway you can't access. Instead, move through the broken mesh fence, and up the gantry steps above the small generator. **Sneak** up (east) the small set of steps, then turn left (north), and quickly Sneak along the exposed gantry atop the wall. At the end of the gantry is a table with a Holotape, Health, Ammo, and an Artillery Switch.

The Artillery Note is a message from the Enclave to a soldier who left this post, giving clearance to use artillery strikes! The resulting explosions cripple the Enclave's defenses in the Sector 1 Hangar Forecourt to your right (southeast); any enemies not in the hangars are badly wounded or killed. Drop to the ground via the gantry steps on the east side of the wall, and move into the forecourt.

The three barricades and two parked Vertibirds shouldn't present any issues, especially if you're armed with the Tesla Cannon. Dash to the protection of the nearest barricade, and engage the enemy. Then move to the next, the third, and finally head for the hangar that the nearer Vertibird was parked in front of. There are four hangars, but only this one (1A) is accessible from Sector 1. Don't head east to the edge of the forecourt; a Repulsion Field prevents your progress. The barricades have four Enclave Ammo Crates.

Note

Hangars 4A and 4B (to the south of this forecourt) are not accessible.

First Aid Box

Ammunition Box (5)

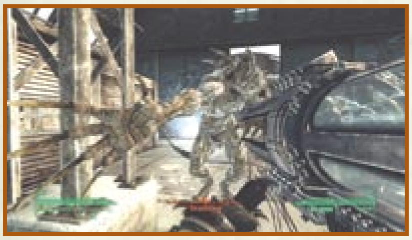
.308 Caliber Round (48)

Holotape: Sector 1 Artillery Note

Tip

The open hangars and forecourts between this point and the control tower means you should expect and anticipate Enclave attacks from any direction. Expect to face Enclave Soldiers, Hellfire Troopers, turrets, possible Deathclaws, and Vertibirds strafing your location. Fight back with the Tesla Cannon for long-range and large enemies, then switch to favored firearms, Followers, and Grenade lobbing to tackle the infantry.

THE PENS ARE MIGHTIER THAN THE SWORD



Releasing the beasts simply increases the confusion, and these Deathclaws haven't been enslaved, so your Control Scrambler is useless.

Hangar 1A is known as Deathclaw Hangar for obvious reasons. The Enclave has caged three Deathclaws, but hasn't enslaved them yet! The hangar is divided into four large Deathclaw pens with gantry steps in the middle, and an outer passage running along the eastern and western perimeter (although the eastern perimeter isn't accessible from the southern side where you enter). Expect Enclave foes on the ground and gantries. There are a number of plans to try here:

You can continue to **Sneak** left (west), then north along the perimeter, appearing in the middle of the hangar, and then choosing to leave via the opening to the north (into the second forecourt), or the collapsed perimeter wall to the east.

You can move to the three pens with a Deathclaw inside, and hack the Deathclaw Pen Door Terminal with **Science**. Release the Deathclaw, backing away so it charges after an Enclave foe, as these Deathclaws attack their closest target. This creates confusion, and allows you easier access to the second forecourt.

Or, you can simply use **Small Guns** to battle through this hangar, ignoring the Deathclaws, slowly backing up the Enclave into the second forecourt, north of this hangar.

You can also move along the outside of the hangar, hugging the western perimeter wall after dropping down from the Artillery Switch, and shoot foes through the broken windows; this offers you cover, but the enemies can easily move out of your line-of-sight.

The hangar has two First Aid Boxes in the northwest corner of the perimeter corridor, and an Enclave footlocker near the northern exit.

First Aid Box (2)

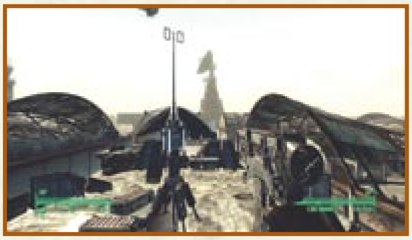
Tip

You can actually jump and run across the energy "ceiling" if you move onto the gantry and leap on top of an active Deathclaw Pen (whether the beast has been released or not), and access the holes in the roof, allowing you to move outside.

AIR FORCE BASE HANGARS: INVESTIGATION

Move into the second forecourt, either via the north doorway or the hole in the eastern wall, and around by the parked trucks. You now have access (assuming you can find the entrances) to five hangars between here and your control tower objective. Expect fierce Enclave resistance all the way through this section of your mission. The following reveals the optimal path to take to reach the control tower, followed by a reconnoiter of each remaining hangar. For control tower antics, consult the part of this walkthrough entitled "Control Tower: Access Granted."

OPTIMAL PATH: LEFT, FOR DEAD



The second artillery strike location features a light guard presence, a devastating payload, and a dead soldier guarding some goods.

From the northern exit of Hangar 1A, move quickly northwest, to the side of Hangar 2A, and either stay on the ground and creep along the perimeter wall, or move along the gantry, until you reach the roof of a tower. If you're **Sneaking**, you can move past the Enclave Soldier and turrets, and into a metal hut to your left (west). Even if you're spotted, move in here for the protection it affords, and the terminal that deactivates the turrets. Shut them down and make short work of the soldier, ransack the area for the listed items below, then step out toward the barricade overlooking Sector 2 Forecourt. Obtain the Sector 2 Artillery Note, and flick the Artillery Switch. The area is bombarded. You can stay up here and snipe, or descend (by the steps to the northwest) and continue your assault, advancing north up the side road between Hangars 3A and 3B to the control tower forecourt.

First Aid Box

Ammunition Box (2)

Holotape: Sector 2 Artillery Note

HANGAR 1B: ENSLAVEMENT PREPARATION

The next hangar is east of the Deathclaw Hangar and accessible from the second forecourt. It features an identical layout, with a central area and gantry and a number of folded barricade sections, and a few easily defeated Enclave Scientists. Watch for incoming fire from the east and west sides, especially the Air Field Landing Strip that you can't access yet. There's an Enclave footlocker in the western perimeter corridor, but little else.

HANGAR 2A: RUSTING JETS

This hangar is due north of the one with the Deathclaw Pens, and is inaccessible from all sides except the western perimeter wall, below the gantry you used to reach the second Artillery Switch. Inside are three rusting fighter jets and an eastern north-south corridor with an Ammo Box and Health, plus windows looking east toward the Robobrain patrol walkway.

First Aid Box

Ammunition Box

Tip

Leap from the gantry steps to reach the roof of this hangar and take up a sniping position with excellent views of this area.

HANGAR 2B: DEATHCLAW CAGE CONSTRUCTION

Accessed via entrances north (at Sector 2 Forecourt) or south (at the second forecourt), this is usually devoid of enemies by the time you reach it, but the Enclave was hard at work building Deathclaw cages. Find two First Aid Boxes, two Ammo Boxes and a footlocker, and some scattered Blood Packs. Between Hangars 2A and 2B is a side road with three parked trucks and a concrete walkway where a robot usually patrols. Check the trucks for more Health and Ammo.

First Aid Box (3)

Ammunition Box (3)

Blood Packs (3)

SECTOR 2 FORECOURT

This area is where you accessed the Artillery Switch if you took the optimal path. The brick tower housing the switch is to the west. The forecourt itself has a barricade overlooking the landing strip, which is still impenetrable thanks to the Repulsion Field. Check the barricade to the east for two Ammo Boxes, and another on the truck parked by the northern entrance to Hangar 2B. Before you leave this forecourt, head along the northern wall of the brick tower to a narrow opening in the western brick building perimeter. After some winding turns, locate some steps up to a dead Enclave Soldier with his own hidden haul of items:

Ammunition Box (3)

Psycho

First Aid Box (3)

Ripper

HANGAR 3A: INACCESSIBLE

The hangar to the north of 2A cannot be entered, although you can view the rusting jets from the broken windows. Instead, concentrate on the continuation of the side road running north-south; there are a number of containers to hide behind during fights. You can easily aim at the control tower's turrets using the cover provided here, too.

HANGAR 3B: COLLAPSED HANGAR

The final hangar, which is accessible via the side road or control tower forecourt, is in complete disrepair, and the roof has fallen in. It is devoid of items, but offers access (via the copious holes in the eastern perimeter wall) to the landing strip area. This can be accessed before or after you meet your control tower objective.

CONTROL TOWER: ACCESS GRANTED

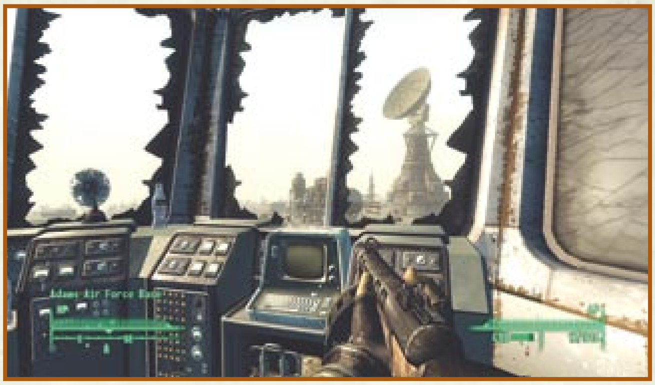
Move into the control tower forecourt, easily identified because there's a parked container truck with two Ammo Boxes in the back, and a couple of turrets (that you can see) on the roof of the tower itself. Two more turrets are on the northern side of the tower. Farther along to the left (west) on the tower exterior wall is the necessary terminal to deactivate the turrets, although zapping them with the Tesla Cannon is arguably easier. Don't venture onto any of the three gantry stairs accessing the tower roof yet; forage first!

The forecourt to the north of the control tower, with the cars, bike, and military truck, has a First Aid and Ammo crate on the back of the truck. The control tower forecourt's barricade has an Ammo Box and First Aid to pillage. There's also a hidden Enclave crate to find. Seek out the concrete building in the northwest corner of this base, near the perimeter brick structures. Head around the narrow alley behind the building, and look for the pile of tires and barrels.

Dig under the barrels and tires to reveal a locked crate. Use **Lockpick** to open it. This usually contains a massive amount of your favored weapon's ammunition!

Ammunition Box (5)

First Aid Box (2)



As Tristan distracts the Enclave with a light smattering of laser fire, drop that Crawler's ramp so you can enter.

Head up the exterior metal gantry steps and around to the Door to the Air Control Tower, which faces east. Step into a darkened entrance passage, with an open office to your left (south) and right (north). Thwart the robot menace inside this U-shaped office, taking either entrance and making a quick sweep for some First Aid and a Sniper Rifle; the latter is perfect for when you emerge from this building. Return to the entrance passage, and take the stairs to the west. Ascend all the way up to the Door to Adams Air Force Base. You emerge high above the Landing Strip, inside the control room itself. A group of Vertibirds fires on the landing strip below—Paladin Tristan Tristan's "distraction." Be quick, as the place is being bombarded by rockets! Grab the First Aid Box and then access the Enclave Field Research Terminal. Three menu options appear, but only "Open Mobile Platform Loading Ramp" is available. This immediately lowers the ramp, and your objective updates.

NEW OBJECTIVE

"Enter the Enclave Mobile Platform" begins.

CRAWLING AMONG THE CRATERS

Now dash southeast to the lowered ramp of the gigantic Mobile Crawler with the satellite dish on top of it. This is a straightforward sprint across to the cover of barricades and trucks, defeating any foes you wish, and then a final run to the ramp to the Door to Mobile Base Crawler. If you don't wish to explore the landing strip, proceed to the section marked "Crawler Ascent."

LANDING STRIP RECONNOITER

For the most ammunition possible, clear the strip of foes, working from north to south. Hit Hellfire Troopers on the Crawler balcony with Tesla Cannon fire. Check the blue container truck to find two First Aid Boxes and two Grenade Boxes. The adjacent circular barricade with the small sat-dish has three Ammo Boxes. Moving south past the Crawler, ignore the trucks and head for the oval-shaped barricade east of Sector 1 Forecourt. There are two more Ammo Boxes here. The final container truck in the middle of the Landing Strip offers three more Ammo Boxes, one containing Grenades.

First Aid Box (2)

Ammunition Box (7)

Grenade Box Ammunition (3)

The remainder of this massive air field to the north, east, and south of the Crawler has no caches. However, to the southeast is a large brick building with four turrets on top. This is the Adams Storage Facility, and now is the ideal time to ransack the place!

It pays to traipse around the landing strip; a small factory can be rummaged for the latest in napalm-based equipment.

Enter the storage room and check the shelves on your left (west) for First Aid and Ammo, and two more Ammo Boxes, as well as a small crate with Buffout in it, as you head around to the opening leading into the main facility floor. Step to the long bench brimming with equipment: a unique Rapid-Torch Flamer, .308 Caliber ammo, seven Missiles, four Flamer Fuel canisters, two Mini-Nukes, and a Nuka-Cola Quantum. What a haul! You can take the gantry stairs up to a roof exit, or leave the way you came.

First Aid Box (3)

Ammunition Box (2)

Rapid-Torch Flamer (#114)

.308 Caliber Ammo (48)

Missile (7)

Flamer Fuel (48)

Mini-Nukes (#81 & #82)

Nuka-Cola Quantum (#100)

CRAWLER ASCENT 1: REPAIRS AND HIGH SECURITY ZONE

NEW OBJECTIVE

"Destroy the Enclave Mobile Platform with an Orbital Strike" begins.

Directly ahead (east) of you is a Repulsion Field, and this must be deactivated using one of three plans, unequal in their cunning:

> You can use your knowledge of energy walls (**Science**) to switch the Repulsion Field off. It completely deactivates.

> You can use **Explosives** to set a timed charge, backing away with enough time to spare before the field blows up. You'll take a small amount of damage because the field is now intermittently active.

Or, you can use brute force to destroy the control panel. The explosion damages you, as does moving through the partially working field. Now inside the main chamber of the Crawler, you can head left (north) toward the sign marked "High Security Clearance," or right (south) toward the sign with "Repair Station" emblazoned on it.

> ***Tip***
>
> Although barbaric, smashing the controls can benefit your longer-term objectives, because the sparking control panel and partial fields can be used to damage enemies advancing through them! Force a foe toward you, through one of these sputtering fields.

RIGHT TURN TO STIGGS, SPARKY, AND HOOVER

Turn right (although either direction is accessible), and look for the bespectacled man in the jumpsuit. This is Stiggs, and he's sure you've come to hurt him. You can:

Hurt him. Loot his corpse for the following items (listed below).

Tell him he's safe, and that you need information. You can hurt him afterward! The following information can be imparted:

- Upstairs defenses: The level above you is a Deathclaw Research Facility, although only a few remain.
- Upstairs defenses: There are robot patrols controlled via the mainframe, located on the level above, in the Crawler's center.
- Upstairs defenses: Only a few Enclave Soldiers are left.
- Getting to the satellite tower: This is achieved by moving to the central control area, then the launch platform, followed by a battle to reach the tower.

Stiggs now tries to leave with his two robot pals Sparky and Hoover. Let them go or gun them down (the combat isn't really necessary).

Eyeglasses

RobCo Jumpsuit

Roving Trader Hat

Wrench

A rummage around the southern part of this Crawler reveals two deactivated robots, five Enclave crates, and a First Aid Box. Check the southwest corner for a Repulsion Field that is deactivated just like the previous one. This leads to Stiggs's cache of goodies:

Whiskey and Vodka

First Aid Box (5)

Various Chems

RadAway and Purified Water

Blood Pack (3)

Now inspect another Repulsion Field on the southeastern side of Stiggs's repair bay; deactivate it to sift through junk, which allows you to build most (if not all) of the Custom Weapons at the Work Bench in here, providing you have the Schematics, of course. You can now head south, to the Ladder to Launch Platform Base, or check out the northern part of this level.

- **Work Bench**

RIGHT TURN TO ENCLAVE SQUAD SIGMA'S AMBUSH

Six of the Enclave's toughest fighters are a nightmare to contain, unless you've dropped most of them with a well-aimed Nuka Grenade.

Brandish a Grenade and move slowly northward, readying yourself for an ambush, which occurs the moment you step under the "High Security Clearance" sign. Six veteran Enclave soldiers scramble out from the northwest stairs, including their Hellfire leader; this is Enclave Squad Sigma, and they don't mess about! However, they'll be severely wounded if you accurately lob in a Grenade (especially a Nuka Grenade) before they disperse! Fight them off, paying particular attention to the leader with the Heavy Incinerator; you may wish to fight fire with fire and employ the Rapid-Torch Flamer. Don't be afraid to retreat! When the combat is over, the stairs up to the Launch Platform Base are available, but so is a Repulsion Field wall to the northeast. When deactivated, this allows access into the armory, which has the following items listed below. You can now head up the steps to the door marked with the "Dormitory" sign.

- **Armor Case**
- **Ammunition Box (7)**
- **Combat Shotgun**
- **Sniper Rifle**
- **Gatling Laser**
- **Super Sledge**
- **Plasma Grenade (5)**
- **Pulse Grenade (5)**
- **Psycho and Buffout (10)**
- **Laser Rifle**
- **First Aid Box**
- **Carton of Cigarettes (3)**

CRAWLER ASCENT 2 AND 3: DEATHCLAW RESEARCH LEVEL AND MAINFRAME

Note

This two-level area is the central hub of the Crawler, and confusingly labyrinthine. Consult the Crawler maps in the Mini-Tour chapter of this guide to plot a route, or follow the optimal path, either from the north (dormitories) or south (storage), which is shown after the following investigations. Remember: a methodical approach to searching and combat is far better than frantic corridor sprinting interspersed with hopeless firefights and death gurgles.

SOUTHWEST SEARCH: STORAGE AND STAIRS

From the very southern tip of this level (the hatch down to Stiggs's repair bay), step through the doorway. North is a doorway marked "Warning Live Deathclaws." This leads right into the main Deathclaw Research Facility, detailed later. Turn left (west) into a long storage room with windows on the right (north) to view the Deathclaw Facility. There's a Work Bench, footlocker, Health, and a Carton of Cigarettes. Move to the southwest corner and look right (north) through a doorway to a narrow corridor. A second storage area is filled with junk and a door on your right leads into the Deathclaw area. Stairs to the north lead to the medical bay and mainframe, as well as the gantry balconies overlooking the Deathclaw Facility.

- **Work Bench**
- **First Aid Box**
- **Carton of Cigarettes**

SOUTH SEARCH: DEATHCLAW FACILITY (LOWER LEVEL)

Fighting foes in a blind panic is perhaps the least tactically sound idea of all. Try Deathclaw-releasing instead.

This two-floor experimental facility contains captured Deathclaws, along with Enclave Security Officers and Scientists and their robot guards. The lower facility level is accessed via doorways to storage (south and west), sub-dormitories (northwest), a T-shaped covered corridor to the Robotic Defensive Control Center (north), and the armory (northwest). A T-shaped covered corridor (with a gap) leads to and from the south storage doorway, into the covered corridor, and right to a door marked High Security Clearance and the armory.

On either side of this central T-corridor is an open area and a support for the gantry. The western one is walled and features a nearby gantry staircase to the upper level. The eastern one has a doorway opening, allowing access to a storeroom with lockers and two Ammo Boxes. By this opening are two Repulsion Fields; deactivate either of them (one is near some shelves and a Carton of Cigarettes) and you can free an enslaved Deathclaw.

- **Carton of Cigarettes (2)**
- **Ammunition Box**

Tip

The good news: If the Deathclaw Control Scrambler is still in your possession, the Deathclaw will savage any Enclave forces.

Caution

The bad news: If you didn't pick up the Scrambler from Scribe Vallincourt, the Deathclaw will immediately try to savage you!

SOUTH SEARCH: DEATHCLAW FACILITY (UPPER LEVEL)

The upper balconies overlooking the Deathclaw pen are accessed from multiple locations: the gantry steps from the lower level (west), the steps from the store (northwest) that lead to the medical bay and mainframe (northwest), or the mess hall (northeast). A search of the balconies from west to east allows you to crisscross to an unprotected (and blue-glowing) "research station" platform to the south, marked with the sign "Sensitive Electronics." A suspended Deathclaw and easily slain Scientists are also in the vicinity.

> Hack into a Deathclaw Research Terminal on the south wall using **Science**. If successful, you can Disable the Deathclaw Field as well as Disable the Protection Station Field (the Repulsion Field at the "protection station").

Move north to the covered T-junction with the Whiskey bottle, and turn right (east). This leads to a second "protection station" platform with a "Sensitive Electronics" sign, directly south of the mess hall. You can drop down from here and deactivate the Repulsion Field (if you didn't deactivate it already). On this platform there's a weapon and a Deathclaw Protection Terminal.

> Access the terminal with **Science**, and you can disable the Deathclaw Field down below, or re-enable the Protection Station Field behind you.

On the table next to the terminal is a Slo-Burn Flamer and Ammo! A couple of boxes of Dandy Boy Apples on on a corpse along the eastern covered balcony; along with a Baseball Hat and a Teddy.

Whiskey

Slo-Burn Flamer (#115)

Flamer Fuel (150)

NORTH SEARCH: MAIN DORMITORIES (LOWER AND UPPER)

From the staircase where you fought the Enclave Sigma crew, move into a corridor with access left (west) and right (east). So you don't get lost, remember there's a conductor and fire extinguisher by the door you just entered. Now conduct a thorough inspection of this corridor, beginning with a right turn. To the east there's a "Dormitory" sign, and access into the dormitory to the left (north), and a storage room to the right (south). The corridor continues, bending around to the right (south). Expect resistance in here. The tiny storage room simply holds some Food and a .44 Magnum. The lower level dormitory holds two Enclave crates, Health, Cigarettes, and stairs to the north, heading to the upper floor, and another, almost identical dormitory with a window allowing you to see the northern gantry chamber. Any of the dorm beds can be slept on, and the upper dormitory has an exit to the south, leading to a corridor directly above the lower one.

Scoped .44 Magnum

Carton of Cigarettes

First Aid Box

Ammunition Box (2)

NORTHEAST SEARCH: ARMORY (LOWER LEVEL)

From the initial corridor on the lower level, follow the passage around so you're heading south, to the eastern part of the level, and enter the armory. Expect fierce resistance from the Armory Master and his Sentry Bot. There are two ceiling turrets as well as an exit in the southwest corner that leads into the Deathclaw Facility. Above, you can see the tables of the mess hall.

> Of particular interest is a Repulsion Field. Turn it off, and then use **Lockpick** on the door. Inside is a massive cache of items and a door to the left (west) that leads into the "Robotic Defensive Control Center."

Or, you can access the mainframe computer and unlock the armory door from there.

Check the armory equipment below, and make sure you search the corpse of the Armory Master, because he has the Recon Armor Helmet and Precision Gatling Laser, both unique items.

Recon Armor Helmet (#116)

Precision Gatling Laser (#117)

Armor Case

First Aid Box

Ammunition Box (13)

Minigun

Combat Shotgun

Gun Case with Alien Blaster and Ammo

Sniper Rifle

Gatling Laser

Super Sledge (2)

Heavy Incinerator

NORTHEAST SEARCH: MESS HALL AND KITCHEN (UPPER LEVEL)

Peering through windows can get you killed. Make sure it's the Enclave that are neutralized for their curiosity. These windows don't have glass in them.

Access this room from the upper balcony of the Deathclaw Facility, or the long upper corridor that bends to the south near the entrance to the upper dormitory. Either doorway leads into a mess hall with windows opening onto the mainframe room. Adjacent (north) of the hall is the kitchen, featuring a First Aid Box and Food, but little else.

Food

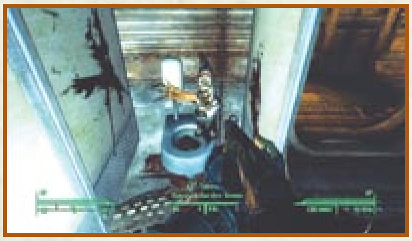
First Aid Box

NORTH SEARCH: NORTHERN GANTRY CHAMBER (LOWER AND UPPER LEVEL)

From your northern entry point into the lower level, head west along the main east-west corridor this time. You reach a T-junction with a path to the right (north) with a sign reading "Launch Pad >>>>". Head into the two-level northern gantry chamber. Ahead is a door marked "Storage." This room hides five Missiles (look behind the yellow crates to your right). Climb the gantry steps, and you can see two windows either side of you; they both allow you to peer into dormitories. To the north is a Door to Adams Air Force Base. This is your exit when you wish to complete this quest, but there are ways to unlock the door and claim more equipment first. On the opposite (south) side are two doorways leading into the main east-west upper corridor. Head left (east) to the upper dormitory and mess hall. Head right to the sub-dormitories.

Missile (5)

NORTHWEST SEARCH: SUB-DORMITORIES (LOWER LEVEL)



Oh dear god, it's happening again. You're reliving the Pint-Sized Slasher nightmares of your youth again, but this time Gnomes are involved.

At the T-junction on the lower level, head west along the main east-west corridor to a number of accessible doors. The next one on your left (south) is an officer's bedroom with a bed, Chems, and two Cartons of Cigarettes. Next to that are restrooms. One stall has a portable TV, Carton of Cigarettes, and an Enclave Officer's Hat (and Beer). The other features a frightening Damaged Garden Gnome "holding" a Deathclaw Hand, with blood and body bits everywhere. And you thought your gnomish nightmare had ended….

Carton of Cigarettes (3)

Enclave Officer's Hat

Deathclaw Hand

Check the door to the north, and enter the northwest sub-dormitory: a seven-bed room with two shelves filled with junk, and easily missed steps up to the 10-bed, sub-dorm above. The east-west corridor bends to the south. At the first door on your left (east), there's another officer's bedroom with a bed, First Aid, Flamer Fuel, and Electron Charge Pack. Next door is a room with a footlocker and Whiskey. The corridor makes a zigzag, and opens into the Deathclaw Facility, near the southwest entrance to the storage area (lower level) and gantry steps up to the facility balconies.

First Aid Box

Flamer Fuel (22)

Electronic Charge Pack (13)

NORTHWEST SEARCH: SUB-DORMITORIES AND MEDICAL BAY (UPPER LEVEL)

Follow the same route, but on the east-west corridor directly above, accessed via the mess hall, upper dormitories, or northern gantry chamber. Head west. The first door on your left (south) leads to the upper restroom. There are Gum Drops and something unspeakable in two of the toilets. Back in the main east-west corridor, the dormitory to the northwest holds 10 beds, and stairs down to the almost-identical sub-dormitory on the lower level. The rest of the corridor winds left (south), ending at a Door to the Deathclaw Facility upper balconies and stairs down to southwest storage. There are two entrances into the medical bay, and an Enclave Doctor. Slay her, and locate a small amount of Health and Chems. Take the Lab Coat, as it is unique!

First Aid Box

Assorted Chems

Lab Coat

WEST AND CENTER SEARCH: MAINFRAME HIGH SECURITY CLEARANCE (LOWER AND UPPER LEVEL)

Access the final chamber via the armory (lower level), the covered corridor in the Deathclaw Facility, or the balcony to the west, near the medical bay. All doors are very difficult to open, unless you've slain one of the Security Officers, and secured the High Clearance Keycard. This allows you to access any door marked with a "High Security Clearance" sign. However, the High Security door near the medical bay is open, allowing you to battle a Security Officer.

Then you can use **Lockpick** on the door leading into the mainframe.

Or, you can use **Science** to access the terminal, and hack into the computer, releasing the same door.

Or, you can simply use the **Keycard** you found on the Security Officer's corpse.

High Clearance Keycard

Once inside the mainframe, move to the center of the upper level, where two separate computer banks are accessible. The first is the Security Terminal. It is instantly accessible, offering three options:

Unlock Interior Doors

» This opens every door on the lower and upper levels.

Unlock Door to the Exterior

» This unlocks the door to Adams Air Force Base in the northern gantry chamber.

Unlock Armory

» This allows you to access the door behind the Repulsion Field (after you've removed the field).

The second computer bank is Robot Control Mainframe. Once you hack in using **Science**, four options become available:

Run Robotics Diagnostic

» This tells you that robots are online and in defensive mode.

Perform Safety Shutdown

» This deactivates all the robots, meaning you'll only face human (or Deathclaw) Enclave forces.

Scramble Robot Targeting Parameters

» This causes the robots to target everyone, both Enclave and you.

Target Enclave (**Robotics Expert Perk**)

» This is by far the most impressive plan because it switches the robots' targeting parameters to tag you as "friendly," and the Enclave as "foes." This includes the turrets and eases your access to the roof platform immeasurably!

Finally, the upper floor of the mainframe chamber features a second, small circular chamber with a ladder exit up to Adams Air Force Base.

OPTIMAL PATH: FROM NORTHERN ENTRANCE

Note

Both optimal paths assume you're skilled enough to reach the mainframe using the Keycard and can open all doors.

Exit into the circular mesh floor of the east-west corridor, heading west, and cutting down a Security Officer. Grab his Keycard, and head north to the northern gantry chamber and ascend, or continue west, around and past the officers' bedrooms. You're heading for the upper platform and mainframe room with the terminal and Security Officer, on the west side of the upper floor.

OPTIMAL PATH: FROM SOUTHERN ENTRANCE

Exit into the corridor with the Deathclaw sign ahead, and turn left, moving into the storage area. Follow this L-shaped room around to the corridor heading north, up the stairs to the medical bay door, and the upper platform and mainframe room with the terminal and Security Officer, on the west side of the upper floor.

OPTIMAL PATH: MERGED

Use the Keycard to open the door to the mainframe, sprint to the mainframe and open all the doors, then optionally deactivate or cause confusion among the robots. Then finish by heading to the armory to gather your goodies, the upper station for the unique Flamer, and follow the signs to the launch platform, taking either exit.

CRAWLER ASCENT 4: PANDEMONIUM AT THE LAUNCH PLATFORM

Kill them, my robots! This open-air massacre gets a whole lot easier if you've made some new metal friends.

You emerge onto the launch platform of the Crawler either via the ladder from the mainframe, or the door in the northern gantry chamber. The former is a much better plan, as you appear inside a metal hut facing north, with Ammo Boxes and an Armor Case to rifle through. The latter exits you on a mesh platform on the side of the Crawler, and you must move up the ramp, facing gunfire from Enclave foes to your right (south) until you reach the launch platform area just below the metal hut, where the two routes merge once you navigate over the large pipe and stepped area. This zone has numerous Soldiers and Troopers to deal with, and Vertibirds dropping additional enemies too. Also check the main area by the foot of the metal hut exit for three more crates.

Armor Case

Ammunition Box (8)

Tip

If you've turned all robotic enemies hostile using the Robotics Expert perk, all the exterior turrets (and Sentry Bots) target the Enclave, making it much easier for you. Watch the Enclave battle them before stepping in to finish them off (for the XP).

You can stand and fight, or sprint and flee; the entire Crawler is going to be destroyed in moments, anyway.

The satellite dish control tower is to the south, so turn left (west), and follow the pipe across the launch platform to a Vertibird landing pad in the northwest corner. Or, move on the southern side of the pipe, moving below the platform. Either way, turn left (south), and move toward the giant dish (there's a Grenade Box on the lower main platform). You're strafed by Vertibirds and more are landing on a platform to the southeast. Step into the center of the giant launch platform, and look for the well-defended metal hut with Enclave Soldiers and Officers. Use the pipes as cover, and lob in some Grenades. Be aware of Soldiers on the roof of the hut, and some armed with Missile Launchers. You can reach the roof by the exterior steps on the right (west) side. This area looks more complicated than it is due to the maze of piping; there's actually only a Vertibird pad to the southeast, up some steps, where you'll fend off five more Enclave Soldiers. The hut itself must be entered via the doorway on the eastern side. Inside is a Gun Case and footlocker, plus the Door to Satellite Control Tower. Head there whenever, whether you've cleared the area or not.

Grenade Box Ammunition

Prepare for final ascension! Move forward (east) into a metal corridor, notice they've acquired a barrel of Aqua Pura. Pass the Cartons of Cigarettes on the sill and shelves with the First Aid, Mines, and other ammunition, and move to the base of the external stairwell, close to a second set of shelves with a First Aid Box on it. The satellite tower has three floors; the one you're on, accessed from the outside, a second, and a third on top where the Satellite Uplink Terminal accesses the low-orbit Orbital Strike cannons. From here, you have two routes.

Carton of Cigarettes (3)

First Aid Box (2)

Pulse Grenade

Frag Mine (4)

Ammunition Box

Microfusion Cell (29)

Missile (2)

Buffout (2)

PATH #1: UP AND AROUND THE PERIMETER

Note

This path features more robots (which means less fighting if you've shut them down or they are fighting for you), and more items on shelving to take. Use this path if you need more equipment or you're being stealthy.

On the ground floor, use **Lockpick** to unlock the door in the east wall. Move into the tight corridor that turns right (south) immediately, and go up the stairs. You reach a dimly lit corridor landing with stairs to the southwest, and a corridor to the north. In the middle are some shelves with more items to rummage through (listed below).

Move up the southwest stairs to reach a third level landing, with a door on your left (south) and right (north). The left door allows access onto a Vertibird landing pad, and this is the door to use after launching the Orbital Strike. The right door leads into the third level control room with the Satellite Uplink Terminal. You can use the right door, or quickly inspect the L-shaped landing for Ammo and Health, and move to another door that leads to the same chamber.

Back at the second level, instead of taking the southwest stairs, move along the north corridor instead, which bends to the left (west), and you'll pass another two shelves with junk, Ammo, and Health. Just before the corridor bends in a 180-degree turn, there's a hatch door to your left (south). This door leads to the gantry steps on level two, and isn't necessary to access unless you're panicking.

Move around the 180-degree corridor turn and eastward, up the stairs. This allows access to the northern end of the third level control room, via a hatch door in the left (south) wall.

Ammunition Box (10)

Carton of Cigarettes (3)

Pulse Mine (2)

Plasma Grenade

Flamer Fuel (46)

Various Chems

First Aid Box (4)

Frag Grenade (2)

Purified Water

Lead Pipe (2)

PATH #2: UP THE STEPS

> **Note**
>
> This path features more Enclave human forces (meaning more fighting), and a more direct path up to the third level at the expense of cover opportunities. Take this if you can't pick locks.

Savor these final moments, slaying those still loyal to that glorified RobCo Vending Machine who tried to poison your mind and the water supply.

From the base of the gantry steps in the middle of floor one, battle to the second-floor balcony, facing numerous Enclave troops. This second floor is a balcony running almost the entire inside perimeter of the chamber, but a door in the northwest corner leads to the winding exterior corridor (path #1) close to the 180-degree turn and stairs. Back at the second level balcony, the covered southern area (leading to the railing dead end) has Ammo to grab. When you're ready to assault the third level control room, run up the gantry steps.

Ammunition Box

Railway Spikes (18)

.308 Caliber Round (6)

CRAWLER ASCENT 5: DECISIONS, DECISIONS

Now you're inside the satellite control room, and you've (hopefully) nullified your foes, you can inspect the chamber for terminals and items (listed below). Three terminals pique your interest:

Communications Terminal (northeast corner), with four menu options to inspect:

Transfer Request

» The quality of the recruitment help is surely lacking.

Satellite Tracking Equipment

» A missive complaining about tracking equipment being offline.

Mentats Abuse

» The dimwit the Comms Officer was complaining about turned out to be a Mentats addict.

Robots Gone Haywire

» The last post from this ancient work log details a robot uprising. How odd....

Security Terminal (northwest corner), with one menu option: Unlock Station Doors. This makes every locked door inside this control tower accessible, which is handy if you're overcome by panic, or need a rapid escape plan.

Satellite Uplink Terminal (two terminals, both inside the same green metal casing, on the south side of the room). Before you access either terminal, plot an escape path. Turn southward, and open the door (which should have been unlocked at the Security Terminal or manually unlocked), then step into the outer landing straight to the Door to Adams Air Force Base. Don't open this door yet; just perfect this route for later. Now return and access the Satellite Uplink Terminal. There are four main menu options:

Check Satellite Status

» This checks the Bradley-Hercules satellite, which is having some propulsion issues. This doesn't effect the strike, though.

Check Payload

» A glance reveals Warhead Salvos five through eight are armed.

Load Payload

» A fault is detected (the payload is already armed).

Fire Payload

» This offers five preset targets that the Enclave was getting ready to bombard:

» Preset Target 01: Citadel: This is a viable target.

» Preset Target 02: Project Purity: Inaccessible as the satellite isn't in the proper orbit path.

» Preset Target 03: Megaton: Inaccessible as the satellite isn't in the proper orbit path.

» Preset Target 04: Rivet City Crawler: Inaccessible as the satellite isn't in the proper orbit path.

» Preset Target 05: Adams AFB Platform: This is a viable target.

> **Caution**
>
> Whoa there! Before you go dropping thermonuclear payloads on your intended target, make sure you know the ramifications of your actions. Afterward, you cannot return to this Crawler, so collect any remaining equipment (including those unique weapons!) before it's lost forever.

Note

Your paths now take a very disparate fork depending on the target you choose:

TARGET ACQUIRED ADAMS AFB: THE LYON'S ROAR

NEW OBJECTIVE

"Escape from the Enclave Mobile Platform" begins.

Choose Preset Target 05, and confirm. You're forced to flee the control room, ideally by sidestepping to the south door and immediately out to the Door to Adams Air Force Base. Although your karma reward for doing what is expected is substantial, it's not as hefty as the karma cost for destroying the Citadel.

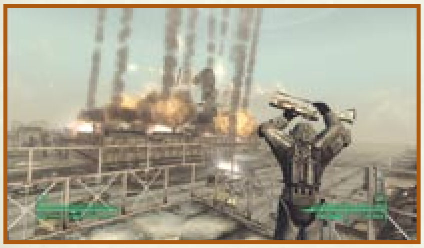
NEW OBJECTIVE

"Board the Captured Vertibird" begins.

Note

If Sentinel Lyons has already died, no one will greet you; just board the Vertibird.

An explosion rocks the platform, as Paladin Tristan's attacks become increasingly determined. Wait where you are, looking southeast as a Vertibird sprayed with the Lyons Pride insignia descends onto your platform. Sentinel Lyons has returned, and she's looking radiant! Let her know you care, and she tells you to get into the Vertibird immediately. Oblige her with glee; that Orbital Strike should be coming down at any moment! Move to the Vertibird and activate it.



Landing at minimum safe distance, watch as the Enclave's tactical strike capability is nullified. Hear the Pride roar!

You're riding inside the Vertibird as the pilot attempts to find a nearby safe point to land. Exit onto the roof of the control tower, and look to the southeast. Amid the cheering and fist-pumping, you witness an awe-inspiring series of explosions, as missiles rain down on the Enclave Crawler. After some additional whooping, hollering, and a little coughing, board the Vertibird again. Next stop, the Citadel!

Elder Lyons moves to greet you as you land in the Citadel's courtyard, and on behalf of the free people of the Wasteland, he thanks you. Your quest completes, and you can speak with Scribe Rothchild, and also access any of the Miscellaneous Quests that you may already have started. Tune into Galaxy News Radio, and you might even hear Three Dog mention your antics, especially now that the Enclave needs your pity, because they're homeless....

XP 1,500 XP

TARGET ACQUIRED CITADEL: BROKEN STEEL AND PULVERIZED CONCRETE

NEW OBJECTIVE

"Escape from the Enclave Mobile Platform" begins.

Choose Preset Target 01, and confirm. You're forced to flee the control room, ideally by sidestepping to the south door and immediately out to the Door to Adams Air Force Base.

NEW OBJECTIVE

"Board the Captured Vertibird" begins.

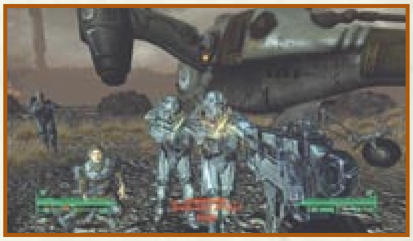
Note

If Sentinel Lyons has already died, no one will greet you; just board the Vertibird.

An explosion rocks the platform, as Paladin Tristan's attacks become actually worthwhile. Wait where you appear, until those Brotherhood of Steel idiots rescue you. Oh good, it's that busybody Sentinel Lyons. Let her know just how much you care and then board the Vertibird. That Orbital Strike should be coming down at any moment. Then they'll all pay!

The pilot attempts to radio the Citadel. Apparently, he's having trouble connecting to them for some reason.... Those meddlers didn't know what hit them. Now, which weapon do I kill Sentinel Lyons with...? A Tesla Cannon blast? No wait, it's in your inventory somewhere...how about Smuggler's End? There's a certain irony about executing a daughter with her father's weapon! And the threat to the stabilization of the Wasteland continues: Next stop, the smoking husk of the Citadel!

The senior members of Lyon's Pride are buried under tons of rubble. Now to irradiate the rest of the yelping brood.



Elder Lyons is nowhere to be found as the pilot lands outside the Citadel by the river. A whining initiate finally puts two-and-two together and realizes your slight trajectory "miscalculation" wasn't accidental, and you're set upon by the remnants of Lyon's Pride. Wipe them out! As you're a traitorous cur, from this point on, any other Brotherhood of Steel forces you encounter will be hostile, including those at the Jefferson Memorial Purifier (LAT 13 / LONG -17). Also, any Miscellaneous Quests involving Brotherhood of Steel personnel are inaccessible. But that's the price you pay for infamy.

XP 1,500 XP

POST-QUEST ACTIVITIES

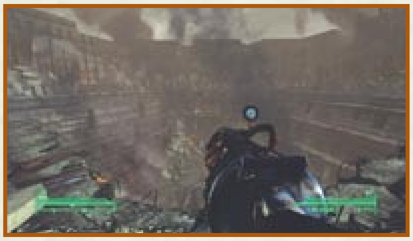
Note

There are a number of weapons to inspect, and Miscellaneous Quests connected with Broken Steel to finish. The quests are detailed beginning on page 568 of this guide.

HIDDEN ARMORY IN THE CITADEL HUSK

Note

This is only accessible if you decided to fire the Orbital Strike on the Citadel, and not the Adams AFB Crawler.



Whoops.

Head through the Citadel's entrance and into the courtyard, which is now a colossal crater of burning debris and twisted girders. Step around the edge until you can drop down to a lower level without crippling yourself. Then scramble across the rubble heading northwest, to a door you weren't able to reach when this place was intact. Open the Door to Citadel Armory.

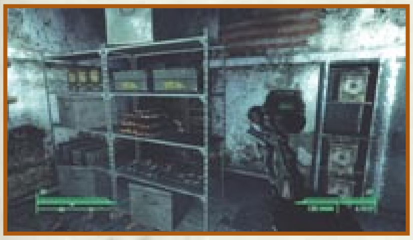
Once inside, head west up the stairs, into an office, and look southward. Pass the shelf with the Lunch Box and Caps, and move around to the cubicle near the southeast corner; the one with the intact terminal and Teddy Bear. There's an inaccessible wall safe.

Hack into Callahan's Terminal using **Science**. Inside, you can view a 200-year-old series of incident reports by U.S. Military Police Officer Harold Callahan. Several menu options are available but only one is pertinent to your current dilemma:

Unlock Safe

» The wall safe this unlocks contains some ammunition, as well as Callahan's Magnum, a unique and powerful weapon.

Callahan's Magnum and Ammo



You've hit the Citadel and become a figure of hatred, so you might as well enjoy your spoils of war.

Move through the hole in the north wall, and into the armory cage itself, stepping over a dead Initiate. The armory itself is brimming with masses of hardware. Grab anything from the following list, and optionally check the Armory 089A Terminal near the gun cabinets, where the Brotherhood of Steel logged equipment. There are five options that log different additions and removals of hardware to the armory's stores.

You can ransack the armory, staggering away with a massive amount of loot.

There's Health, Nuka Grenades, and a Sniper Rifle in a smaller, locked cage. Use **Lockpick** to open it.

When you're ready to depart, ascend the fallen ceiling "ramp," move to the doorway in the northeast corner and climb the stairs, then look for the Door to the Citadel Courtyard.

Alien Power Cell (72)

Flamer Fuel (60)

10mm Round (36)

Plasma Grenade (4)

.308 Caliber Round (72)

Missile (9)

Energy Cell (100)

Tesla Cannon (2)

Sniper Rifle

First Aid Box (3)

Microfusion Cell (100)

Laser Rifle (3)

5.56mm Round (96)

Mini-Nukes (#73, #74, #75)

5mm Round (200)

Laser Pistol (2)

Ammunition Box (6)

Electron Charge Pack (32)

Nuka Grenade (3)

ANGER AND REVENGE

You may find these notes helpful when deciding how best to end this quest:

The Enclave continues to be a problem, but their camps are mainly confined to the Capital Wasteland.

You can return to the Adams Air Force Base (the entrance from the Capitol Building East is the quickest way) and find additional Tesla Cannons, but the Crawler is inaccessible, whether you destroyed it or not. Don't leave any valuable items on board with the intention of returning later!

If Star Paladin Cross is a Follower, and you destroyed the Citadel, she lives up to her name and becomes hostile as soon as you land at the tidal basin next to the Citadel's smoking remains.

A COUPLE OF QUICK QUESTS

If you found the Holotape marked: Sorry, My Darling, in the Presidential Metro area, you can conclude the Freeform Quest: The Sorrowful Suitor.

You can also approach Scribe Rothchild (in the Citadel Laboratory, or near the Vertibird that landed at the end of Who Dares Wins, and begin Freeform Quest: Getting Ready for Prime Time.

Finally, you can search the Citadel (usually the A-Ring) and speak with Paladin Tristan, and begin Freeform Quest: Blood Brotherhood.

QUEST REWARDS

Tip

These are the most important pieces of equipment to salvage during the entirety of Broken Steel (there are other items, but these can be found during Miscellaneous Quests and other expeditions):

Composite Recon Helmet (Unique)

DR 4, WG 3, VAL 40, PER +1

This is acquired from the Armory Master inside the Mobile Crawler.

Enclave Hellfire Armor

DR 34, WG 40, VAL 1,000, Fire Resis. +30, STR +1, Rad. Res. +15

Enclave Hellfire Helmet

DR 7, WG 4, VAL 120, Fire Resis. +5, CHR -1, Rad. Res. +5

Loot from the corpse of any Hellfire Trooper, first seen once Broken Steel is accessible. The first Hellfire Trooper you slay is likely to be in the Old Olney S. Wilson Building.

Police Hat

DR 1, WG 1, VAL 8

This is found in both the Presidential Metro area and in certain locations in Point Lookout.

Lab Coat (Unique)

DR 5, WG 1, VAL 150, Science +5

Remove this from the corpse of the Enclave Doctor near the medical bay, inside the Mobile Crawler.

Callahan's Magnum (Unique)

DAM 65, WG 4, VAL 750, .44

Accessed via Callahan's wall safe in the armory below the ruins of the destroyed Citadel.

Heavy Incinerator

DAM 112, WG 15, VAL 500, Flamer Fuel

Found on all Hellfire Troopers, this is a deadly projectile flame thrower.

Precision Gatling Laser (Unique)

DAM 128, WG 18, VAL 3,000, Electron Charge Pack

This is acquired from the Armory Master inside the Mobile Crawler.

Rapid-Torch Flamer (Unique)

DAM 107, WG 15, VAL 500, Flamer Fuel

Located in the Adams Storage Facility, southeast of the Mobile Crawler.

Slo-Burn Flamer (Unique)

DAM 120, WG 15, VAL 500, Flamer Fuel

Found on the station with the Repulsion Field, on the Deathclaw Facility's upper level.

Tesla Cannon

DAM 40+80, WG 8, VAL 1,800, Electron Charge Pack

Parachuted down to you at the beginning of Who Dares Wins. There are additional Cannons in the lab or armory of the Citadel, and an additional eight scattered around the Adams Air Force Base if you search it again, once Broken Steel is complete.

Do you feel lucky punk? You should; this hand-cannon is even more powerful than Agatha's Blackhawk!

Miscellaneous Quests Preamble: Locating Scribe Bigsley

ATTACKS AT THE AQUA PURA BOTTLING OPERATION

One of the major changes to the exterior of the Jefferson Memorial is the flow of clean Aqua Pura, which is bottled and poured into barrels for transport across the Capital Wasteland. As you arrive at the open-air bottling facility, it may be attacked by thirsty Enclave Soldiers. Help or watch, and then listen to some discussions between the Brotherhood of Steel (who are running this place) and the Rivet City Security. There's a crate you can grab Aqua Pura from too; there's no real point to stealing any from the locked crates. You can also swim in the tidal basin where the pure water flows out, it's radiation content is so low that your detector doesn't pick up any trace! However, it is still home to Mirelurks, so watch your step. Take the Door to Jefferson Museum and Gift Shop when you're ready to meet Bigsley.

Aqua Pura

Note

Find other locations with Aqua Pura in the Mini-Tour chapter related to Broken Steel.

A lot has changed in two weeks. Move to the junction ahead (east) of you. Stock up on some Ammunition and Health. Head right (south) into the gift shop foyer. Optionally continue through the double doors, and check the area where you fought Super Mutants back during the Main Quest. There's another First Aid Box here, but access to the Memorial Sub-Basement and Taft Tunnel are sealed. The only accessible doors lead into the Rotunda, where a group of Project Purity scientists work. When you've seen the Jefferson statue up close without a blinding light, return to the gift shop, and step past the initiate scribes waiting to deliver news to Bigsley, and gain an audience with the man himself.

First Aid Box (2)

Ammunition Box (3)

BOTHERING BIGSLEY

Is Bigsley an overworked and under-appreciated genius, or simply a troublemaker who didn't play well with others?

Bigsley is either slumped over his desk, or talking curtly to a subordinate. Depending on when you arrive, a different conversation occurs. At this point, you can:

Listen to any of the conversations, which offer a riveting glimpse into Bigsley's personal hell. Stick around and listen as various conversations play out each time a scribe comes to give a report.

Listen to the conversation with the scribe who has returned from the Citadel. Bigsley is a little hazy on where certain deliveries ended up; this is a clue to solving **Miscellaneous Quest: The Amazing Aqua Cura!**

You can speak to Bigsley about his past. He's worked at all three Brotherhood of Steel orders, but clashed with the leaders of each. This may explain his current "purgatory."

You can kill everyone, and you'll have to if the Citadel has been destroyed.

However, to begin any of the three Miscellaneous Quests, you can ask Bigsley specifically if he wants you to help him. Then you can:

Offer assistance to Rivet City Security: This begins "Protecting the Water Way." Your objective updates.

Offer to find out the problems of Megaton's appetite for Aqua Pura. This begins "Holy Water." Your objective updates.

Ask "seems like a lot of trouble giving it all away. Why don't you just sell the water?" When Bigsley answers evasively, you can:

Use **Speech** to ask whether he has something set up on the side. Succeed, and this begins "The Amazing Aqua Cura!" Your objective updates.

Tell him you know he's up to something, and that you won't tell your superiors. This leads back to the Speech challenge. If you have low karma he will tell you about selling water to Griffon.

Go back to the first two options at Rivet City or Megaton.

If you've become increasingly violent, and want to steal a look at Bigsley's terminal, it is straightforward to hack in using **Science**.

The computer has five options. There are several hints and references within the entries. You can read them all but the ones of most interest are:

Mission Brief

» Information about water supplies sent to various locales. Some supply caravans are missing, others have been attacked, and a few have been successful.

Mission Reports

» Megaton: Mission successful; the water was dropped off to a local named "Mother Curie" and she was told to distribute it.

Logs

» Dr. Li: She left for the Commonwealth. She isn't Bigsley's favorite person.

More:

» MIA: Bigsley can't understand why so many caravans aren't returning.

» Griffon: Some Ghouls from the Underworld offered to pay Bigsley for shipments. He agreed! Your objective updates.

- Lepelletier: She wants additional resources that Bigsley doesn't have yet.
- Megaton: Where did all the water go that he sent?!
- Missing Shipments: Bigsley suspects Lyons knows about the additional shipments he's sending to Griffon.

Once you're done at the terminal, begin any of the three Miscellaneous Quests. To prevent backtracking, start all three the first time you meet Scribe Bigsley, if you wish.

NEW OBJECTIVE

"Consult with Officer Lepelletier at Rivet City" begins. †

NEW OBJECTIVE

"Investigate the area around Megaton to learn about the water situation" begins. ‡

NEW OBJECTIVE

"Discover what Griffon at Underworld is doing with Aqua Pura" begins. †‡

† This begins Miscellaneous Quest: Protecting the Water Way.

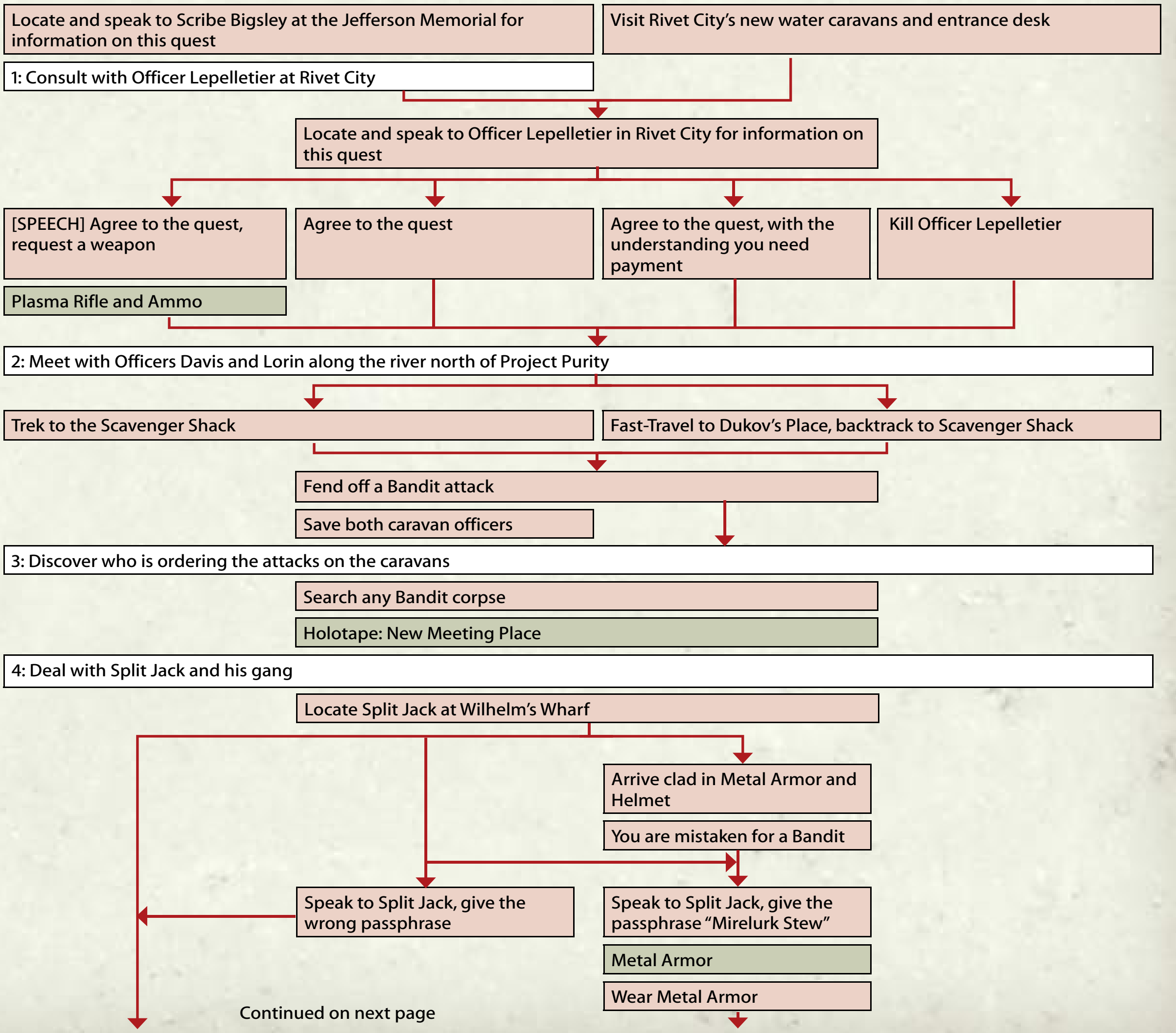
‡ This begins Miscellaneous Quest: Holy Water.

†‡ This begins Miscellaneous Quest: The Amazing Aqua Cura!

Miscellaneous Quest: Protecting the Water Way

QUEST FLOWCHART

	MAIN PATH
Main Characters	Scribe Bigsley, Officer Lepelletier, Officer Davis, Officer Lorin, Split Jack, Grandma Sparkles
Locations	Jefferson Memorial, Rivet City, Scavenger Shack, Wilhelm's Wharf
Adv. Items/Abilities	Speech, -Karma, Luck
Possible Enemies	Bandits



Locate and speak to Scribe Bigsley at the Jefferson Memorial for information on this quest

1: Consult with Officer Lepelletier at Rivet City

Visit Rivet City's new water caravans and entrance desk

Locate and speak to Officer Lepelletier in Rivet City for information on this quest

[SPEECH] Agree to the quest, request a weapon

Plasma Rifle and Ammo

Agree to the quest

Agree to the quest, with the understanding you need payment

Kill Officer Lepelletier

2: Meet with Officers Davis and Lorin along the river north of Project Purity

Trek to the Scavenger Shack

Fast-Travel to Dukov's Place, backtrack to Scavenger Shack

Fend off a Bandit attack

Save both caravan officers

3: Discover who is ordering the attacks on the caravans

Search any Bandit corpse

Holotape: New Meeting Place

4: Deal with Split Jack and his gang

Locate Split Jack at Wilhelm's Wharf

Arrive clad in Metal Armor and Helmet

You are mistaken for a Bandit

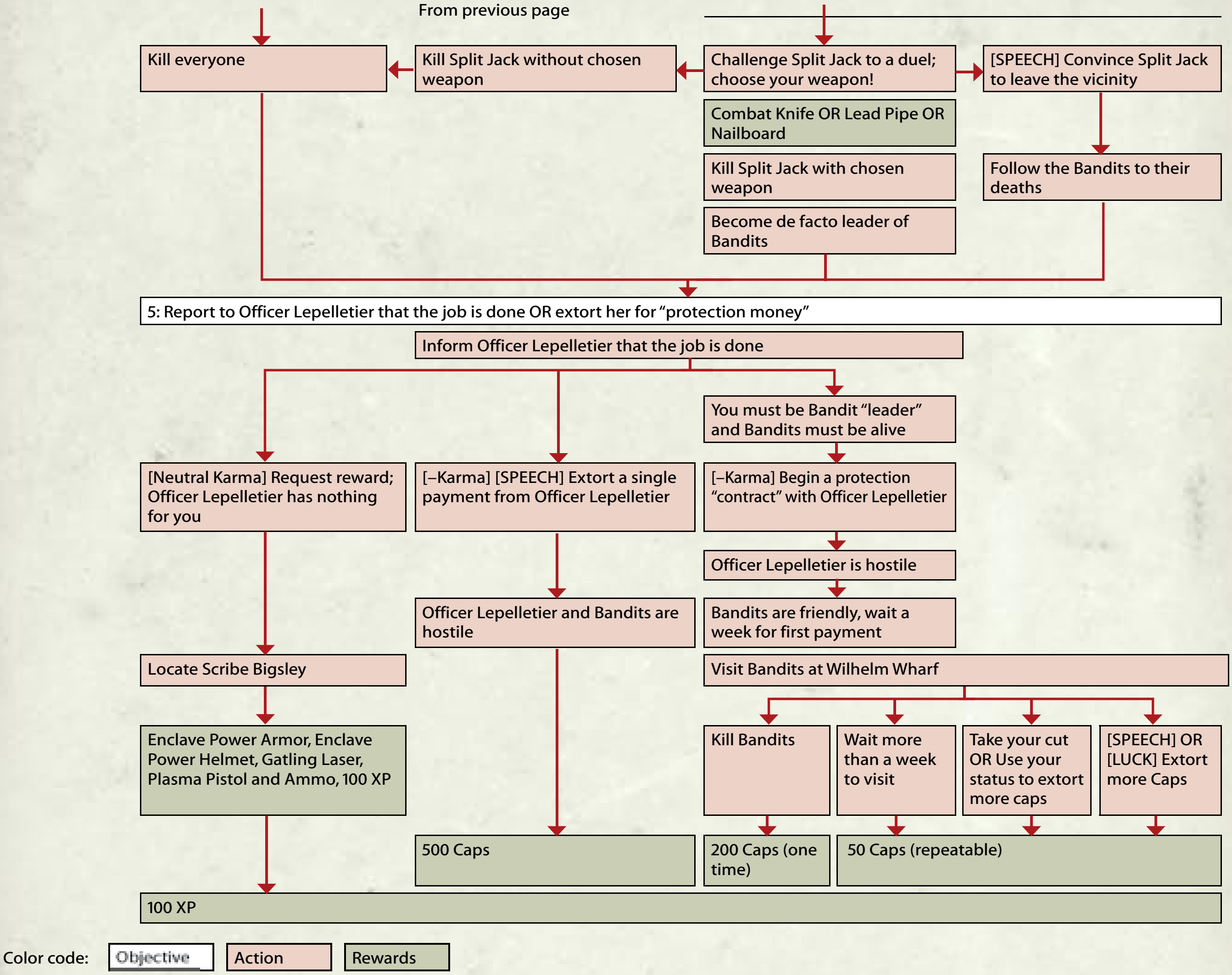
Speak to Split Jack, give the wrong passphrase

Speak to Split Jack, give the passphrase "Mirelurk Stew"

Metal Armor

Wear Metal Armor

Continued on next page


From previous page
Kill everyone
Kill Split Jack without chosen weapon
Challenge Split Jack to a duel; choose your weapon!
[SPEECH] Convince Split Jack to leave the vicinity
Combat Knife OR Lead Pipe OR Nailboard
Kill Split Jack with chosen weapon
Follow the Bandits to their deaths
Become de facto leader of Bandits
5: Report to Officer Lepelletier that the job is done OR extort her for "protection money"
Inform Officer Lepelletier that the job is done
You must be Bandit "leader" and Bandits must be alive
[Neutral Karma] Request reward; Officer Lepelletier has nothing for you
[–Karma] [SPEECH] Extort a single payment from Officer Lepelletier
[–Karma] Begin a protection "contract" with Officer Lepelletier
Officer Lepelletier is hostile
Officer Lepelletier and Bandits are hostile
Bandits are friendly, wait a week for first payment
Locate Scribe Bigsley
Visit Bandits at Wilhelm Wharf
Enclave Power Armor, Enclave Power Helmet, Gatling Laser, Plasma Pistol and Ammo, 100 XP
Kill Bandits
Wait more than a week to visit
Take your cut OR Use your status to extort more caps
[SPEECH] OR [LUCK] Extort more Caps
500 Caps
200 Caps (one time)
50 Caps (repeatable)
100 XP
Color code:
Objective
Action
Rewards

Note

This quest is started in one of two ways: Either speak to Scribe Bigsley at the Jefferson Memorial Gift Shop (explained previously) who reveals that Rivet City needs some assistance with their water caravans, or simply head to Rivet City itself.

SLAUGHTER AT THE SCAVENGER SHACK

NEW OBJECTIVE

"Consult with Officer Lepelletier at Rivet City" begins.

Head across to the security bridge entrance to Rivet City. Head up the ramp guarded by the Rivet City Security guard, and turn right (southeast). The Rivet City Security detail has placed a desk on this rusting platform, and Officer Lepelletier is available to speak to. She tells you that a water caravan heading to Canterbury Commons has just departed from the Jefferson Memorial. You're asked to help the escort out. When the caravan is attacked, you must find out who was responsible, track them down, and kill them. You can then:

Mention Bigsley if you've already met him.

Agree to the quest, but use **Speech** to request the Plasma Rifle she has; it could be useful in your mission!

Agree to the quest.

Agree to the quest, but make sure she knows you want payment upon completion. You won't get anything if you ask for Caps upfront.

Kill her, failing the quest.

Lepelletier then tells you the caravan's course: up the river from Project Purity.

Plasma Rifle and Ammo

NEW OBJECTIVE

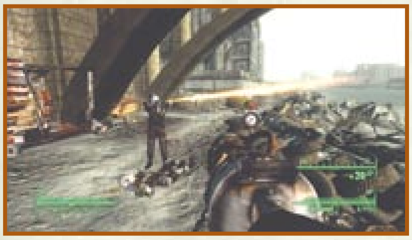
"Meet with Officers Davis and Lorin along the river north of Project Purity" begins.

Caution

Whoa! Just because the caravan is heading to Canterbury Commons (LAT 18/LONG 11) doesn't mean they're anywhere near that destination! Consult your World Map, because the caravan has only just begun its trek. Don't Fast Travel to Canterbury Commons unless you want some aimless wandering time!

Tip

Still can't find the caravan due to some mental blockage? Then don't confuse them with the other water caravans journeying across the Wasteland. You may stumble on one during your travels, but they always point you in the direction of the Scavenger Shack if you ask them (and this quest is active). No matter how long you take, the caravan is always attacked under the bridge.



Head for the Scavenger Shack under the bridge and save some hopelessly out-matched officers from Bandit aggression.

Check your Pip-Boy's World Map. The caravan has appeared as an arrow, just south of the Lincoln Memorial. You have two options to reach the caravan:

The first is to trek to their location immediately, heading northwest toward the Jefferson Memorial, then moving north past Boats and Bait, and staying on the river's edge as you progress northward toward the Scavenger Shack underneath the bridge.

The second is to locate a nearby Primary Location to Fast Travel to. Fast Travel to Dukov's Place [LAT 11/LONG -08], ensuring you don't accidentally attract the attention of the Enclave Camp near the entrance to the Tepid Sewer. Then journey southward, passing the Festive Raider Camp [LAT 12/LONG -10], ideally without having to delay your progress by attacking them.

When you reach the caravan, it is under heavy attack from Bandits. Don't confuse the factions in the heat of battle; the guys wearing the Rivet City Security uniforms are friendly, and the dudes wearing bike helmets must be cut down. Try to lessen the collateral damage; the Scavenger himself helps out and fires on the Bandits.

Tip

If you immediately head to the Scavenger Shack under the bridge, there's a better chance of saving both Davis and Lorin, as well as the Scavenger. Employ your V.A.T.S. so you can quickly aim at Bandits who are attacking a particular innocent you wish to save. Minimize area-effect weapons for obvious and violent reasons. Note that the caravan driver always dies in the Bandit attack.

Tip

You can leave a Follower at the Scavenger's Shack before you speak with Officer Lepelletier. This allows you to reach the Shack at your leisure, and your Follower should have saved both officers and the Scavenger, only leaving you corpses on which to find clues.

NEW OBJECTIVE

"Discover who is ordering the attacks on the caravans" begins.

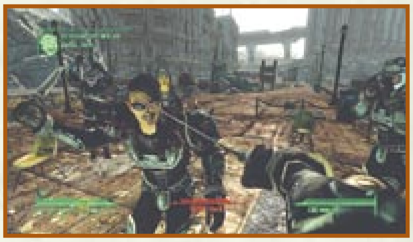
While the officer returns to inform Lepelletier about the latest attack (if either are still alive), inspect any of the Bandits you killed. Aside from a variety of Metal Armor assets, there's a note on each corpse, marked "New Meeting Place." Listen to it, and you'll hear a bandit leader named Split Jack telling his band of merry men to head for Wilhelm's Wharf. He'll know who's part of his crew, because gang members have a passphrase to say: "Mirelurk Stew."

Holotape: New Meeting Place

NEW OBJECTIVE

"Deal with Split Jack and his gang" begins.

KNIVES. PIPES. BOARDS. NO GUNS.



Guns for show, and knives for a pro. Split Jack challenges you to a duel, using only the weapons he's highly skilled in, of course.

Caution

Remember that good old Grandma Sparkles lives at Wilhelm's Wharf. Although she's difficult to confuse with a Bandit, her selling ability is severely impeded if she becomes a casualty of your Bandit power struggles.

Caution

Stop! Your Followers are loyal to a fault. If you head in and the situation gets messy, or you agree to a duel with Split Jack, the Follower helps out, causing the Bandits to attack, too. This is bad if you're planning to extort them for fun and profit! Prevent possible Follower foul-ups by leaving them well away from Wilhelm's Wharf before you reach this location.

Trudge to the other (western) side of the river, or Fast Travel northwest up to Wilhelm's Wharf, where Split Jack and his Bandit gang are chatting with Grandma Sparkles. You can:

Arrive in full Metal Armor and Metal Helmet get-up. You're promptly welcomed into the fold, but still need to recite the passphrase.

Speak with Split Jack, pretend you're a hired gun, and provide the correct passphrase: "Mirelurk Stew." You're given Metal Armor, and once you've donned it, you're welcomed into the fold.

Or, you can speak with Split Jack, and end the conversation aggressively, or say the wrong passphrase. This begins combat with Split Jack and the Bandits.

Or, you can kill everybody, Grandma Sparkles excluded, if you wish.

Assuming matters haven't taken a turn for the violent (yet), and you've been welcomed in, speak with Split Jack again. You can:

Use **Speech** to convince Split Jack to leave the vicinity, and never come back. He grudgingly agrees, and his crew stomps off, slaying Grandma Sparkle in the process. They don't attack you, so if you aren't a fan of granny, leave them to wander. You can also follow the Bandits on their wanderings. They eventually encounter some enemies that they can't handle, and die.

You can tell Split Jack it's time for a regime change, and a duel commences. You have a choice of three weapons to use in the duel; a Combat Knife, Lead Pipe, or Nailboard. You're given the implement, and the duel begins!

- Complete the duel by killing Split Jack with the weapon you were given. You are now the new Bandit Leader, although you're immediately told the gang doesn't need you as a leader, but they are willing to offer you a split if "that bitch at Rivet City" buys into their "protection services."
- Ignore the rules, and attack with any other weapon. You must then defeat the entire gang.

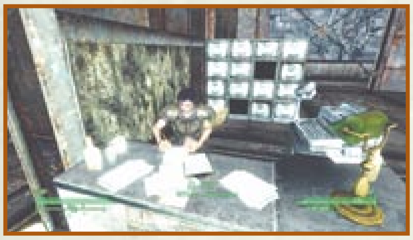
Caution

You must use the implement you are actually given during the duel. If you use a Unique Combat Knife, Lead Pipe, or Nailboard, or a normal version of this weapon that isn't the object you were given, the Bandits turn hostile.

NEW OBJECTIVE

"Report to Officer Lepelletier that the job is done OR extort her for "Protection" money" begins.

MAKING OUT LIKE A BANDIT



Your standing with the Rivet City Security plummets if you try a quick money-grab. But those Caps help offset the animosity.

Return to Officer Lepelletier at the desk on the rusting platform at Rivet City, and claim your reward. You have three possible ways to end this quest:

REWARD: A LITTLE EQUIPMENT

You can tell her Split Jack is dead (whether you killed just him, or the entire Bandit brigade), and ask about the reward. She has nothing for you, and suggests that you scavenge something from Scribe Bigsley. Return to the Jefferson Memorial Gift Shop, and Bigsley hands over some captured Enclave equipment (listed below):

Enclave Power Armor

Enclave Power Helmet

Gatling Laser

Plasma Pistol and Ammo

100 XP

REWARD: A LITTLE EXTORTION

You can use **Speech** to extort 500 Caps from Lepelletier and the Bandit attacks won't continue. Lepelletier is in shock, and threatens you, in no uncertain terms, that she'll kill you the next time she sees you. She hands over your blood money. This has the following consequences:

- When you return to Wilhelm's Wharf, the Bandits (expecting a "contract") are less than impressed, and attack you. Kill them all.
- If you ever return to Officer Lepelletier, she attacks you on sight, and must be defeated or fled from.

500 Caps

100 XP

REWARD: A LOT OF EXTORTION

You can begin a protection "contract," extorting 200 Caps a week. Lepelletier is angry but agrees to your terms. However, she threatens to kill you if she sees you again. The Caps will be transferred to the Bandit camp at Wilhelm's Wharf once a week. This has the following consequences:

If you return to Rivet City and meet Officer Lepelletier, she attacks you on sight, and must be defeated or fled from.

When you return to Wilhelm's Wharf, you receive your cut of 200 Caps. You must wait a week (that's a lot of sleeping or standing around!) for the first payment. You have more options, you can:

- Take your cut of 50 Caps.
- Use your silver tongue (**Speech**) to extort more Caps
- Use your fearsome status to extort more Caps.
- Randomly, you may find this **Luck** option, allowing you to extort more Caps. The higher your Luck score, the more often you see this option. Whether you get this option or not is determined before you talk to them, so saving and reloading the game won't help.
- Wait too long to get your cut, and the Bandits tell you they thought you were dead, and refuse to give you any Caps, unless you use extortion. The longer you wait, the more Caps you acquire.

You can kill all the Bandits at any time for a single Caps "withdrawal." They will be accruing their cuts of the payment as well. So if you are going to kill them, wait a few weeks to fatten their purses first. If you don't want to kill them, you can also try picking their pockets. At most they will carry about 500 caps.

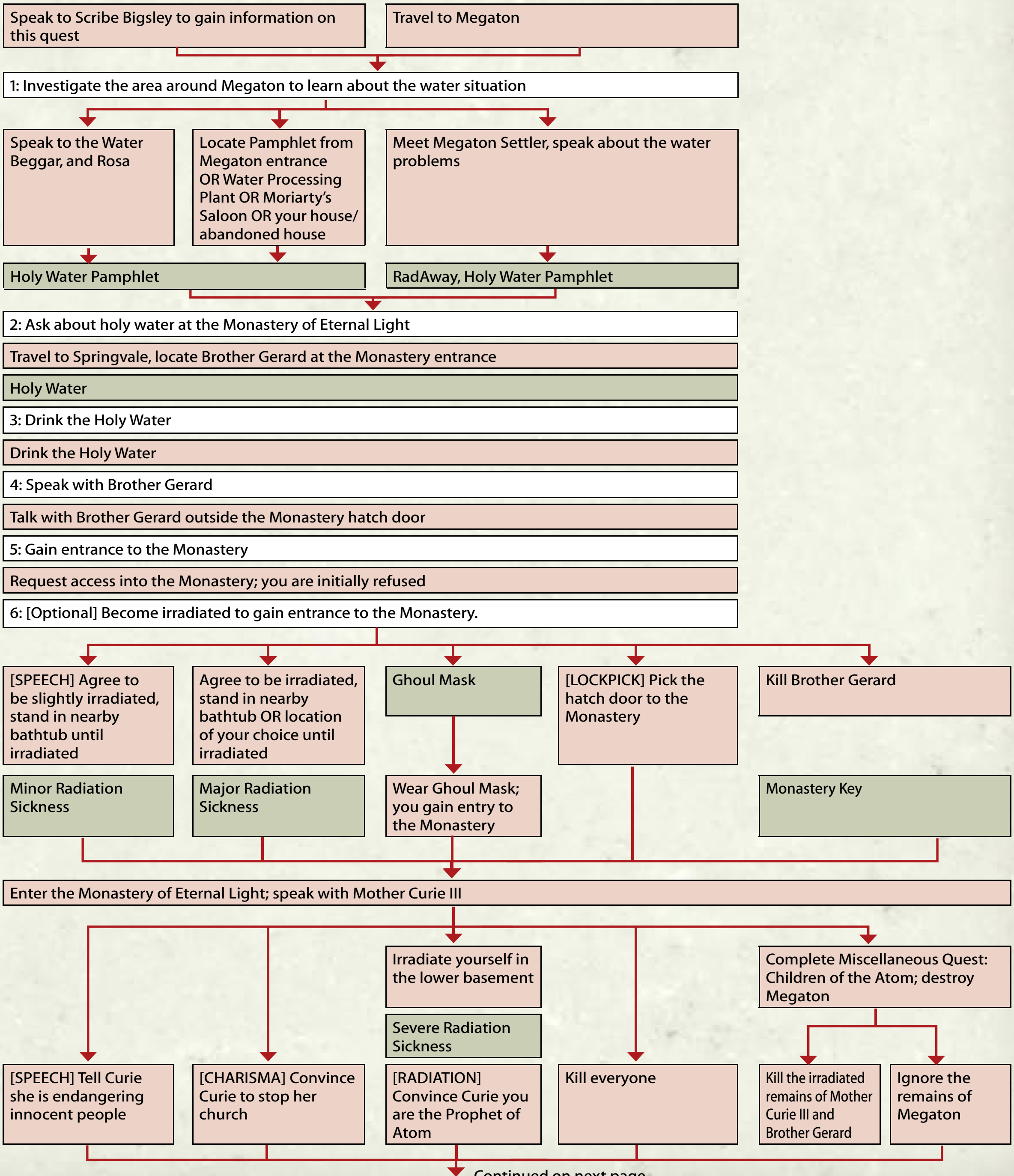
200 Caps (lump sum) OR 50+ Caps per week

100 XP

Miscellaneous Quest: Holy Water

QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Scribe Bigsley, Water Beggar, Rosa, Brother Gerard, Mother Curie III, Novice, Atom's Champion, Sun of Atom	
Locations	Jefferson Memorial, Megaton, Springvale, Monastery of Eternal Light	Jefferson Memorial, Megaton, Springvale, Tenpenny Tower, Monastery of Eternal Light
Adv. Items/Abilities	Speech, Lockpick, Charisma, Radiation	—
Possible Enemies	Atom's Champion, Sun of Atom	Brother Gerard, Mother Curie III


Speak to Scribe Bigsley to gain information on this quest
Travel to Megaton
1: Investigate the area around Megaton to learn about the water situation
Speak to the Water Beggar, and Rosa
Locate Pamphlet from Megaton entrance OR Water Processing Plant OR Moriarty's Saloon OR your house/abandoned house
Meet Megaton Settler, speak about the water problems
Holy Water Pamphlet
RadAway, Holy Water Pamphlet
2: Ask about holy water at the Monastery of Eternal Light
Travel to Springvale, locate Brother Gerard at the Monastery entrance
Holy Water
3: Drink the Holy Water
Drink the Holy Water
4: Speak with Brother Gerard
Talk with Brother Gerard outside the Monastery hatch door
5: Gain entrance to the Monastery
Request access into the Monastery; you are initially refused
6: [Optional] Become irradiated to gain entrance to the Monastery.
[SPEECH] Agree to be slightly irradiated, stand in nearby bathtub until irradiated
Agree to be irradiated, stand in nearby bathtub OR location of your choice until irradiated
Ghoul Mask
[LOCKPICK] Pick the hatch door to the Monastery
Kill Brother Gerard
Minor Radiation Sickness
Major Radiation Sickness
Wear Ghoul Mask; you gain entry to the Monastery
Monastery Key
Enter the Monastery of Eternal Light; speak with Mother Curie III
Irradiate yourself in the lower basement
Complete Miscellaneous Quest: Children of the Atom; destroy Megaton
Severe Radiation Sickness
[SPEECH] Tell Curie she is endangering innocent people
[CHARISMA] Convince Curie to stop her church
[RADIATION] Convince Curie you are the Prophet of Atom
Kill everyone
Kill the irradiated remains of Mother Curie III and Brother Gerard
Ignore the remains of Megaton

Continued on next page

From previous page

7: Report Back to Bigsley

Head to Scribe Bigsley for a reward

300 Caps, 100 XP

Color code: Objective Action Rewards

Caution

If you've destroyed Megaton during **Miscellaneous Quest: The Power of the Atom** BEFORE this quest becomes available, both Scribe Bigsley and Officer Lepelletier never mention it, and this quest cannot be accessed. However, if you destroy Megaton DURING this quest, odd happenings begin. See below for further information.

Note

Either speak to Scribe Bigsley at the Jefferson Memorial Gift Shop (explained previously) who reveals that Megaton has some problems with their water caravans, or simply head to Megaton itself.

AQUA IMPURA

Ah, Megaton. It seems like only yesterday you were fleeing a Molerat, and sought solace, as well as Deputy Weld's shooting skills.

NEW OBJECTIVE

"Investigate the area around Megaton to learn about the water situation" begins.

Trek or Fast Travel to Megaton. Deputy Weld is on patrol, and there may be a merchant caravan (without Aqua Pura supplies, because Bigsley has temporarily halted them until you've found out just what is going on). From this point, you can open a few lines of investigation:

INVESTIGATION 1: ROSA THE RELUCTANT POISONER

There's a bit of a commotion outside Megaton, and it centers around the Water Beggar sitting near the clump of rocks by Megaton's outer entrance. He's engaged in a shouting match with a woman, who runs away. Turn and talk to the Water Beggar. The water this woman gave to him…"there's something…wrong…". He slumps over, dead! The woman, Rosa, is cowering nearby. Talk to Rose, who gave him some of the water she had. She tells you she picked up some water on her way through Springvale. The water seemed okay, but your dead beggar tells another tale. Rosa tells you that a "man at the monastery" told her it was blessed. She produces a pamphlet, and lets you know the man's name: Brother Gerard. Apparently there's a load of this water available.

Holy Water Pamphlet

NEW OBJECTIVE

"Ask about holy water at the Monastery of Eternal Light" begins.

INVESTIGATION 2: ON NOTICE

You can ignore the altercation outside Megaton, and do some investigating inside the settlement instead. Past the gates, before you enter Megaton though, your find a note pinned to the interior door. Take it if you wish; this is a Holy Water Pamphlet. However, this isn't the only place in Megaton where you'll find a clue to a spurious water dispersal program going on in the area.

The front door to the Water Processing Plant has a pamphlet, as does the door (on the balcony side) to Moriarty's Saloon, and the door to your own house, or that Abandoned House (if you haven't finished **Miscellaneous Quest: The Power of the Atom** yet).

Holy Water Pamphlet

NEW OBJECTIVE

"Ask about holy water at the Monastery of Eternal Light" begins.

INVESTIGATION 3: MEGATON UNSETTLED

The final method of learning about local crackpots is to simply step into Megaton itself. At some point you may be approached by a Megaton Settler, who tells you about this new cult. Apparently they took the water that was promised to them by Scribe Bigsley! She shows you one of their pamphlets, and offers you some RadAway. The same happens if you're passing by the Brahmin herder near the atom bomb at crater's base, near the clinic.

RadAway **Holy Water Pamphlet**

NEW OBJECTIVE

"Ask about holy water at the Monastery of Eternal Light" begins.

Read the Holy Water Pamphlet, and you'll see it's from a cult named the Apostles of Eternal Light. Apparently, to heal this wounded city, they wish to provide "cleansing holy water." Brother Gerard over at the monastery in Springvale has all the details.

BAPTISM BY BROTHER GERARD

The "monastery of the Apostles of the Eternal Light" turns out to be a radioactive bathtub and a root cellar. Still, there are clinically insane dwellers to try having a logical conversation with.

Springvale is very close to Megaton, and when you reach the road junction, you're approached by a balding man named Brother Gerard, who welcomes you to the "monastery of the Apostles of the Eternal Light." Although the "monastery" is nowhere to be seen. Most of the proselytizing goes on downstairs in the cellar of this ruined house. You can't access the cellar door yet though; you're supposed to "drink deep of the Water of Light" first. Your tongue must be sanctified before discourse can begin! You're handed a bottle.

Holy Water

NEW OBJECTIVE

"Drink the Holy Water" begins.

As expected, if you check your Aid Inventory in your Pip-Boy, you'll see that this "holy water" is actually highly radioactive. You now have two choices to make: You can drink the holy water (see "Violence Is Never the Answer"), or you can kill this deranged maniac, and bring down this cult with bullets (see "Violence Is Always the Answer")!

If you did the despicable thing and tainted the Purifier with the F.E.V., there's a slightly ironic line of questioning you can take with Brother Gerard, as he tells you the holy water is based on Aqua Pura, the liquid that will bring the Wasteland to its knees!

VIOLENCE IS NEVER THE ANSWER

Drink the holy water, and your objective updates:

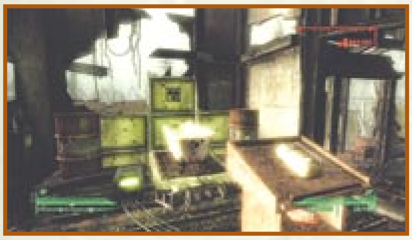
NEW OBJECTIVE

"Speak with Brother Gerard" begins.

This next objective isn't tough. Simply step up to Brother Gerard, and you can speak freely with him. And it only cost you a dose of RadAway! When Brother Gerard finishes speaking, you have two conversation choices, and either updates your objective:

NEW OBJECTIVE

"Gain entrance to the monastery" begins.



This is the place where spiritual awakening takes place? A rusting bathtub and a radiation trap?! You want to be enlightened, don't you?

You can find out about the monastery's overseer: Mother Curie III, also known as "Our Luminescent Mother." Didn't Bigsley mention that name as the person who handled delivery of the Aqua Pura? This may make sense once you're allowed into that damn cellar! The following options become available:

You can kill Brother Gerard. Violence is always the answer.

You can request passage into the monastery, but Brother Gerard cannot allow this. You must first be baptized! Brother Gerard insists you go over to his bathtub...sorry, Tabernacle, and pray to Atom to fill you with Holy Radiance! A new, and optional objective is available:

NEW OBJECTIVE [OPTIONAL]

"Become irradiated to gain entrance to the monastery" begins.

From this point, your choices are as follows:

Use **Speech** and agree to be irradiated. Move to the "tabernacle," flick the switch, and stand in the bathtub as you're gradually riddled with radiation. Continue until you have Minor Radiation Sickness (200–400 Rads), then request to be allowed in.

Agree to be irradiated. Move to the "tabernacle," flick the switch, and stand in the bathtub, but continue until you're suffering from Major Radiation Sickness (400+ Rads). Brother Gerard grants you access into the monastery while you chow down on RadAway.

Agree to be irradiated, but not by Brother Gerard. Then move to your favorite watering hole, such as the stagnant muck the atom bomb in Megaton is half-buried in, and bathe there until you're suffering from Minor or Major Radiation Sickness. Then return.

Leave Brother Gerard, put on the Ghoul Mask you acquired from Roy Phillips during **Miscellaneous Quest: Tenpenny Tower**. Brother Gerard mistakes you for an actual Ghoul, and promptly grants you access to the monastery.

Unlock the cellar door using **Lockpick** and sheer talent.

There's still violence, you know.

When you're "enlightened," move to the Cellar Door to Eternal Light Monastery in the southeast corner of the ruined house, and enter.

Monastery Key

VIOLENCE IS ALWAYS THE ANSWER

Brother Gerard is a fraud, and his unhinged band of thieves are poisoning the Wasteland residents you tried so hard to save. Or if you infected the water supply, they're poisoning the Wasteland residents and that's *your* job. Whatever justification you need, pop Brother Gerard's loony head off, grab the Monastery Key from his corpse, and open up the Cellar Door to Eternal Light Monastery and kill these crazies before they spread. The good news is that nobody inside the cellar saw this altercation, so they won't be hostile...for now.

Monastery Key

NEW OBJECTIVE

"Gain entrance to the monastery" begins.

THE GIFT OF GHOULIFICATION

Note

For a slightly different ending, you can complete **Miscellaneous Quest: The Power of the Atom** at this point, and elect to destroy Megaton. Refer to the section marked "Loose Ends: And Loose Nukes."

Mother Curie III is preaching a sermon on the first level of this two-floor root cellar. You can let her finish her sermon and view her flock. Explore the lower cellar area, and you may be surprised to see a Glowing One as you enter, and a Feral Reaver in the darkened northwest corner. Naturally, there's evidence of Aqua Pura everywhere, proving that the shipment was taken by Mother. Don't engage the Ghouls though; they remain neutral for the moment. Instead, gather the Aqua Pura you need (this hasn't been "tainted" into holy water yet). Speak to Mother Curie III, or kill her.

Aqua Pura (8)

LOOSE ENDS: YOU DON'T KNOW ME FROM ATOM

Mother Curie III is a crackpot, but one with a firm conviction. You'll need a cunning plan to get the better of her. You can complete this quest without resorting to violence. Here are the options to try:

After explaining (politely) that she's endangering innocent people, continue this line of questioning until you can reaffirm this fact with a difficult **Speech** challenge. Succeed, and she closes her church. Report back to Bigsley. Fail, and you can try another option:

You can use your charm and aura (**Charisma**) to convince Mother Curie to stop her church. She obliges. Report back to Bigsley.

Continue to talk to Mother Curie III until you have the option to ask her "What makes you think you're right?" Curie immediately recalls a dream about the Prophet of Atom. You can then pretend to *be* the Prophet of Atom. If you are less than critically irradiated, she doesn't believe you. If you are irradiated severely [800+ Rads], she's taken aback. You can then instruct her to stop harming the innocents, ideally before you keel over from radiation poisoning.

Tip

Not irradiated enough? Then activate the switch in the lower basement, and bathe in the Radiation Trap until you're cooked perfectly. Then return to Mother Curie III as "Atom."

Mother Curie III promises to give the Aqua Pura back as a gesture of good will. Return to Bigsley for your prize.

NEW OBJECTIVE

"Report Back to Bigsley" begins.

LOOSE ENDS: MURDERING MOTHER CURIE III

Hemmed into a corner, firing blindly at the entire Ghoulish congregation—this is not the finest tactical plan if you choose brawn over brains.

Failed to convince Mother Curie III? Then you can stop this cultist nonsense with a mixture of shotguns and Nuka Grenades. Wading in with guns ablazing is great and all, but the Sun of Atom and the Champion make combat frightening. Stock up with Health and Ammunition before you enter. Slay the Novice, Wastelander, and Mother Curie III on the upper cellar level if you can. Make sure you're at close range, and aim at Curie's head with a powerful close-combat weapon, so she can't escape into the lower cellar. Then face the two extremely powerful Ghouls to complete this quest. Return to Bigsley for your prize.

NEW OBJECTIVE

"Report Back to Bigsley" begins.

LOOSE ENDS: AND LOOSE NUKES

There won't be any innocents for Mother Curie III to irradiate if this entire region has been blasted from the face of the earth, right? Assuming you haven't completed **Miscellaneous Quest: The Power of the Atom** yet, you can threaten (via conversation only) your plans for destroying Megaton's bomb when you speak to Brother Gerard or Mother Curie III, and then actually go through with it (side with Mister Burke, rig the bomb, and detonate it from the top of Tenpenny Tower). When you return you'll see some new transformations. Mother Curie III is a violent Feral Reaver. She's wandering the entrance to Megaton, near Deputy Weld's buried head. Brother Gerard is now a Ghoul, and has also lost all higher brain functions. Slay them or flee, then return to Bigsley for your prize.

NEW OBJECTIVE

"Report Back to Bigsley" begins.

Back at the Jefferson Museum and Gift Shop, you can explain the course of events (no matter which path you chose), and Bigsley awards you accordingly:

300 Caps **XP 100 XP**

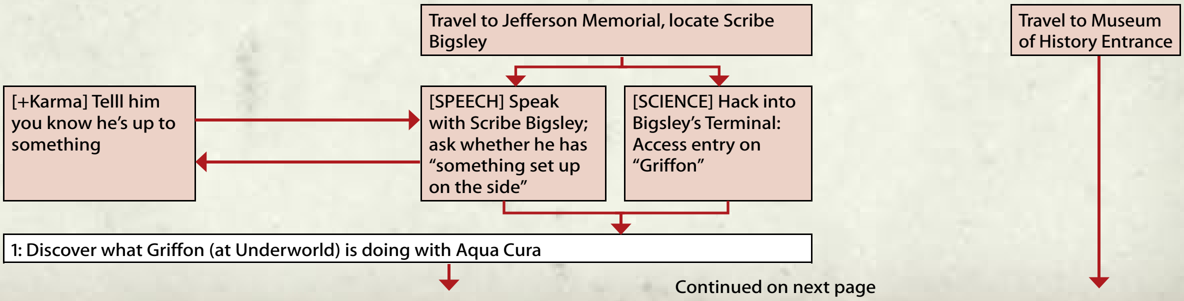
Note

If you've spiked the purifier with F.E.V., come back after a week or two after the water starts flowing back to Megaton, and find that people are getting sick by visiting the clinic.

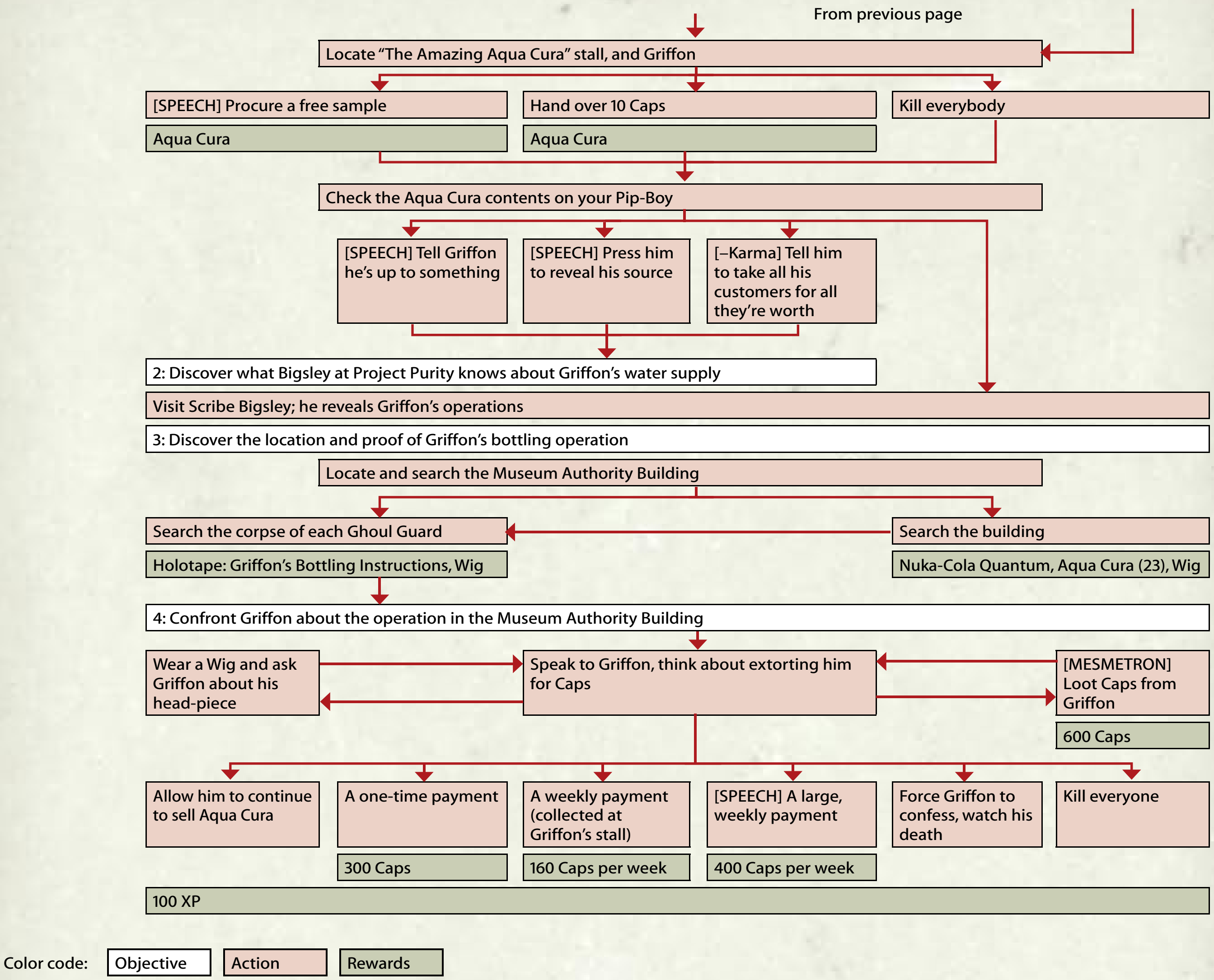
Miscellaneous Quest: The Amazing Aqua Cura!

QUEST FLOWCHART

	MAIN PATH
Main Characters	Scribe Bigsley, Griffon
Locations	Jefferson Memorial, Museum of History, Museum Authority Building
Adv. Items/Abilities	Speech, Science, 10 Caps, Mesmetron
Possible Enemies	Radroach, Ghoul Guard


Travel to Jefferson Memorial, locate Scribe Bigsley
Travel to Museum of History Entrance
[+Karma] Telll him you know he's up to something
[SPEECH] Speak with Scribe Bigsley; ask whether he has "something set up on the side"
[SCIENCE] Hack into Bigsley's Terminal: Access entry on "Griffon"
1: Discover what Griffon (at Underworld) is doing with Aqua Cura

Continued on next page


From previous page
Locate "The Amazing Aqua Cura" stall, and Griffon
[SPEECH] Procure a free sample
Aqua Cura
Hand over 10 Caps
Aqua Cura
Kill everybody
Check the Aqua Cura contents on your Pip-Boy
[SPEECH] Tell Griffon he's up to something
[SPEECH] Press him to reveal his source
[–Karma] Tell him to take all his customers for all they're worth
2: Discover what Bigsley at Project Purity knows about Griffon's water supply
Visit Scribe Bigsley; he reveals Griffon's operations
3: Discover the location and proof of Griffon's bottling operation
Locate and search the Museum Authority Building
Search the corpse of each Ghoul Guard
Holotape: Griffon's Bottling Instructions, Wig
Search the building
Nuka-Cola Quantum, Aqua Cura (23), Wig
4: Confront Griffon about the operation in the Museum Authority Building
Wear a Wig and ask Griffon about his head-piece
Speak to Griffon, think about extorting him for Caps
[MESMETRON] Loot Caps from Griffon
600 Caps
Allow him to continue to sell Aqua Cura
A one-time payment
300 Caps
A weekly payment (collected at Griffon's stall)
160 Caps per week
[SPEECH] A large, weekly payment
400 Caps per week
Force Griffon to confess, watch his death
Kill everyone
100 XP
Color code:
Objective
Action
Rewards

Note

This quest starts in one of two ways: You can either find out about Griffon and his business relationship with Scribe Bigsley over at the Jefferson Memorial Gift Shop (explained previously), or stumble upon Griffon's stall inside the entrance to the Museum of History.

BEWARE OF EXPENSIVE IMITATIONS

NEW OBJECTIVE

"Discover what Griffon at Underworld is doing with Aqua Pura" begins.

Journey to the Mall [Zone 17] in the D.C. Metro Area, and move to the Museum of History, passing Willow the friendly Ghoul at the entrance. The front steps now have signs for "The Amazing Aqua Cura!" Enter the Door to Museum of History Entrance. In the rotunda a Ghoul named Griffon has a stall at the entrance to the Underworld. He's selling an elixir called "Aqua Cura" to fellow Ghouls. Listen, then start up a conversation with the coiffured fellow.

No matter what you say, you won't stop him from selling his incredible liquid. You must procure a bottle of Aqua Cura. You can:

Use **Speech** to request a free sample. The chances of Griffon handing one over are slim to none.

You can ask how much for an Aqua Cura. Griffon eventually settles on a price of 10 Caps. Hand it over for the quest to continue.

Aqua Cura

WG 1, VAL 10, Rads +4, HP +10

The Brotherhood has a zero tolerance policy against Ghouls receiving Aqua Pura. So Griffon made a deal, and swindled his brethren for a few Caps.

Check out the Aqua Cura using the Aid Inventory screen of your Pip-Boy; it's simply Dirty Water re-branded. Speak to Griffon again, telling him your findings, and he scoffs. Or you can ask where he got this Aqua Cura from. From this point, you can:

Use Speech and tell him he's clearly up to something. You need answers, and pronto!

Press him, using your **Speech** skill, to reveal his source; tell him you're curious where the water came from. This is a lot easier than the previous challenge.

With particularly low Karma, you can tell Griffon to take his customers for all they're worth. If you have low enough karma he tells you about Bigsley.

You can fail at all of these, and you're none the wiser.

You can kill Griffon, turning the Ghouls hostile, and fail the quest.

Assuming you succeeded in one of the Speech challenges, your objective updates:

NEW OBJECTIVE

"Discover what Bigsley at Project Purity knows about Griffon's water supply" begins.

You should still return to Scribe Bigsley, even if the objective doesn't update.

HERE'S HOW TO ORDER

Return to the Jefferson Museum and Gift Shop. You may be surprised when you ask Bigsley, but he immediately reveals the entire operation. He tells you that the secret location where Griffon's workers off-load the Aqua Pura and bottle Aqua Cura is the Museum Authority Building in the Mall. You haven't been able to access this building before (and it now appears on your World Map). Your objective updates. Trek or Fast Travel back to the Mall [Zone 17].

NEW OBJECTIVE

"Discover the location and proof of Griffon's bottling operation" begins.

A HAIR-BRAINED SCHEME

Back in the Mall, tackle a few Radroaches as you approach the Museum Authority Building, just east of the Mirelurk Nesting Hole [17.03] and southwest of the Washington Monument [17.05]. Brandish a Combat Shotgun or other Ghoul-killing weapon, and head inside. You'll draw the attention of a Ghoul Guard. Slay him. Pop into the ladies' restroom for a Nuka-Cola Quantum on one of the toilets. There's a First Aid Box in the gents' restroom. Take down another Ghoul Guard as you head through the cubicles, which contain only junk. At the top of the stairs in the northwest corner of the ground floor, tackle a third Ghoul Guard, with the same head of hair as Griffon. Check his corpse for two items: a note with Griffon's Bottling Instructions, and a Wig (big surprise). Your objective updates.

Holotape: Griffon's Bottling Instructions

Wig

NEW OBJECTIVE

"Confront Griffon about the operation in the Museum Authority building" begins.

All the proof you need about the secret bottling operation is contained in this building's basement.

Head down the stairs. There are two floors, but the upper one is in ruins. Move into the basement, and further proof is revealed: the entire bottling operation is in full effect (it's stopped since you massacred the Ghoul Guards). There's Aqua Cura everywhere, empty shipments of Aqua Pura, and a lot of Abraxo Cleaner to "clean" up the water. There's a second Holotape with the same Bottling Instructions on the circular table between the bathtubs on the south wall. You'll also find another Wig inside the cabinet near the mannequins.

Aqua Cura (23)

The wig…er…jig is up, Griffon! Back at the Aqua Cura stand, confront Griffon. This concludes the quest, but there are a number of ways you can leave your interaction with Griffon:

You can ask Griffon about his head-piece, if you're wearing an identical one.

You can extort Griffon for Caps, payable once per week, for you to keep your mouth shut.

- This can be a one-time payment of 300 Caps.
- Or, this can be a weekly payment of 160 Caps.

- Or, you can really lean on Griffon with your **Speech** skill, and demand up to 400 Caps every week.

From this point, you can return once a week to claim your "cut." Griffon always makes good on his payment unless you wait five weeks or more, in which case Griffon only has the last four weeks' worth of Caps for you, up to a maximum of 500 Caps. You receive 100 XP, too.

Caps (160–400 per week) **100 XP**

You can force him to confess to the assembled mob that he's a fraud. The assembled mob turns into an angry mob, and kill him after a struggle. You can loot 600 Caps from his corpse (and a Wig, of course), and more from his cash register, as well as some useless Aqua Cura. You receive 100 XP, too.

Caps (600) **100 XP**

Or, you can force him to sell the real Aqua Pura, which he does with vigor, although there's less to sell to the Raiders. You can check on him periodically. You receive 100 XP, too.

If you contaminated the water supply with F.E.V., after a week, this area becomes less of an Aqua Pura dispensing station, and more of an infirmary, and then finally a morgue.

100 XP

Tip

You can also loot 600 Caps from Griffon by using the Mesmetron; this allows you to keep Griffon alive. Do this before extorting or forcing him to sell Aqua Pura.

Note

You can also tell Bigsley about how this quest ended. He'll be thrilled.

Freeform Quest: The Sorrowful Suitor

A FATAL ATTRACTION

When you're completing **Broken Steel: Who Dares Wins**, and you're in the Presidential Metro at the Capitol Platform, just before you meet the Sentinel that reactivates the line (and the double doors to the Capitol Building), head west up the stairs, to the short L-corridor with stairs leading up to the Capitol Building East Entrance. Before you reach those doors, inspect the remains of a female skeleton lying on a bench, close to Beer, Jet, and a Holotape marked Sorry, My Darling. It's from a young lady, sorrowful that she can't make her rendezvous at La Maison Beauregard Hotel, especially as her suitor has gone to some trouble locating a "gift" for her. Continue with your Main Quest, and when you have a moment, head out to investigate this hotel.

Beer and Jet

Holotape: Sorry, My Darling

Battling to the hotel, you may encounter a new and fiendish Super Mutant Overlord who's tougher and uglier than his brethren, if that's possible.

You may have previously explored La Maison Beauregard lobby interior (as the rest of the hotel is blocked by fallen masonry). It is located in Zone 14: Georgetown. The closest Metro stations are 14.07 Georgetown/the Mall and 14.09 Penn Ave./Georgetown Metro. Equip your Super Mutant hunting gear, as there are usually two beast-men waiting on the exterior concourse. Drop them (you may wish to begin Paladin Tristan's **Freeform Quest: Blood Brotherhood** first); and then enter the hotel.

Tip

You must have found the Holotape and listened to it prior to entering the lobby or a person of interest won't be waiting, ready to kill.

LAG-BOLT IS READY FOR ACTION

Enter the lobby and pass through either doorway. A crazed man immediately attacks you. This is Lag-Bolt, a maniac with a death wish. Once he's been defeated, search his corpse. There's some Flamer Fuel, a Heavy Incinerator, and some unique armor and apparel. Of particular interest is Lag-Bolt's Suitcase Key, which opens the suitcase on the pool table, and Lag-Bolt's Note, which is from the recently departed's big brother, Lug-Nut. Whatever is in the suitcase is direct from "The Tailor" in Virginia. Open the suitcase, and you'll discover the prize: a unique outfit, the All-Nighter Nightwear! This concludes the quest, although you can search for more items (listed below).

Flamer Fuel (50)

Heavy Incinerator

Lag-Bolt's Note

Lag-Bolt's Suitcase Key

Lag-Bolt's Combat Armor
DR 38, WG 30, VAL 400, AP +10, Big Guns +10

Lag-Bolt's Shades
DR 1, WG 0, VAL 8, Lockpick +3, Sneak +3

All-Nighter Nightwear
DR 1, WG 1, VAL 200, CH +1, EN +1

U.S. Army: 30 Handy Flame-thrower Recipes (19)

Mini-Nuke (#57)

Missile Launcher and Ammo

Stealth Boy

Nuka-Cola Quantum (#77)

Note

Lag-Bolt, as you may realize, shares his plan of instant death at the hands of the Lone Wanderer in the same way that his brother did, during the **Freeform Quest: Grady's Package**.

Freeform Quest: Getting Ready for Prime Time

TAKING LIBERTIES

When **Broken Steel: Who Dares Wins** is over, you can quickly speak with Scribe Rothchild in the courtyard, or down in the laboratory later. You can see if he needs any further help. He tells you his main task is the reconstruction of Liberty Prime. Rothchild will need some special items for Prime's complex systems. He needs the following, and he's prepared to pay:

Sensor Modules. They help with restoring Prime's electrical components.

Cameras: This is the most urgently sought-after item, as Prime's optics were completely destroyed, and the camera's components can replace them.

These two items are randomly strewn across the entire Capital Wasteland and beyond. When you return with a Sensor Module, you receive 75 Caps and 10 XP for your trouble. The prize is even better if you hand over a camera: 100 Caps and 25 XP. This makes Rothchild's scavenger hunt the most profitable of all. You can continue to return, and collect as many of these items as you like. If you miss Liberty Prime, you can see what's left of him in the Citadel's Laboratory, near a couple of Tesla Cannons.

75 Caps **10 XP**

100 Caps **25 XP**

Freeform Quest: Blood Brotherhood

BLOOD BROTHERHOOD

Just in case you've fallen out of the Vault for the first time, these are the critters you can slaughter. One Mutant of any size is worth a single Blood Sample.

When **Broken Steel: Who Dares Wins** is over, locate Paladin Tristan, who may be in the courtyard, or wandering the A-Ring or B-Ring. You can ask whether Tristan requires any further assistance. He tells you that Super Mutants are still a major problem in the Capital Wasteland. Tristan is offering a bounty, and he fits your Pip-Boy with a blood sampling device usually given to Brotherhood Scouts. Simply return with evidence of the Super Mutant's death, and you'll be properly compensated for your ammunition expenditure.

Super Mutants continue to exist in the D.C. Metro Area, and there are particular concentrations in the Mall (Zone 17), and the Hotel Statesman [12.08] where **Miscellaneous Quest: Reilly's Rangers** takes place. Now every time you (or a Follower) slays a Super Mutant, a Super Mutant Blood Sample can be looted from the corpse. Gather these then return to Paladin Tristan. You receive 50 Caps and 10 XP per sample, meaning you can become rather well off (and experienced) if you're a fan of defeating 10-foot orange mutations.

Super Mutant Blood Sample **60 Caps**

10 XP

Freeform Quest: Forcing Evolution Virally

If, during **Main Quest: Take It Back!**, you inserted the Modified F.E.V. Vial into the Auxiliary Filtration Input, the impact isn't felt immediately. But soon, three settlements experience a mass infection, and as the months tick by, those affected by the Forced Evolution Virus begin to wither and die.

Note

This Freeform Quest has no ending, just the gradual death and decay of the inhabitants of three settlements.

Tip

Locations: Underworld [17.07B], Megaton [LAT -01/LONG -06], Rivet City [LAT 18/LONG -17]

F.E.V. LOCATION: UNDERWORLD

Underworld begins to change for the worse a few days after you complete **Miscellaneous Quest: The Amazing Aqua Cura!** and convince Griffon to sell the "pure" variety. Griffon is taken sick, and so is his audience. The Chop Shop inside Underworld becomes the focus, and Doctor Barrows's office has numerous victims. Listen to the quizzical musings from the doctor and Nurse Graves. Talk to the residents about their tinfoil-hat theories about the outbreak.

F.E.V. LOCATION: MEGATON

The inhabitants of Megaton begin to feel the after-effects of the F.E.V. after you finish **Miscellaneous Quest: Holy Water**. When you arrive at Megaton, there's a cluster of sick patients down at Doc Church's Clinic, and a bottle of the deadly liquid in Doc's office. Witness the pitiful mewings of these Wastelanders, and seek further knowledge from any Megaton Settlers you meet.

F.E.V. LOCATION: RIVET CITY

Those in Rivet City begin to feel the effects of your mass poisoning—sorry, mutation-cleansing—soon after **Main Quest: Take It Back!** is over. If you visit the vessel, Doctor Preston is overwhelmed with the disabled and dying. Perhaps he should take a sip of that Aqua Pura elixir in his office? Speak to inhabitants about this viral outbreak. Congratulations; you've managed to cause mass hysteria in a post-apocalyptic world and make the situation **even worse**. No one thought that was even possible....

TOUR OF BROKEN STEEL

Unlike the other Additional Quests, Broken Steel changes a number of the locations across the Capital Wasteland, as well as revealing all-new virgin territory to investigate. For this reason, the following chapter breaks down each original zone, showcasing the changes the triumph of Project Purity has brought to civilization. Any zones not mentioned have very limited or no changes.

Water Caravan Routes

TOPOGRAPHICAL OVERVIEW

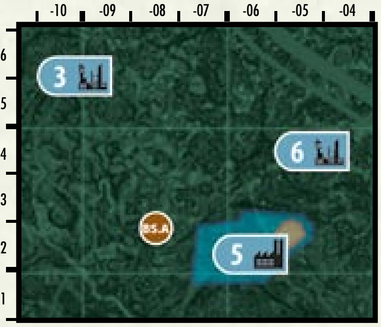
The Wasteland is a dangerous place, and everyone wants clean water. To prevent an uprising from a particular faction, security forces from Rivet City have teamed up with the Brotherhood of Steel to send Water Caravans (Brahmin with Aqua Pura water barrels tied to their backs, and a Rivet City Guard escort) between various major settlements across the Wasteland. If they haven't been ambushed by wandering animals or irradiated beasts, you may find Water Caravans on the following routes:

- Jefferson Memorial [9.14] to Rivet City [9.15]
- Jefferson Memorial [9.14] to Andale [8.07], to the Republic of Dave [3.03]
- Germantown Police Headquarters [5.01] and Big Town [5.10] (ambush north of Bigtown detailed in this chapter)
- Warrington Station [7.13] and Tenpenny Tower [7.14] (ambush west of Tenpenny Tower detailed in this chapter)
- Megaton [8.03] to Bigtown [5.10] (ambush outside Megaton detailed in this chapter)

Zone 2: Northern Mountains

TOPOGRAPHICAL OVERVIEW

This zone has been largely unaffected by the creation of Project Purity's water distribution. The largest amount of Aqua Pura is in the hands of a band of Raiders, who have split off from their brethren at the Montgomery County Reservoir and created their own camp, where they pillage passersby, and tackle any wild animals that come foraging.



PRIMARY LOCATIONS

BROKEN STEEL

None

ZONE 2

2.03: MDPL-21 Power Station (LAT -10/LONG 26)

2.05: Montgomery County Reservoir (LAT -06/LONG 22)

2.06: Broadcast Tower LP8 (LAT -04/LONG 24)

SECONDARY LOCATIONS

BS2.A: Aqua Pura Raider Camp (LAT -08/LONG 22)

Secondary Locations

BS2.A: AQUA PURA RAIDER CAMP

(LAT -08 / LONG 22)

- Main Quest: Broken Steel
- Threat Level: 3
- Faction: Raider
- Collectible: Pre-War Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration

Northwest of Montgomery County Reservoir [CW: 2.05] is the Irradiated Silo and Outbuildings [CW: 2.F]. Raiders have taken over this structure, and are fighting off Yao Guai and lone wanderers. Their camp consists of an Aqua Pura barrel crate with a lookout, and a distilling operation (that is, a bath) on the upper balcony of a barn, where you'll find ammo and a Pre-War Book and Vodka not previously available.

You can now enter the silo. Inside are more crates of Aqua Pura barrels, some First Aid, and an Assault Rifle and Ammo, plus some Cigarettes. Use the rung ladder inside the silo to reach the exterior circular balcony. Find two more Ammo Boxes here, and great sniping spots for the foes down below.

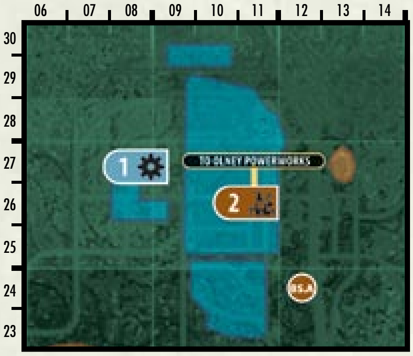
Finally, the ramshackle hut to the west of this camp near the ruined (and empty) building holds more barrels and Ammo Boxes.

- Scribe Pre-War Book (99/103)
- Ammunition Box (8)
- First Aid Box
- Assault Rifle and Ammo
- Carton of Cigarettes

Zone 3: Northeast Territories

TOPOGRAPHICAL OVERVIEW

Water Caravans periodically visit the Republic of Dave [CW: 3.03], but the main additional locations here are an Enclave Camp dedicated to locating and enslaving Deathclaws, and additional underground connections deep below the surface of Old Olney. Assuming you can dodge the roaming Deathclaws, a completely new underground area is yours to explore, eventually leading to Olney Powerworks, where you can obtain a fabled Tesla Coil, which is required for a devastating new weapon.



PRIMARY LOCATIONS

BROKEN STEEL

3.02: Old Olney (LAT 10/LONG 26)

BS 3.02.1: Old Olney Sewers
BS 3.02.2: Olney Underground
BS 3.02.3: Old Olney S. Wilson Building
BS 3.02.4: Olney Powerworks

ZONE 3

3.01: Vault 92 (LAT 08/LONG 27)

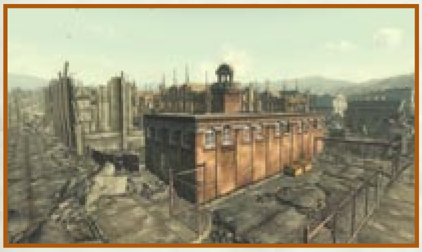
SECONDARY LOCATIONS

BS3.A: New Enclave Camp (LAT 12/LONG 24)

Primary Locations

3.02: OLD OLNEY

(LAT 10 / LONG 26)

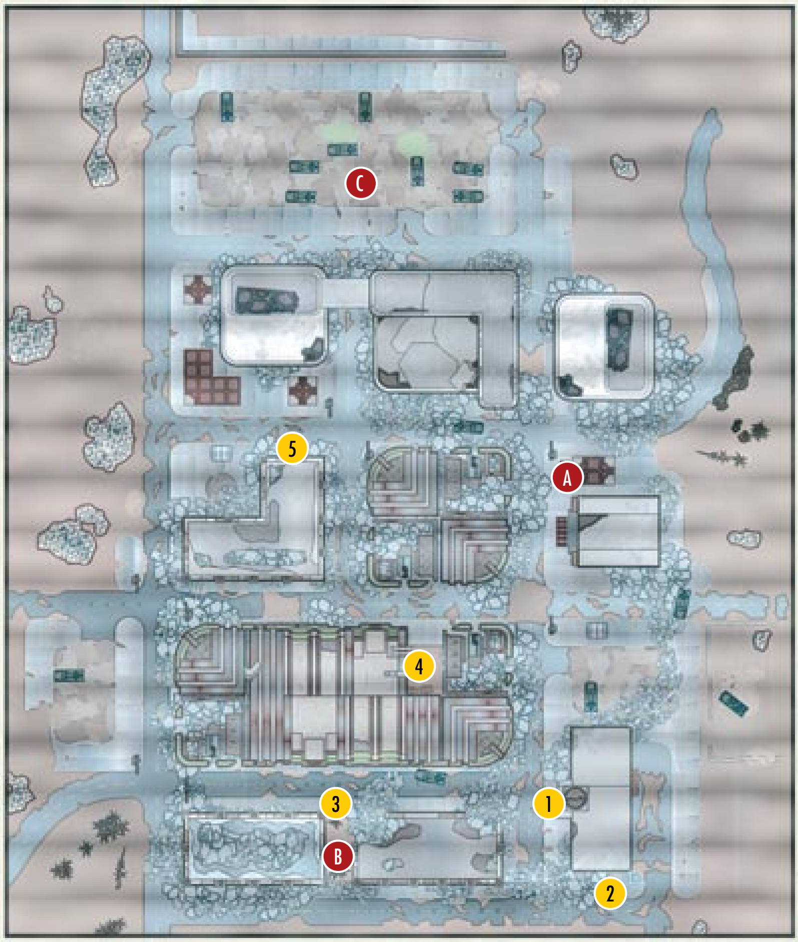


- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 5
- Highly Visible Landmark
- Interior Exploration
- Collectibles: Fat Man Launcher, Mini-Nuke, Skill Book
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench

> **Note**
>
> This settlement was accessible prior to you accessing Broken Steel (except for Location C).

This ruined township comprises several city streets, which contain the largest concentration of Deathclaws except for the Deathclaw Sanctuary [1.07]. Approach the town from any direction, but it's best to snipe Deathclaws from the freeway to the east or from the hill above Vault 92, or **Sneak** in from the west at night. Otherwise, wait at a safe distance for a patrolling Deathclaw to move past.

Old Olney Exterior



Ⓐ Bank Courtyard

Watch your step—the first of two underground entrances is the steel grating. If you stand on it, you fall into the entrance to the Olney Sewers, and you can't scramble back up.

Tip

Walk across the corner to activate the falling grating, but stay at street level.

① Firehouse

At the sealed front door is a skeleton lying next to a sheet of paper. This is the Nuka-Cola Accident Report, referencing the nearby Jackknifed Truck [3.E].

- Nuka-Cola Accident Report

② Optimal Entrance

If you're approaching Old Olney from the Enclave camp, scramble in here, heading for the Exposed Manhole.

③ Exposed Manhole Alley

This is the second entrance to the Olney Sewers.

Ⓑ Manhole to Old Olney Sewers

Use this rather than the entrance at the bank courtyard, because there's less backtracking in the sewers, and you can quickly escape back up here if you need to.

④ Alcove under a Radiation King Sign

- Ammunition Box
- First Aid Box

⑤ Dead Mercenary

- Combat Shotgun

⑥ Manhole to Olney Powerworks

This is only accessible after you access it the first time, from the Powerworks, after completing **Main Quest: Shock Value**.

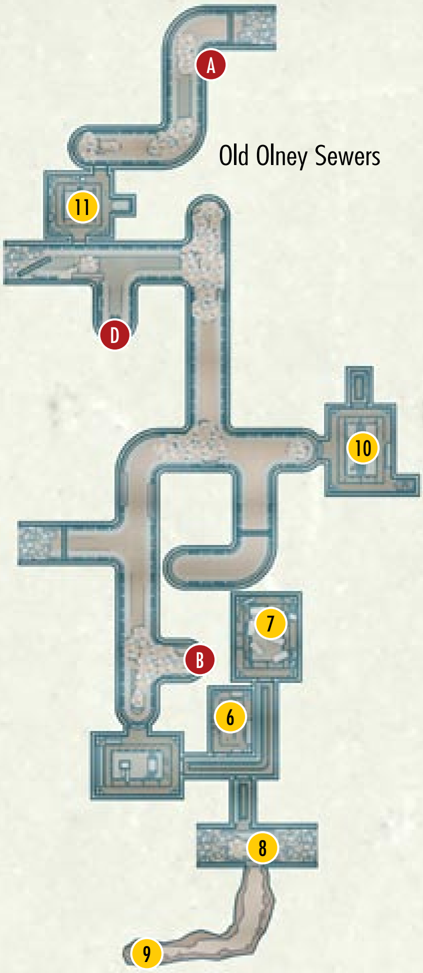
BS U3.02.1: OLD OLNEY SEWERS

Note

This settlement was accessible prior to you accessing Broken Steel (except for location D).

Note

The sewer interior can be investigated through either entrance, although there's less backtracking (if you're concerned with the Broken Steel **Main Quest: Shock Value**) if you choose the manhole cover in the alley.



Ⓐ Door to Old Olney

This leads to the under-floor door near the bank building, but you can't reach ground level from here.

Ⓑ Ladder to Old Olney

This leads to the manhole alley, and should be where you start this underground exploration.

⑥ Small Workshop

This easily missed room off the L-shaped corridor houses the following items:

- Work Bench
- Bottlecap Mine
- Scoped .44 Magnum
- Ammunition Box
- First Aid Box

⑦ Bloody Sleeping Quarters

Begin scavenging the three safes once combat is over.

- Nuka-Cola Quantum (15/110)
- Fat Man (3/9)
- Missile Launcher
- Ammunition Box
- Wall Safe Items (3)

⑧ Metro Tunnel Section

Check the Brotherhood of Steel Initiate, because he's wearing a prototype suit of Medic Armor (no helmet is available).

- Brotherhood of Steel Holotag
- Prototype Medic Power Armor (22/152)
- Medic Power Armor Manual

⑨ Rocky Tunnel

- Duck and Cover! (6/25)

⑩ Generator Room

The locked door accesses the storage closet's items:

- Ammunition Box
- First Aid Box (2)
- Mini-Nuke (16/92)

⑪ Maintenance Room

For a bit of fun, activate the Automatic Maintenance Terminal. This starts up a Sewer Protectron, who enacts a hostile eradication program. This lasts only seconds before it is mauled by a Deathclaw! Check the room for Darts, junk, and a skeleton clutching an ID card. There are also three Ammo Boxes (one is locked) a First Aid Box, some Darts, tools, and other junk. The skeleton on the west wall still clutches a Utility Worker ID.

- Ammunition Box (3)
- First Aid Box
- Utility Worker ID

Ⓓ Ladder to Old Olney Underground

This allows access deeper into previously unexplored areas related to **Main Quest: Shock Value**.

BS U3.02.2: OLNEY UNDERGROUND

- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 5
- Danger: Baby Carriage Trap, Mines!
- Collectible: Nuka-Cola Quantum
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Work Bench (2)
- Inhabitants: Badger, Kidd
- Inhabitants (Deceased): Badger, Carl, Connelly, Dunbar, Sanders

Note

This settlement was not accessible prior to you accessing Broken Steel.

A labyrinth of tunnels and interlocking rooms allow eventual access to the S. Wilson Building, but only after you traverse a hospital room, and a frightening and Deathclaw-filled workshop cellar.

Ⓓ Hatch to Olney Sewers

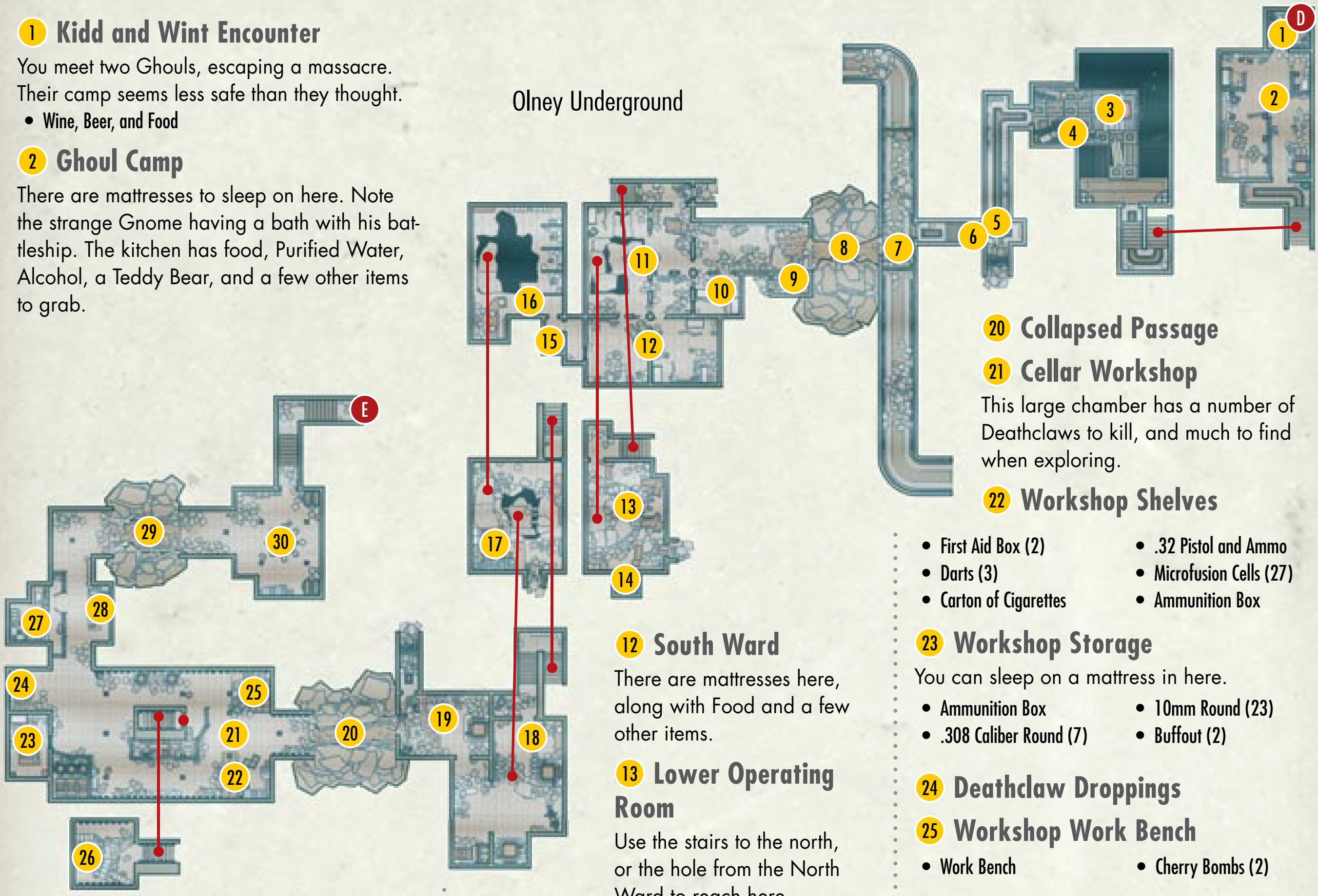
1 Kidd and Wint Encounter

You meet two Ghouls, escaping a massacre. Their camp seems less safe than they thought.

- Wine, Beer, and Food

2 Ghoul Camp

There are mattresses to sleep on here. Note the strange Gnome having a bath with his battleship. The kitchen has food, Purified Water, Alcohol, a Teddy Bear, and a few other items to grab.



3 Ghoul Camp Upper Mezzanine (Badger's Corpse)

Badger was slain recently by Deathclaws.

- Stormchaser Hat
- Pool Cue (3)

4 Ghoul Camp Burning Blockade (Connelly's Corpse)

Connelly was slain recently by Deathclaws.

5 6 Narrow Corridor and Stairs (Dunbar and Carl's Corpse)

Dunbar and Carl were both slain recently by Deathclaws. A note on Dunbar's corpse reveals the Ghouls' plans.

- Dunbar's Note

7 Rubble-Filled Tunnel

A mattress is available to sleep on, near the following:

- Vodka
- First Aid Box

8 Collapsed Hospital Floor (Sanders' Corpse)

9 Toy Room

10 Small Ward

There are mattresses here.

- Psycho

11 North Ward (Collapsed)

- Mentats and Buffout

12 South Ward

There are mattresses here, along with Food and a few other items.

13 Lower Operating Room

Use the stairs to the north, or the hole from the North Ward to reach here.

- Ammunition Box (2)
- Frag Mines (3)

14 Filing Cabinets Closet

- First Aid Box (2)
- Stimpaks (2)
- Power Fist
- Blood Pack

15 Teddy the Drunkard

Young Mr. Bear has been at the Whiskey.

- Teddy Bear
- Whiskey

16 Hospital Reception and Office Cubicles

- Alcohol and Chems
- Ammunition Box (2)

17 Mid-Level Kitchens

Watch out for the Baby Carriage Trap in the northeast corner.

- Food

18 Generator Room

There is a skeleton on the northern steps near a Vodka bottle. Check the bathtub for more items.

- Melee Weapons (3)
- Chinese Assault Rifle
- First Aid Box
- Frag Grenade (5)
- Flamer Fuel (22)

19 Sandbag Defenses

Beware of Frag Mines here.

- Ammunition Box (2)
- Frag Mine (5)
- Frag Grenade (2)
- Hunting Rifle and Ammo

20 Collapsed Passage

21 Cellar Workshop

This large chamber has a number of Deathclaws to kill, and much to find when exploring.

22 Workshop Shelves

- First Aid Box (2)
- Darts (3)
- Carton of Cigarettes
- .32 Pistol and Ammo
- Microfusion Cells (27)
- Ammunition Box

23 Workshop Storage

You can sleep on a mattress in here.

- Ammunition Box
- .308 Caliber Round (7)
- 10mm Round (23)
- Buffout (2)

24 Deathclaw Droppings

25 Workshop Work Bench

- Work Bench
- Cherry Bombs (2)

26 Lower Storage Last Stand

Pick the lock of the cell door to access this lower room.

- Ammunition Box (2)
- First Aid Box
- Additional Ammo
- Scoped .44 Magnum
- Chinese Assault Rifle and Ammo
- Nuka-Cola Quantum (98/110)

27 Mesh Fence Workshop

- Work Bench
- Bottlecap Mine
- Safe Items
- .308 Caliber Round (14)

28 Long Bench and Shelves

- Wine and Vodka (in refrigerator)
- First Aid Box

29 Collapsed Passage

30 Generator Room

- Darts

E Door to Old Olney S. Wilson Building

BS 3.02.3: OLD OLNEY S. WILSON BUILDING

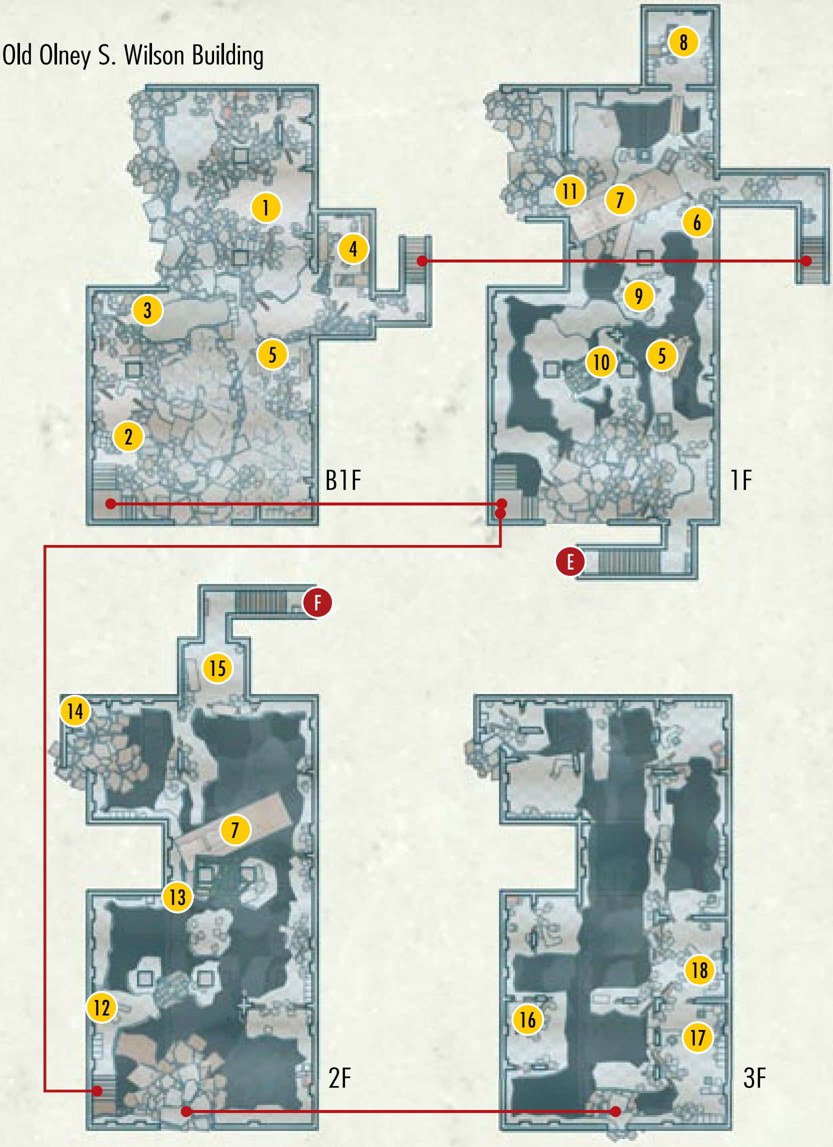
- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 4
- Faction: Enclave
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection

Note

This settlement was not accessible prior to you accessing Broken Steel.

This huge office is in complete disrepair, and is where the Enclave have been dropping or capturing Deathclaws. There's a light Enclave presence here, but one of the enemy squad is armed with a Heavy Incinerator and Hellfire Armor, making him a formidable foe. Access to the Olney Powerworks is at the other end of this gigantic (and now "open plan") ruin.

Old Olney S. Wilson Building



E Door to Old Olney Underground

B1F SEARCH

1 Desk

- Carton of Cigarettes

2 Desks

- Carton of Cigarettes
- Food and Alcohol

3 Baby Carriage

- Teddy Bear

4 Radiator King Workshop

Named after the poster on the wall. Stairs lead from here to the next floor.

- First Aid Box
- Darts
- Ammunition Box

1F SEARCH

5 Planks

These lead down to the lower level, near the Radiator King Workshop.

6 Desk

- Mentats

7 Fallen G.N.R. Billboard

Allows access up a level from this floor

8 Small Office

Expect Enclave battles here, before you check the following items out:

- .32 Pistol and Ammo
- Wall Safe Items

9 Plastic Container

- Railway Spikes (13)

10 Deathclaw Cage (open)

There's a skeleton draped over a toilet (that you can drink from, as always) here.

- Whiskey

11 Plastic Bucket

- Pulse Grenade (2)

2F SEARCH

12 Remains of Office

There's a skeleton with a camera near here, too.

- Darts and Food
- Wall Safe Items
- Jet

13 Floor Edge and Eat'o'tronic 3000

Heading up from the concrete stairs to the southwest, and edging along here to the exit is the quickest way through.

- Food

14 Dead Gnome's Hand

An Intact Garden Gnome is playing strip poker (using Metro Tickets) with a Teddy!

15 Ruined Office and Exit

You usually fight the Hellfire Trooper and other Enclave soldiers in this area.

- Enclave Hellfire Armor
- Enclave Hellfire Helmet
- Heavy Incinerator

F Door to Olney Powerworks

3F SEARCH

16 Ruined Office Cubicle #1

- Scotch
- Nuka Grenade

17 Ruined Office Cubicle #2

- Ammunition Box

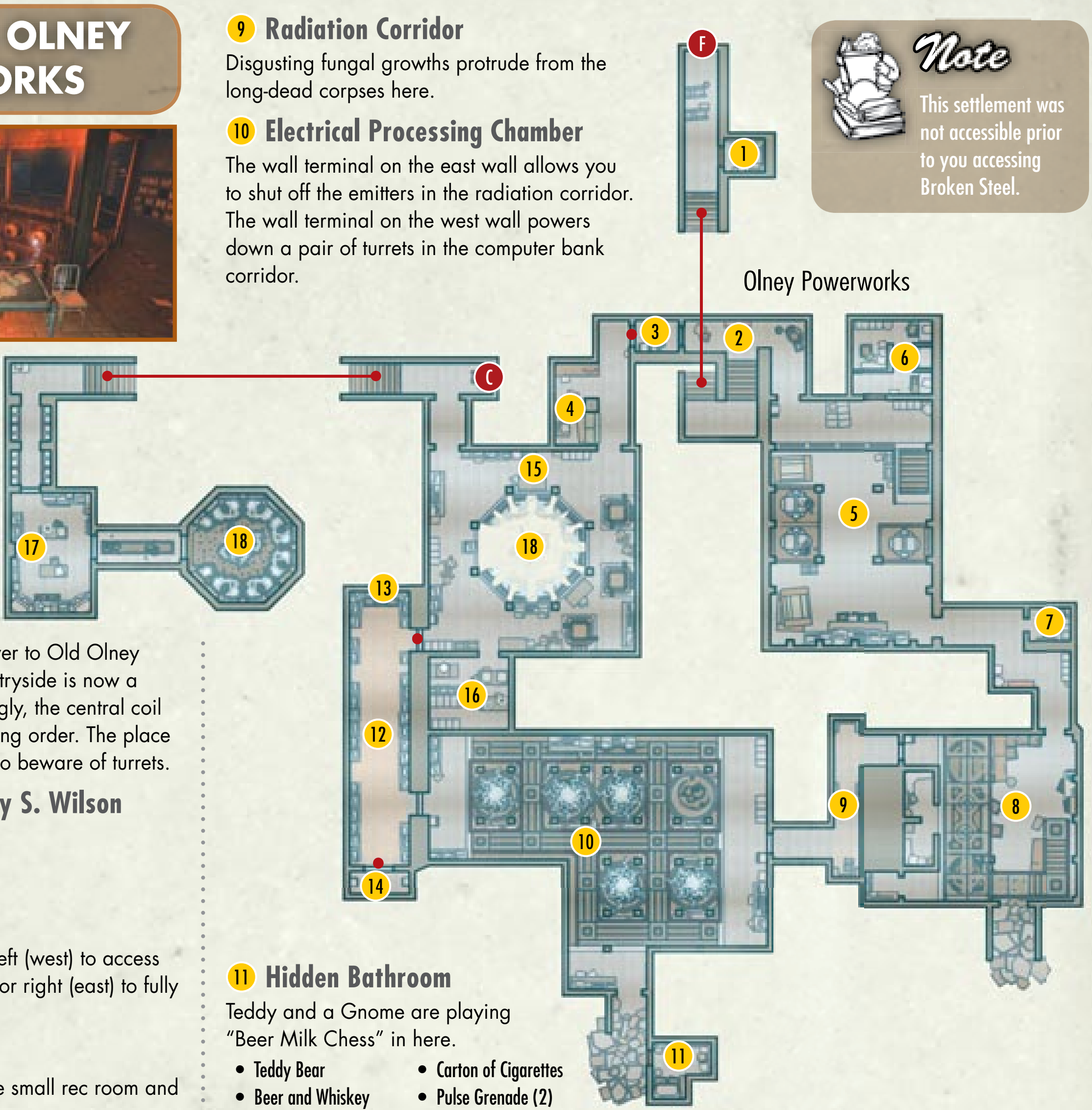
18 Ruined Office Cubicle #3

- Ammunition Box
- Wall Safe
- Health and Chems
- Blood Pack

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

BS 3.02.4: OLNEY POWERWORKS

- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 4
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item
- Underground Connection



Note

This settlement was not accessible prior to you accessing Broken Steel.

What once provided power to Old Olney and the surrounding countryside is now a derelict structure. Amazingly, the central coil chamber is in good working order. The place is patrolled by robots. Also beware of turrets.

F Door to Old Olney S. Wilson Building

1 Cleaner's Closet

2 Corridor

From this location, head left (west) to access the coil chamber quickly, or right (east) to fully explore the powerworks.

3 Wall Terminal

This allows access into the small rec room and coil chamber.

4 Rec Room

5 Generator and Fan Chamber

Access the terminal to shut down the turrets. This chamber is on two levels. Expect robotic confrontation.

6 Upper Office

- First Aid Box

7 Zigzag Corridor Cleaner's Closet

8 Generator Room and Mezzanine Office

The generator room has a few items including a Work Bench. The office has a desk with an impressively balanced stack of Metro Tickets with an 8-Ball on top of it! A nearby wall terminal allows you to shut off the emitters in the radiation corridor, as well as deactivating nearby robots.

- Work Bench
- First Aid Box (2)
- Carton of Cigarettes (2)
- Darts and Whiskey

9 Radiation Corridor

Disgusting fungal growths protrude from the long-dead corpses here.

10 Electrical Processing Chamber

The wall terminal on the east wall allows you to shut off the emitters in the radiation corridor. The wall terminal on the west wall powers down a pair of turrets in the computer bank corridor.

11 Hidden Bathroom

Teddy and a Gnome are playing "Beer Milk Chess" in here.

- Teddy Bear
- Beer and Whiskey
- Carton of Cigarettes
- Pulse Grenade (2)

12 Computer Bank Corridor

If you've shut down the turrets, they are deactivated to your left (south). If you haven't shut down the turrets, lob in a Pulse Grenade and destroy them. If you disengaged the security system, you can head right (north), and look for the open hatch door on your right. If you didn't, the hatch door is locked.

13 Emergency Electrical Switch

Sprint to the north end of the corridor and activate the Emergency Electrical Switch. The switch opens the door, and closes the turret door, which you can still open if you have a perfect **Lockpick** skill.

14 Turret Placement

Check the miniature playground UFOs and look up!

- Alien Power Cell Ammo Box (2)

15 Coil Chamber

This is a two-level area. Various items are collectable around the balcony. Head into the actual chamber itself to take the Tesla Coil; refer to **Main Quest: Shock Value** for the three different plans.

16 Tesla Orb Office

- First Aid Box (2)
- Ammunition Box

17 Experimental Laboratory

Hack into the Remote Access Research Terminal to trigger machine failsafe.

- First Aid Box
- Assorted Chems
- Pulse Mine
- Alien Power Cells (3)

18 Tesla Coil

Note the three emergency switches to pull if you fall in here and the coil is active.

- Tesla Coil

C Ladder to Old Olney

This brings you back to the surface, at the open-air parking lot to the north of Old Olney's streets.

Secondary Locations

BS3.A: NEW ENCLAVE CAMP

(LAT 12 / LONG 24)

- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 4
- Faction: Enclave
- Guns and Ammunition
- Health and Chems

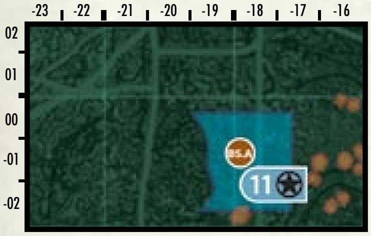
As you close in on Old Olney during your Main Broken Steel Quest, you encounter this newly erected Enclave camp, designed to study and enslave the local Deathclaw population. If you've spoken with Scribe Vallincourt at the Citadel [CW: 9.11], you'll hear the beeping of the Deathclaw Control Scrambler; one of these entities is close by. Expect three to four Enclave soldiers. Optionally you can unlock the Deathclaw Cage and allow the Deathclaw to savage the Enclave, after which it follows you around until you venture too far from the camp and its head explodes. Check the camp for a Field Operations Terminal and read the Officer's Report and Official Orders.

Now inspect the camp for this equipment:

- Plasma Mine
- Energy Cell (60)
- Plasma Pistol
- Ammunition Box (3)
- Enclave Crate Ammunition (2)

Zone 4: Irradiated Western Plains

TOPOGRAPHICAL OVERVIEW



With the Talon Company and the hated Raiders battling for control throughout this territory, the Brotherhood of Steel and Rivet City Security wisely decided to avoid this particular zone. However, that didn't prevent a reckless and adventurous Paladin from bringing a Water Caravan right into the middle of Fort Bannister. Paladin Jensen is convinced that if he breaks free, he can rid the area of Talon Company mercenaries. He's about to be proven wrong....

PRIMARY LOCATIONS

BROKEN STEEL	ZONE 4
None	4.11: Fort Bannister (LAT -18/LONG -01)

SECONDARY LOCATIONS

BS4.A: Paladin Jensen's Last Adventure (LAT -18 / LONG -01)

Secondary Locations

BS4.A: PALADIN JENSEN'S LAST ADVENTURE

(LAT -18 / LONG -01)

- Main Quest: Broken Steel
- Threat Level: 4
- Faction: Talon Company
- Guns and Ammunition
- Health and Chems
- Inhabitant: Paladin Jensen

The exterior of Fort Bannister [4.11] features the usual Talon Company soldiers on guard (unless you recently slaughtered everyone, in which case this place is deserted), but as you move to the middle of the open-air base, you'll spot a couple of Brahmins with Aqua Pura barrels on their backs. It seems these mercenaries have captured a Brotherhood of Steel Paladin; he's inside the western tent.

You can ask what he's up to (scouting the base to report back on troop patterns before he was captured, but this was all part of his "plan"), and free him, in which case he runs off, usually into the fort itself, and is cut down by the superior firepower and tactical planning of the Talon Company. After this, Brotherhood reinforcements arrive, and you can side with them, or watch the battle unfold. The only new item is Jensen's Plasma Pistol, which he forgets inside his tent.

- Plasma Pistol

Zone 5: Central Plains and Potomac

TOPOGRAPHICAL OVERVIEW

As the traveler draws closer to the D.C. suburbs, and the trails become more heavily trafficked, there is greater likelihood of a Water Caravan appearing, and thus a group of ne'er-do-wells ready to ambush them for the profit this Aqua Pura can provide. Three such locations exist in this zone: a bridge attack just north of Big Town, where a Water Caravan is being attacked; a small ambush camp of female Wastelanders who aren't organized, but are still a minor threat; and Hank's Electrical Supply, a new store that's opened with Raiders guarding Aqua Pura barrels on the roof.

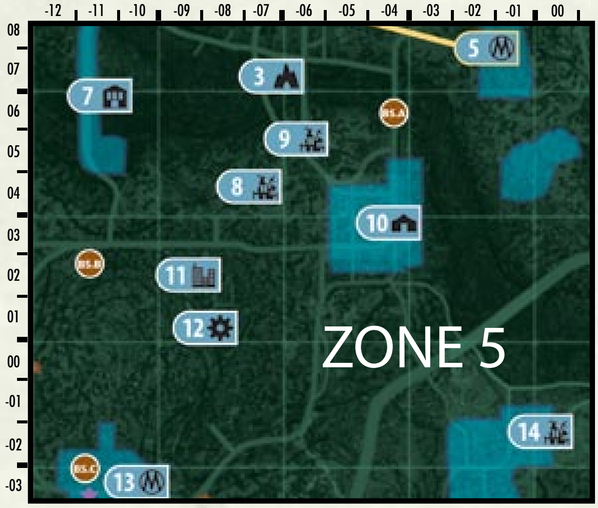
PRIMARY LOCATIONS

BROKEN STEEL

None

ZONE 5

5.03: Hamilton's Hideaway (LAT -07/LONG 07)
5.05: Meresti Trainyard (LAT -01/LONG 07)
5.07: Arefu (LAT -11/LONG 06)
5.08: Fordham Flash Memorial Field (LAT -08/LONG 04)
5.09: Moonbeam Outdoor Cinema (LAT -06/LONG 05)
5.10: Big Town (LAT -04/LONG 03)
5.11: Kaelyn's Bed & Breakfast (LAT -09/LONG 02)
5.12: Vault 106 (LAT -09/LONG 01)
5.13: Jury Street Metro Station (LAT -10/LONG -03)
5.14: Springvale School (LAT -01/LONG -01)



SECONDARY LOCATIONS

BS5.A: Bridge Attack (LAT -04/LONG 06)
BS5.B: Female Wastelander Camp (LAT -11/LONG 02)
BS5.C: Hank's Electrical Supply (LAT -11/LONG -03)

Secondary Locations

BS5.A: BRIDGE ATTACK (LAT -04 / LONG 06)

- Main Quest: Broken Steel
- Threat Level: 2
- Services: Repairer, Trader

Wander north of Big Town [5.10], and you'll hear shouting as you approach the bridge that crosses the river, near to the Riverside Raider Shacks [5.K] to the northeast. A Water Caravan (with Rivet City Security guards) is being attacked by a few Slavers, with possible crossfire coming in from the Raiders, too. You can watch, help, or butcher everyone. If the merchant with the caravan survives, you can Trade or get items Repaired from him.

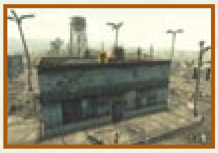
BS5.B: FEMALE WASTELANDER CAMP (LAT -11 / LONG 02)

- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Wastelander
- Sleep Mattress

On the road west of Kaelyn's Bed & Breakfast [5.11], and east of the VAPL-58 Power Station [4.10], there's some hastily erected walls and three female Wastelanders, who are curt and unpleasant, but not hostile. Attack them if you wish, then inspect their small camp for sleeping mattresses and the following items, including a Holotape revealing that these ladies are waiting to ambush a Water Caravan using good looks and charm, thanks to "Jed's" advice.

- Party Hat and Jet (2)
- Sexy Sleepwear (2)
- Leather Armor
- Holotape: Wastelander Holotape #1

BS5.C: HANK'S ELECTRICAL SUPPLY (LAT -11 / LONG -03)



- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Raider
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Work Bench

On the surface streets of Jury Street Metro Station [5.13], a new building is open for business, guarded on the rooftop by a couple of Raiders with Aqua Pura barrels. Raider graffiti is noticeable as you enter the building.

Ⓐ Door to Capital Wasteland

① Store

Expect Raider battles inside this store, which features a host of electrical equipment, none of which is needed for your quest. Open the cell door to reach the stockroom and counter.

② Stockroom and Counter

Inspect the tool cabinets, check the Work Bench, and look for the following items (note the ladder in the northeast corner).

- Work Bench
- Ammunition Box
- .32 Pistol and Ammo
- First Aid Box

③ Office

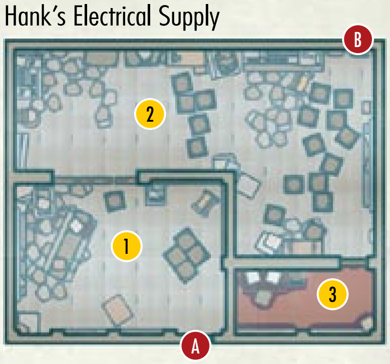
Tackle the foe in here, check for the items listed, then locate the terminal, which unlocks the floor safe.

- Mentats
- Floor Safe Items

Ⓑ Ladder to Roof

There's been a messy incident in the sink next to this ladder. Climb to the roof, defeat the foes if you haven't already, then take in the view.

Hank's Electrical Supply



Zone 7: Southwest Territories

TOPOGRAPHICAL OVERVIEW

A major location for Broken Steel, the newly discovered Rockland Car Tunnel to the southwest has been overrun by Enclave forces, which are currently being routed from that position by a considerable show of force under the command of Paladin Tristan of Lyon's Pride. Pushing out of the Capital Wasteland, you discover a Satellite Relay Station under Enclave control, and after a slight mishap with Liberty Prime, a thorough and violent exploration is called for. There are two other secondary locations in these parts too; the usual nasty surprise outside Evergreen Mills, and a Water Caravan attack close to Tenpenny Tower.

PRIMARY LOCATIONS

BROKEN STEEL

BS7.01: Rockland Car Tunnel (LAT -30/LONG -18)
  BS7.01.1: Satellite Relay Station
  BS7.01.2: Satellite Facility Interior

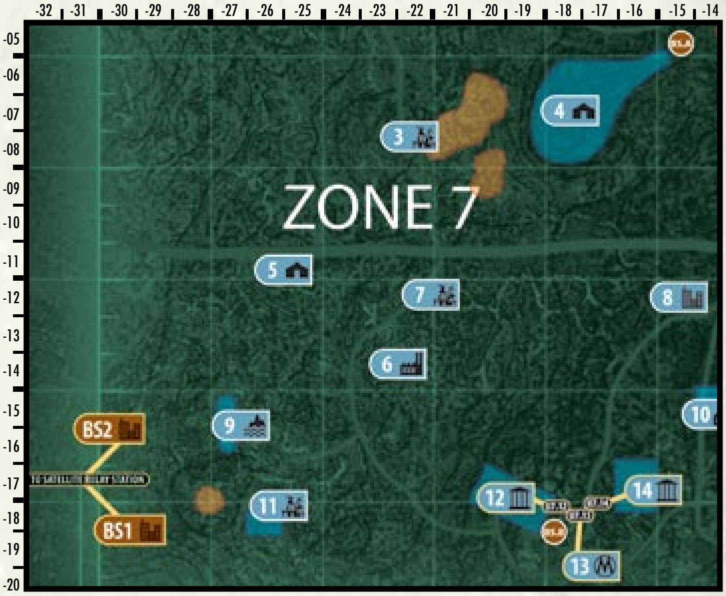
BS7.02: Satellite Relay Tower Exit (LAT -30/LONG -15)

ZONE 7

7.03: Smith Casey's Garage (LAT -22/LONG -08)
7.04: Evergreen Mills (LAT -18/LONG -07)
7.05: Girdershade (LAT -26/LONG -11)
7.06: VAPL-66 Power Station (LAT -23/LONG -14)
7.07: Jocko's Pop & Gas Stop (LAT -22/LONG -12)
7.08: VAPL-84 Power Station (LAT -15/LONG -12)
7.09: F. Scott Key Trail & Campground (LAT -27/LONG -15)
7.10: RobCo Facility (LAT -14/LONG -15)
7.11: Dunwich Building (LAT -26/LONG -18)
7.12: Warrington Trainyard (LAT -20/LONG -17)
7.13: Warrington Station (LAT -18/LONG -19)
7.14: Tenpenny Tower (LAT -16/LONG -17)

SECONDARY LOCATIONS

BS7.A: Free Water (LAT -15/LONG -05)
BS7.B: Warrington Caravan Ambush (LAT -18/LONG -18)



Primary Locations

BS7.01: ROCKLAND CAR TUNNEL

(LAT -30 / LONG -18)

- Main Quest: Broken Steel
- Main Quest: Death from Above
- Threat Level: 4
- Faction: Enclave
- Sleep Mattress
- Guns and Ammunition
- Health and Chems
- Inhabitant: Paladin Tristan

A wide tunnel that used to ferry cars away from the Warrington Street area has been blocked for centuries and is now a staging ground for the Brotherhood of Steel. Captured or shot Enclave soldiers are inspected, and their armor separated so the Brotherhood has a continuous supply of armor for recycling. Lately, this area has been hard fought over, and the Brotherhood pushes the Enclave back toward a recently discovered satellite base.

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

A Door to Capital Wasteland

1 Small Storage Room

- Ammunition Box (5)
- 10mm Pistol (2)
- Sledgehammer
- Tire Iron

2 Small Generator Room

There is a small Aqua Pura crate in here, along with some minor items.

- Nuka-Cola and Food

3 Paladin Tristan Location

You meet Tristan here the first time you explore this location.

4 Refuse Pile

There are crates, tires, and a trash pile with dead Enclave soldiers on it.

- Ammunition Box
- Enclave Power Armor (4)
- Enclave Power Helmet (4)
- Laser Pistol and Ammo (4)

5 Enclave Soldier Inspection

A Scribe is performing a check on an Enclave body. Nearby are discarded Enclave Soldier corpses.

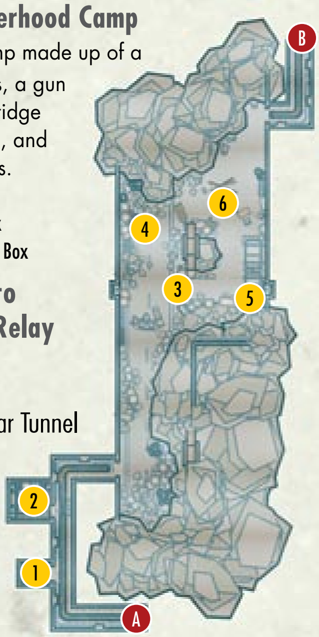
- Enclave Power Armor (3)
- Enclave Power Helmet (3)
- Laser Pistol and Ammo

6 Brotherhood Camp

A small camp made up of a table, chairs, a gun cabinet, a fridge with alcohol, and other objects.

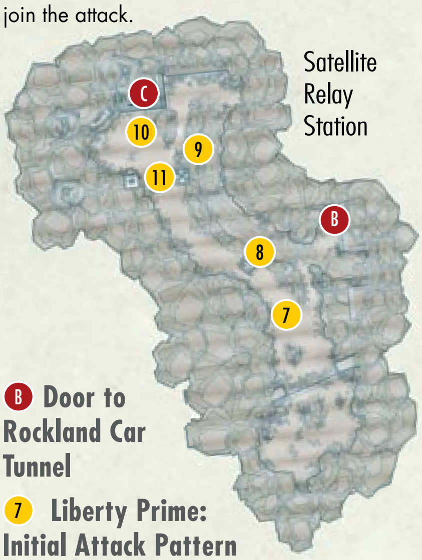
- Safe Items
- First Aid Box
- Ammunition Box

B Door to Satellite Relay Station



BS7.01.1: SATELLITE RELAY STATION

After questioning an Enclave prisoner, the Brotherhood of Steel has discovered an Enclave presence at a Satellite Relay Station deep in the Capital Wasteland. Why they are there is unknown, but Elder Lyons wants to take no chances and sends you out there to meet Liberty Prime and the Lyon's Pride and join the attack.



B Door to Rockland Car Tunnel

7 Liberty Prime: Initial Attack Pattern

Prime appears from this location during the attack on the station.

8 Enclave Defenses

Prime

9 Enclave Defenses

Prime

10 Liberty Prime: Final Attack Pattern

This is where Prime pushes a hole through and receives an orbital strike.

11 Prime's Head

This is the final resting place of Prime's head casing. Chat with him if you wish.

C Door to Satellite Facility

BS7.01.2: SATELLITE FACILITY INTERIOR

When you arrive at the Satellite Relay Station, Liberty Prime and the Brotherhood of Steel are already engaging the Enclave. Prime makes short work of the forces on the exterior of the place and begins scanning the Satellite Relay. Suddenly, Prime warns all units to immediately clear the area, announcing: "Uplink to orbital platform detected…incoming orbital strike imminent!" A few moments later a hail of missiles rains down on Prime and obliterates him. It's clear that the Enclave has control of a frightening weapon: an orbiting missile platform! You are told to enter the base and retrieve whatever data you can from the Satellite Relay's computers for analysis. You make your way through the Satellite Relay Station eliminating the Enclave as you reach the control room. Once there, you offload the telemetry from the computers to your Pip-Boy and exit this base.

C Door to Satellite Relay Station

12 Ruined Generator Chamber

- Whiskey
- Caps (7)

13 Restroom and Storage

Expect heavy resistance from the Enclave forces, and a battle with them and your Brotherhood brethren.

- First Aid Box

14 Main Generator and Stairwell

- Ammunition Box

15 Stairwell

Expect fierce fighting up this multi-level staircase.

16 Small Mess Hall

Expect Enclave Soldiers to retreat to this point.

17 Tiny Server Room

Attack the Enclave and an Enclave Scientist in here.

18 Stairwell

Fighting continues down this stairwell.

19 Stairwell Platform

Enclave Soldiers may be waiting for you here.

20 Bunk Bed Room

There are mattresses to sleep on here.

- Enclave Power Helmet
- Laser Rifle

21 Enclave Barricade

The tunnel to the northwest has the following items:

- Ammunition Box (3)

22 Stairwell Base

- Ammunition Box

23 Locker and Microfiche Room

Unlock the door to access a tiny storage room with:

- First Aid Box

24 Server Room

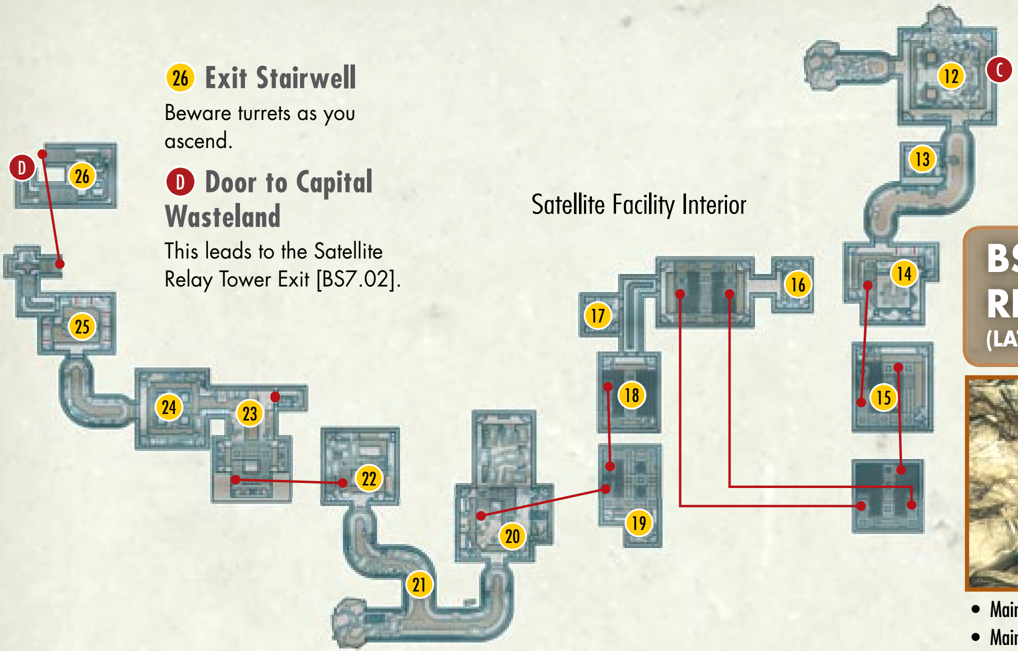
- Enclave Crate Ammunition (2)
- First Aid Box

25 Main Server Room

The Satellite Uplink Terminal is here. You cannot access the Server Uplink or Update Standing Orders, but you can Request New Telemetry Data:

» Access this, and Telemetry Data (which is scrambled and unreadable) is downloaded to your Pip-Boy once you select the menu option. Once this has occurred, your objective updates.

- Encrypted Telemetry Data
- First Aid Box



26 Exit Stairwell

Beware turrets as you ascend.

D Door to Capital Wasteland

This leads to the Satellite Relay Tower Exit [BS7.02].

BS7.02: SATELLITE RELAY TOWER EXIT

(LAT -30 / LONG -15)

- Main Quest: Broken Steel
- Main Quest: Death from Above
- Threat Level: 1
- Faction: Enclave

The exit to the Relay Tower places you back in the Capital Wasteland, west of the F. Scott Key Trail & Campground [7.09]. You cannot return here (except by repeating the previous path) once you drop down.

Secondary Locations

BS7.A: FREE WATER

(LAT -15 / LONG -05)

- Main Quest: Broken Steel
- Threat Level: 3
- Faction: Raider
- Corpse Trap

On the railroad northeast of Evergreen Mills [7.04] is a suspicious sign that reads "Free Water." A crate of Aqua Pura barrels props the sign up, and the body of a Wastelander is on the ground below the sign. Approach the sign, and the corpse explodes (although you can Disarm the trap just like a Baby Carriage Trap), and you're ambushed by Raiders from the rocks left and right of you. Perhaps the Jefferson Memorial is a better place to find free water?

BS7.B: WARRINGTON CARAVAN AMBUSH

(LAT -18 / LONG -18)

- Main Quest: Broken Steel
- Threat Level: 3
- Factions: Brotherhood of Steel, Raider
- Services: Repairer, Trader

On the road that heads north from Warrington Station [7.13] and heads west of Tenpenny Tower [7.14], a Water Caravan with Brotherhood of Steel guards is approached by a thirsty Wastelander, who then reveals himself to be a Raider, and an ambush occurs. Watch, or help out, and gather any scavenged pickings afterward. If the merchant with this caravan survives, you can get items Repaired, and Trade.

Zone 8: Southern Plains & D.C. Outskirts

TOPOGRAPHICAL OVERVIEW

With Water Caravans crossing the trails in this zone, it is only a matter of time before you come across an argument over water. The best location to eavesdrop on such a fracas is when you're close to Megaton. Residents of this settlement have already been complaining since their initial shipment went missing, and now Wastelanders are keen for more than their fair share. Coincidentally, a group of religious folk have recently taken over a building in Springvale, and are preaching a holy, if rather radioactive, future. Closer to town, meanwhile, battle-weary Enclave soldiers seek surrender, while others are keen to guard their water.

PRIMARY LOCATIONS

BROKEN STEEL

BS8.01: Holy Light Monastery (LAT -01/LONG -04)

8.03: Megaton (LAT -01/LONG -06)

ZONE 8

8.01: Vault 101 (LAT -04/LONG-04)

8.02: Springvale (LAT -02/LONG -04)

8.03: Megaton (LAT -01/LONG -06)

8.04: Fort Independence (LAT -06/LONG -13)

8.05: Fairfax Ruins (LAT -04/LONG -12)

8.06: Cliffside Cavern (LAT -10/LONG -17)

8.07: Andale (LAT -05/LONG -17)

8.08: Red Racer Factory (LAT 02/LONG -15)

8.09: The Overlook Drive-in (LAT -08/LONG -18)

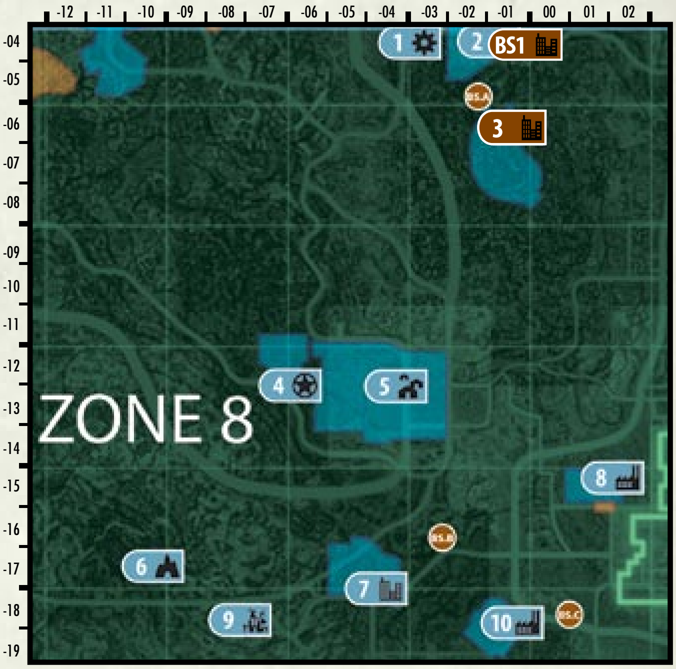
8.10: Nuka-Cola Plant (LAT -01/LONG -19)

SECONDARY LOCATIONS

BS8.A: Wastelander Water Request (LAT -02/LONG -05)

BS8.B: Enclave Outcasts (LAT -02/LONG -16)

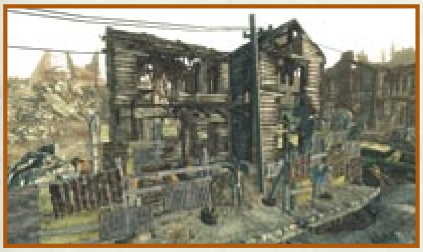
BS8.C: A Talon Company Crate (LAT 00/LONG -18)



Primary Locations

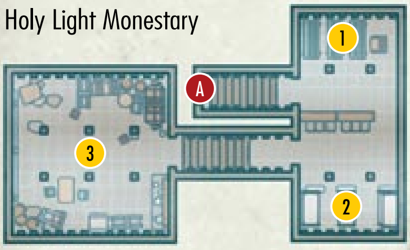
BS8.01: HOLY LIGHT MONASTERY

(LAT -01/ LONG -04)



- Main Quest: Broken Steel
- Miscellaneous Quest: Holy Water
- Threat Level: 5
- Faction: Wastelander
- Radiation Trap
- High Radiation
- Interior Exploration
- Sleep Mattress
- Inhabitants: Atom's Champion, Brother Gerard, Mother Curie III, Son of Atom

Holy Light Monestary



Also known as the Eternal Light Monastery, this houses a small (and insane) cult that believe they are the Apostles of Eternal Light, and demand their followers "cleanse" themselves with a massive dose of radiation. This has the side-effect of gradually turning their followers into Ghouls. Curie has recently intercepted a water caravan from Scribe Bigsley [9.14] and is changing the water to match her cosmology. The "Monastery" itself is a ruined house in Springvale [8.02], and is guarded by Brother Gerard. He has "Holy Water" (irradiated water) and a Key if you kill him, or follow his instructions. Note the "radiation trap" bathtub on the premises, which allows access to the Cellar Door to Eternal Light Monastery on this property.

- Holy Water
- Monastery Key

A Door to Capital Wasteland

1 Mother Curie III's Preaching Pews

Mother Curie III will be eulogizing at this location.

2 Bunk Beds

You can sleep here.

3 Lower Cellar

The fearsome Son of Atom and Atom's Champion reside here. There's a radiation trap here too; use it if you want to irradiate yourself as part of a scheme to convince Mother Curie III to stop her cult.

- Aqua Pura (8)
- Dirty Water (3)
- Purified Water (3)

8.03: MEGATON

(LAT -01/ LONG -06)

- Miscellaneous Quest: The Power of the Atom
- Main Quest: Broken Steel
- Miscellaneous Quest: Holy Water
- Threat Level: 4
- Inhabitant: Mother Curie III

Note

For a complete investigation of Megaton, please consult page 388.

Aside from the commotion outside Megaton (noted below in the Secondary Locations section), there are two additional aspects to Megaton that are affected once the Aqua Pura starts to flow:

TAKE A PAMPHLET

Rosa gives you a clue to the location of the Holy Light Monastery, but you can find other, new hints too. When wandering around Megaton, a Settler may stop you and tell you about the water problems. Also, dotted around Megaton are pamphlets nailed to different surfaces. They can be (optionally) found at all of the following locations:

- Interior gate, as you enter Megaton (Capital Wasteland side).
- The front door of the Water Processing Plant.
- The front door to Moriarty's Saloon.
- The door to your house (or the Abandoned House).

ANOTHER MOTHER

Note

This only applies if you begin **Miscellaneous Quest: Holy Water** with Megaton intact, then complete **Miscellaneous Quest: The Power of the Atom** and destroy Megaton, and then return to Megaton prior to concluding the Holy Water Quest.

When you return to the glow of the fallout, you'll see some new transformations. Mother Curie III is a violent Feral Reaver, and a nasty piece of work to take down. She's wandering the entrance to Megaton, near Deputy Weld's buried head. Brother Gerard is now a Ghoul and has also lost all higher brain functions. Slay them or flee.

Secondary Locations

BS8.A: WASTELANDER WATER REQUEST

(LAT -02 / LONG -05)

- Main Quest: Broken Steel
- Threat Level: 2
- Factions: Brotherhood of Steel, Wastelander
- Services: Repairer, Trader
- Inhabitant: Rosa Meitner

Rosa gives out deadly water to the thirsty (**Miscellaneous Quest: Holy Water**), and when you approach the northern outskirts of Megaton [8.03], you may run into an argument between Wastelanders living in the area, and the caravan guards, as well as two heavily armored Brotherhood of Steel Soldiers. You can do the following:

Leave the argument to boil over into violence, then watch, or pick a side, or tackle the Wastelanders with the Brotherhood.

Or you can use **Speech** skill to stop this verbal sparring and agree to peaceful compromise, averting a battle.

Trade and Repair with the merchant, if he survives the fight.

BS8.B: ENCLAVE OUTCASTS

(LAT -02 / LONG -16)

- Main Quest: Broken Steel
- Threat Level: 1
- Factions: Enclave, Outcast

On the road south of Andale [8.07], a heavily armored Brotherhood Outcasts squad patrols the road to town. Follow them past the Jackknifed Truck [8.W], and down the hill toward what was once a well-defended (if tactically problematic) Enclave Camp [E8.06]. It seems the Enclave panicked after the drubbing they received, and wish to stop fighting. Three Enclave Soldiers (with their dead Officer at their feet) meet the Outcasts, and wish to discuss terms of surrender. Or, a frenzied Enclave Officer has survived the mutiny. Either way, it doesn't end well for the Enclave.... Inspect the corpses and fight the Outcasts only if you want to.

BS8.C: A TALON COMPANY CRATE

(LAT 00 / LONG -18)

- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Talon Company

The main road that bends around to the northeast of the Nuka-Cola Plant [8.10] has a group of Talon Company Mercs patrolling a crate of Aqua Pura barrels on the northern side of the road. They don't take kindly to intruders.

Zone 9: Exterior D.C. Metro. Ruins

TOPOGRAPHICAL OVERVIEW

The majority of the Aqua Pura–based activities that have occupied most of the Brotherhood's time over this past two weeks are centered on this zone. This is where the Aqua Pura is manufactured and distributed. The Citadel is as busy as ever, with multiple attacks planned on the remaining Enclave fortifications the Brotherhood has found. And there are other, less savory jobs to do, such as clearing out the dwindling population of Mirelurks, now unable to survive in the increasingly pure waters of the Tidal Basin.

PRIMARY LOCATIONS

BROKEN STEEL

9.04: Wilhelm's Wharf (LAT 07/LONG -07)

9.11: The Citadel (LAT 08/LONG -14)

BS 9.11.1: The Citadel (Ruins)

9.14: Jefferson Memorial (LAT 13/LONG -17)

9.15: Rivet City (LAT 18/LONG -17)

ZONE 9

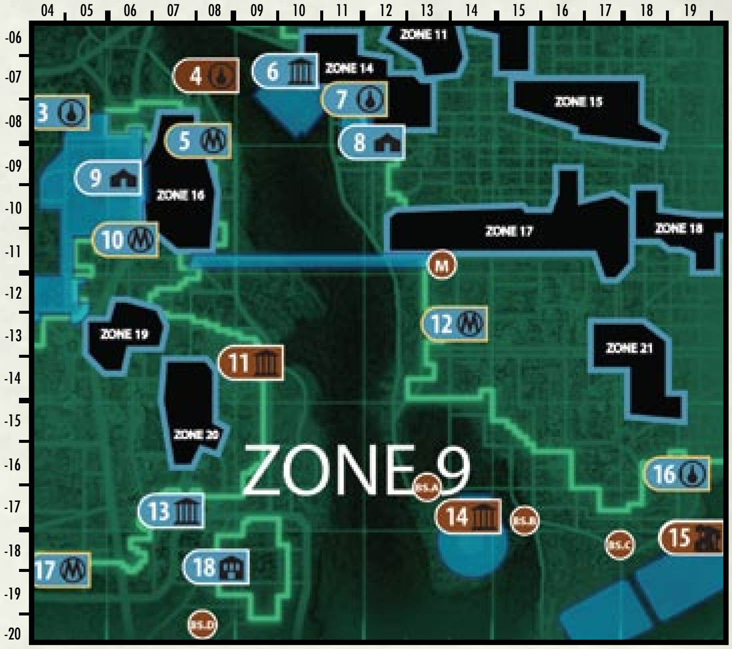
9.03: Sewer Waystation (LAT 04/LONG -08)

9.05: Flooded Metro (LAT 08/LONG -08)

9.06: Anchorage Memorial (LAT 10/LONG -07)
9.07: Tepid Sewers (LAT 11/LONG -07)
9.08: Dukov's Place (LAT 11/LONG -08)
9.09: Grayditch (LAT 05/LONG -09)
9.10: Marigold Station (LAT 06/LONG -11)
9.12: Irradiated Metro (LAT 13/LONG -13)
9.13: Alexandria Arms (LAT 07/LONG -17)
9.16: Anacostia Crossing (LAT 19/LONG -16)
9.17: Flooded Metro (LAT 04/LONG -18)
9.18: Arlington Library (LAT 08/LONG -19)

SECONDARY LOCATIONS

9.M: Scavenger's Shack (LAT 12/LONG -11)
BS9.A: Jefferson Caravan (LAT 13/LONG -17)
BS9.B: Burning Floaters (LAT 15/LONG -17)
BS9.C: Rivet City Caravan (LAT 17/LONG -18)
BS9.D: The Lone Barrel Ambush (LAT 08/LONG -20)



Primary Locations

9.04: WILHELM'S WHARF (LAT 07 / LONG -07)

- Main Quest: Broken Steel
- Miscellaneous Quest: Protecting the Water Way
- Threat Level: 4
- Faction: Bandit
- Services: Trader
- Danger: Low Radiation
- Interior Exploration
- Lots o' Caps
- Sleep Mattress
- Inhabitants: Grandma Sparkes, Split Jack

Once you've discovered who is responsible for attacking water caravans at the start of **Miscellaneous Quest: Protecting the Water Way**, you learn the Bandits' base camp is over at Wilhelm's Wharf, where Grandma Sparkles plies her wares. You can meet the Bandit leader (Split Jack) and slay him, or challenge him to a duel. Then you can continuously return to this spot after agreeing to extort Caps from Officer Lepelletier over at Rivet City [9.15]. Or, you can kill everyone.

- Caps

9.11: THE CITADEL (LAT 08 / LONG -14)

- Main Quest: The Waters of Life
- Main Quest: Picking up the Trail
- Main Quest: The American Dream
- Main Quest: Take It Back!
- Freeform Quest (7)
- Threat Level: 2
- Faction: Brotherhood of Steel
- Services: Healer, Repairer
- Collectible: Skill Book (2)
- Area Is Locked
- Follower
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Loads o' Caps
- Perk!
- Sleep Mattress
- Work Bench
- Inhabitants: Elder Owyn Lyons, Sawbones, Scribe Rothchild, Scribe Vallincourt, Sentinel Sarah Lyons

This large building is the remains of an old operations base known as "the Pentagon." Once Project Purity was deemed a success, the Brotherhood of Steel, who use this building as a central base of operations, began to put a two-pronged plan into action; the removal of any remaining Enclave forces, and the distribution of Aqua Pura to as many Wastelanders as possible.

The Citadel remains largely unchanged from your previous visits here. For a complete tour of the Citadel, refer to page 404. Listed in this section are areas that differ once you begin the Broken Steel quests.

THE CITADEL COURTYARD

Ⓐ Door to Capital Wasteland

Ⓑ Door to Citadel A Ring / Courtyard

Ⓒ Door to Citadel Laboratory / Courtyard

⑥ Gun Range

Test your weaponry at this long gun range. There are also gantry steps to climb around the perimeter. The central area remains closed except for Vertibird landings and takeoffs.

Scattered throughout the courtyard are Aqua Pura barrels and the following:

- Aqua Pura Crate (7)
- Aqua Pura (10)

CITADEL: A RING

Ⓓ Door to Citadel B Ring / A Ring

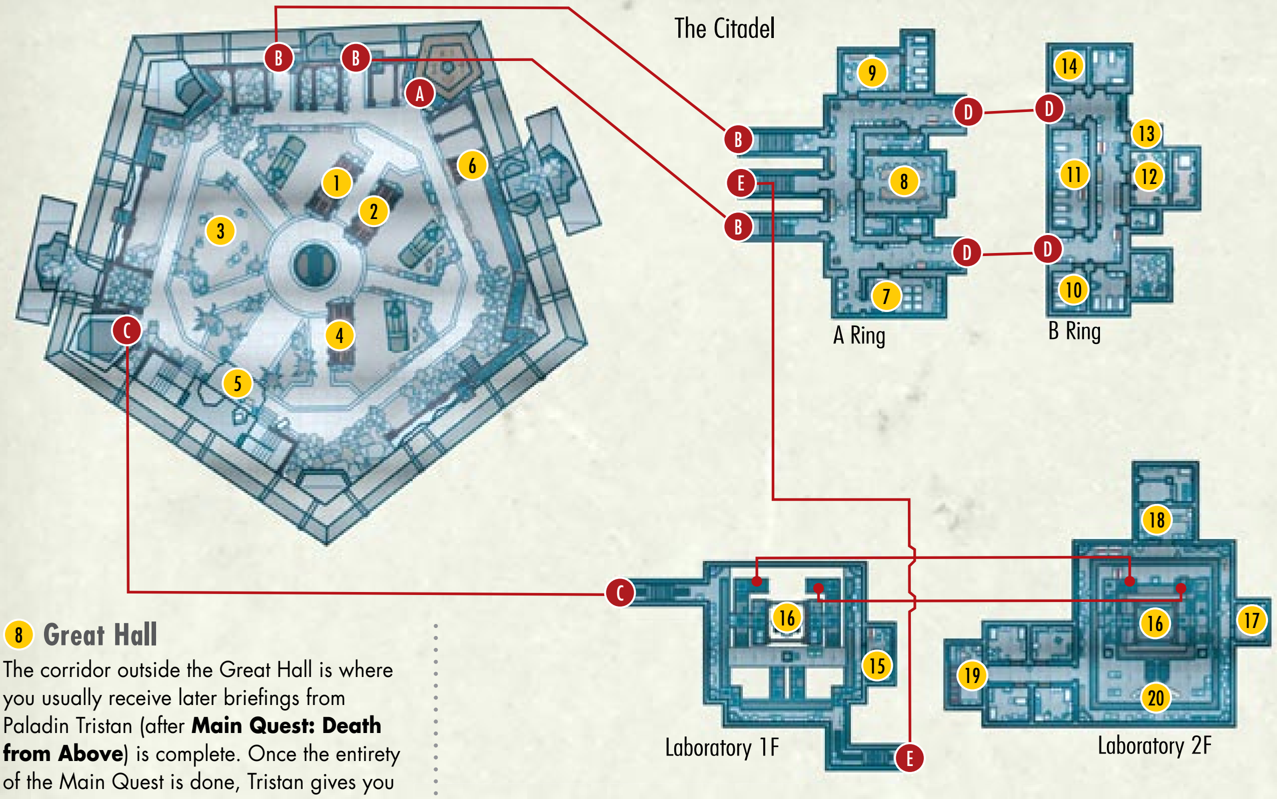
- Teddy Bear

Ⓐ Door to Citadel Laboratory / A Ring

⑦ Archives and Library

You can speak to Scribe Jameson about the Brotherhood (their history, beliefs, and the like) and Super Mutants, and learn the location of Scribe Yearling [Arlington Library, 9.18]. In addition, there are three terminals to access.

- Aqua Pura (2)



⑧ Great Hall

The corridor outside the Great Hall is where you usually receive later briefings from Paladin Tristan (after **Main Quest: Death from Above**) is complete. Once the entirety of the Main Quest is done, Tristan gives you **Freeform Quest: Blood Brotherhood**.

- Food and Alcohol
- Combat Knife
- Aqua Pura (23)

⑨ The Den

This is the usual location of Paladins Kodiak (where you can begin **Freeform Quest: The Scourge**) and Glade (who completes **Freeform Quest: Gallows Humor**). The room has a broken terminal, food in the fridge, and mattresses. Check the foot of the bed to the south for a Skill Book, and the corridor near the Door to B Ring for another Aqua Pura Crate.

- Brotherhood Holotags
- Guns and Bullets (16/25)
- Aqua Pura (15)
- Aqua Pura Crate (2)
- Whiskey and Beer

CITADEL: B RING

⑩ Barracks (South)

This provides a place to sleep (there are a few scattered food packages on the shelving) and a Citadel Information Terminal. Check the other similarly sized rooms for more items:

- Whiskey and Food
- Aqua Pura (8)

⑪ Barracks (Central)

The same type of beds and terminals are available here.

- Hunting Rifle
- Aqua Pura (5)
- Aqua Pura Crate

⑫ The Solar

Elder Lyons's personal quarters contains a Personal Log detailing his thoughts. Unlock the safe or terminal to take a unique Laser Pistol. Also in the safe is the second Personal Log. You can kill Lyons to steal his unique Robe, although this is not recommended! There are entries to read on the terminal.

- Combat Knife
- Wall Safe Items
- Aqua Pura (4)
- Aqua Pura Crate
- Elder Lyons's Robe

(58/152)

- Smuggler's End (59/152)
- Holotape: Personal Logs 1 and 2

⑬ Squire Maxson's Bedroom

The terminal in here holds five entries.

- Aqua Pura

⑭ Hospital

You can begin a Freeform Quest here and take your life into your own hands with Sawbones the Doctor. During **Main Quest: Broken Steel**, you wake up at this location to speak with Elder Lyons, after the culmination of your progress during **Main Quest: Take It Back!**

- Med-X
- Aqua Pura (3)
- Aqua Pura Crate
- Medical Storage Wall Items

CITADEL: LABORATORY AND ARMORY

⑮ Smithy (Upper Floor)

Scribe Bowditch can Repair your equipment.

- Aqua Pura (2)
- Power Armor
- Work Bench
- Holotape: The Replicated Man (16/24)

⑯ Liberty Prime Operations

With Prime out on patrol at the Satellite Relay Station [BS7.01.1], Rothchild is attending to other matters. Conduct a check of the upper balcony and ground level, to secure the following:

- Aqua Pura (3)
- Aqua Pura Crate
- Holotape: Personal Logs 3

⑰ Lower Floor Restrooms

Check the tiny crate for a Skill Book.

- Aqua Pura
- Duck and Cover! (19/25)

⑱ Armory

Complete **Freeform Quest: No Free Lunch**. Afterward, Knight Captain Durga sells some of the best equipment in the Wasteland and Repairs your items.

⑲ Mess Hall

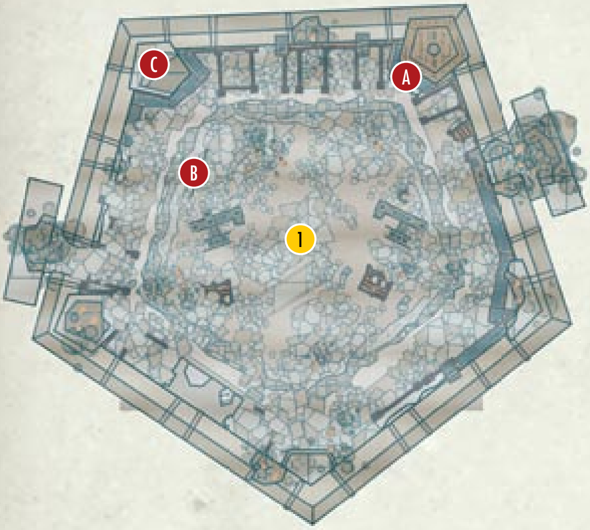
There's food in three fridges here and in the mess hall. Scribe Rothchild and Scribe Vallincourt are usually in this area (usually in one of the sleeping quarters), if you need to speak to them during **Main Quest: Shock Value**, or for Freeform Quests after Broken Steel is completed.

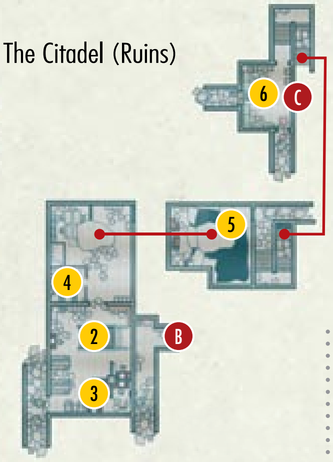
- 10mm Pistol
- Aqua Pura (31)
- Food and Beer

⑳ Liberty Prime Parts

Once **Main Quest: Who Dares Wins** is over, head to this part of the Citadel, where Scribe Rothchild is starting the laborious task of rebuilding Liberty Prime. The robot's head is here, and you can speak to it, as well as agree to gather items necessary for Rothchild for **Freeform Quest: Getting Ready for Prime Time**. The following items are here:

- Aqua Pura (4)
- Tesla Cannon (2)





BS 9.11.1: THE CITADEL (RUINS)

- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 2
- Faction: Brotherhood of Steel
- Collectible: Mini-Nuke (3)
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Rare or Powerful Item

If you sickened yourself of Lyon's Pride, and requested an Orbital Strike on the Citadel instead of the Air Force Base Crawler, when you return to the Capital Wasteland, all Brotherhood of Steel Soldiers are hostile to you, and the Citadel is a smoking husk. The entrance pathway from the Wasteland is still the same, but the place looks a whole lot different once you step inside!

A Door to Capital Wasteland

1 Courtyard Rubble Pile

The entire interior of the Citadel has been compromised. There are no survivors. The A-Ring, B-Ring, and Laboratory are all destroyed. Picking through the rubble, the only area of interest is the door at the rubble base (B). The other door leading to the armory is inaccessible (exit-only).

B Door to Citadel Armory

2 Stairs to Office and Armory

3 Office Cubicles and Callahan's Terminal

Pass the shelf with the Lunch Box and Caps, and move around to the cubicle near the southeast corner; the one with the intact Terminal and Teddy Bear. There's an inaccessible wall safe.

Hack into Callahan's Terminal using **Science**. Inside, you can view a 200-year-old series of incident reports by U.S. Military Police Officer Harold Callahan.

The terminal reveals three incidents reports, all expertly handled by Harold. You can also unlock Callahan's safe; it contains some ammunition, as well as Callahan's Magnum, a unique and powerful weapon.

- Teddy Bear
- Callahan's Magnum and Ammo (108/152)

4 Armory

Optionally check the Armory 089A Terminal near the gun cabinets, where the Brotherhood of Steel logged equipment. There are five options; you can no longer Log New Items, as the Citadel's mainframe has been destroyed. Read the other item entries to learn about some of the weapons stored in the Armory.

You can ransack the armory, staggering away with a massive amount of loot.

There's Health, Nuka Grenades, and a Sniper Rifle in a smaller, locked cage. Use **Lockpick** to open it.

- Alien Power Cell (72)
- Microfusion Cell (100)
- Flamer Fuel (60)
- Laser Rifle (3)
- 10mm Round (36)
- 5.56mm Round (96)
- Plasma Grenade (4)
- Mini-Nuke (73–75/92)
- .308 Caliber Round (72)
- 5mm Round (200)
- Missile (9)
- Laser Pistol (2)
- Energy Cell (100)
- Ammunition Box (6)
- Tesla Cannon (2)
- Electron Charge Pack (32)
- Sniper Rifle
- Nuka Grenade (3)
- First Aid Box (3)

5 Exit Route

When you're ready to depart, ascend up the fallen ceiling "ramp" and move to the doorway in the northeast corner.

6 Exit Room

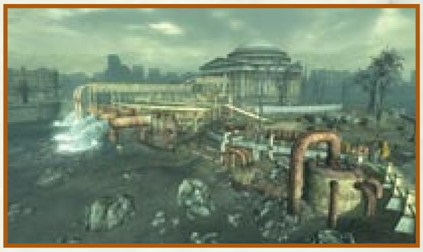
Climb the stairs, then look for the Door to the Citadel Courtyard.

C Door to Citadel Courtyard

This leads to a crumbling balcony overlooking the devastated courtyard. Once you drop from here, you must re-enter the armory to reach it again.

9.14: JEFFERSON MEMORIAL

(LAT 13 / LONG -17)



- Main Quest: Broken Steel
- Miscellaneous Quest: Protecting the Water Way
- Miscellaneous Quest: Holy Water
- Miscellaneous Quest: The Amazing Aqua Cura!
- Threat Level: 2
- Faction: Brotherhood of Steel
- Guns and Ammunition
- Health and Chems

A lot has changed in two weeks. Project Purity is outputting gallons of sparkling and pure water into the Tidal Basin surrounding the memorial, and the main bottling operation is by the bridge, just northwest of the entrance to the gift shop, where Scribe Bigsley resides.

Inside the memorial, you can visit the gift shop area and rotunda, but all other areas are sealed. The only area of interest (after a gathering of items) is the gift shop itself.

- First Aid Box (2)
- Ammunition Box (3)

Bigsley isn't particularly thrilled to see you; he is either slumped over his desk, or talking curtly to a subordinate. Your verbal actions allow you to begin any of the Miscellaneous Quests from this point.

If you want to steal a look at Bigsley's terminal, it's straightforward to hack using **Science**. The computer has five options:

» The Mission Brief entry gives information about water supplies sent to various locales. Some supply caravans are missing, others have been attacked, and a few have been successful.

» Read Mission Reports on Big Town (ambushed by Mutants), Megaton (Mother

Curie received the deliver and is in charge of distribution), and Rivet City (successful, although a pipeline would be easier).

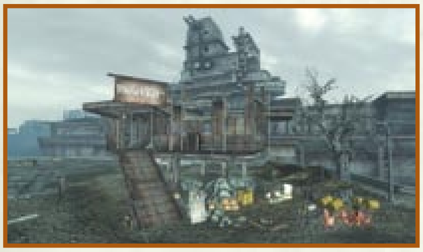
- Requisitions shows the available assets. You cannot access these.
- There are only 24 Caps in the Petty Cash account!

Logs

- Bigsley's Logs about the difficulties of water distribution. Among the entries, you learn that some Ghouls from Underworld offered to pay Bigsley for shipments. He agreed! Your objective updates.

Once you're done at the terminal, begin any of the three Miscellaneous Quests. To prevent backtracking, start all three the first time you meet Scribe Bigsley, if you wish.

9.15: RIVET CITY
(LAT 18 / LONG -17)



- Main Quest: Broken Steel
- Miscellaneous Quest: Protecting the Water Way
- Threat Level: 2
- Faction: Wastelander
- Guns and Ammunition
- Lots o' Caps
- Inhabitant: Officer Lepelletier

Note

For a complete investigation of Rivet City, please consult page 407.

Aside from the additional water caravans that leave periodically from the rusting bridge tower on the entrance side of Rivet City, the security services have moved a desk for the head of the Water Distribution Network to use as a base of operations. This is where you'll find Officer Lepelletier. Locate her when you wish to begin **Miscellaneous Quest: Protecting the Water Way**.

With enough **Speech** skill, you can request a Plasma Rifle from her.

If you're successful in your quest, you can return to Lepelletier, and extort 500 Caps, or a weekly stipend that you collect from the Bandits at Wilhelm's Wharf [9.04]. Should you choose an extortion plan, do not return to Rivet City, or Lepelletier is hostile.

- Plasma Rifle and Ammo
- 500+ Caps

Secondary Locations

9.M: SCAVENGER'S SHACK (LAT 12 / LONG -11)

- Main Quest: Broken Steel
- Miscellaneous Quest: Protecting the Water Way
- Threat Level: 2
- Factions: Bandit, Wastelander
- Services: Repairer, Trader
- Low Radiation
- Inhabitants: Officer Davis, Officer Lorin

Once you commence **Miscellaneous Quest: Protecting the Water Way**, you must journey to this shack, as the water caravan is being attacked by Bandits on the adjacent path. After combat, search any Bandit for a Holotape to update your objective.

- Holotape: New Meeting Place

BS9.A: JEFFERSON CARAVAN
(LAT 13 / LONG -17)

- Main Quest: Broken Steel
- Threat Level: 2
- Factions: Brotherhood of Steel, Enclave
- Services: Repairer, Trader

At the site of the main bottling facility outside the Jefferson Memorial [9.14], Water Caravans wander down from Rivet City, running the gauntlet of the Super Mutant Bonfire [9.S] to reach this location and stock up on water for the trip. As you reach this point, a small Enclave presence attempts to disrupt the proceedings, and is promptly massacred (especially if they bring in an Enslaved Deathclaw and it picks up the signal from your Deathclaw Control Scrambler. Read the section on Jefferson Memorial for more information on this area.

BS9.B: BURNING FLOATERS
(LAT 15 / LONG -17)

- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Brotherhood of Steel

At the eastern end of the tidal basin (the water around the Jefferson Memorial [9.14]), two Brotherhood initiates have been tasked with clearing up the dead and dying Mirelurks, who seem to be waning due to the "purities" in the water. One initiate fires on them while the other burns them off. You can talk to the initiates about this.

BS9.C: RIVET CITY CARAVAN
(LAT 17 / LONG -18)

- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Wastelander
- Services: Repairer, Trader

The Water Caravans begin and end their journey from outside Rivet City, and merchants as well as Rivet City guards are here, moaning about the problems they've encountered along the way. Check the start of this chapter for notes on the routes these caravans take. For information on the new security station and Officer Lepelletier, check the entry on Rivet City [9.15].

BS9.D: THE LONE BARREL AMBUSH
(LAT 08 / LONG -20)

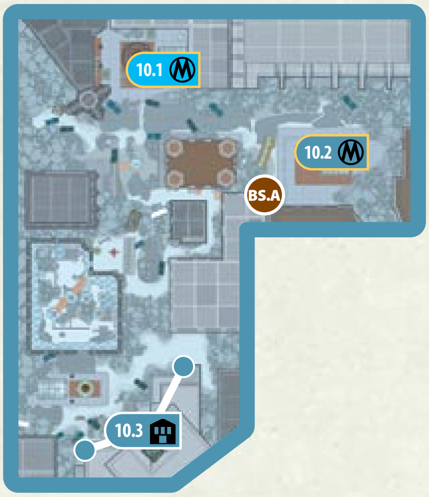
- Main Quest: Broken Steel
- Threat Level: 3
- Faction: Talon Company

Near the Talon Company Recon Camp [9.W] around the entrance to the Small Sewer [9.X] just south of Arlington Library [9.18], are scattered cans and a single Aqua Pura barrel. What's that doing there? Acting as a lure so the Talon Company can leap out and ambush you! Beware of this trap!

Zone 10: Chevy Chase

TOPOGRAPHICAL OVERVIEW

Venturing into the D.C Metro Area can be a frightening plan, as the Super Mutant presence continues in many areas. Recently, Brotherhood of Steel radio requests to an Aqua Pura outpost have gone unanswered. Perhaps someone will get around to checking what happened to the two initiates tasked with guarding a hoard of Aqua Pura in this zone.



PRIMARY LOCATIONS

BROKEN STEEL

None

ZONE 10

10.01: Tenleytown/Friendship Station

10.02: Metro Junction

10.03: Galaxy News Radio

SECONDARY LOCATIONS

BS10.A: Overlord Aqua Pura Hoard

Secondary Locations

BS10.A: OVERLORD AQUA PURA HOARD

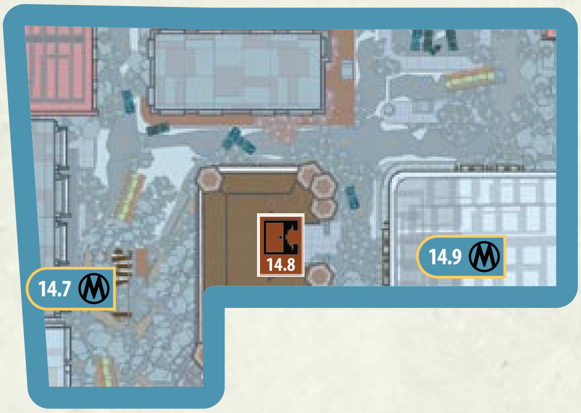
- Main Quest: Broken Steel
- Threat Level: 3
- Faction: Super Mutant

A fearsome Super Mutant Overlord has killed two Brotherhood of Steel Initiates, and is guarding a large supply of Aqua Pura barrels just east of the forecourt adjacent to the Metro Junction entrance [10.2]. The Overlord is behind the city coach liner [10.C], meaning you can damage it by blowing the liner up as you close in. Remember that Overlords sometimes carry a new Tri-Beam Laser Rifle.

Zone 14: Georgetown

TOPOGRAPHICAL OVERVIEW

Still a hive of Super Mutant activity, and therefore a place where you're almost guaranteed to face the fearsome (and extremely hardy) Super Mutant Overlord, Georgetown's La Maison Beauregard Hotel holds a new secret, but only if you've found a particular Holotape. If you haven't, there's still an Overlord or two to fight, if only to obtain the new Tri-Beam Laser Rifle they tend to carry.



PRIMARY LOCATIONS

BROKEN STEEL

None

ZONE 14

14.07: Georgetown/The Mall Metro

14.09: Penn Ave./Georgetown Metro

SECONDARY LOCATIONS

BS14.08: La Maison Beauregard Lobby

Secondary Locations

BS14.08: LA MAISON BEAUREGARD LOBBY

- Main Quest: Broken Steel
- Freeform Quest: The Sorrowful Suitor
- Threat Level: 3
- Factions: Mercenary, Super Mutant
- Collectibles: Mini-Nuke, Nuka-Cola Quantum, Skill Book
- Rare or Powerful Item (3)
- Inhabitant: Lag-Bolt

The lobby to this hotel is just as dangerous as it was before Broken Steel; although there's likely to be a Super Mutant Overlord at the entrance, instead of only Brutes and Masters. Enter the lobby, but only after you've found a Holotape marked "Sorry, My Darling" during your expedition into the Presidential Metro [BS U15.02.1] during **Main Quest: Who Dares Wins**. The hotel itself is located west of the Penn. Ave. / Georgetown Metro Station [14.09].

Enter the hotel lobby, and you're set upon by Lag-Bolt. Kill him, and secure the following items (some of which were previously available):

- Flamer Fuel (50)
- Heavy Incinerator
- Lag-Bolt's Combat Armor (109/152)
- Lag-Bolt's Note
- Lag-Bolt's Shades (110/152)
- Lag-Bolt's Suitcase Key
- All-Nighter Nightwear (111/152)
- U.S. Army: 30 Handy Flamethrower Recipes (19/25)
- Mini-Nuke (57/92)
- Missile Launcher and Ammo
- Stealth Boy
- Nuka-Cola Quantum (77/110)

Zone 15: Pennsylvania Avenue

TOPOGRAPHICAL OVERVIEW

Upon the realization that the Enclave has a massive, and previously unknown orbital strike capability, you must locate a route to Adams Air Force Base outside of town, where most of the remaining Enclave forces are stationed, guarding a heavily defended (and massive) Base Crawler that controls the satellite-based payload systems. To reach the Air Force Base, use a newly discovered tunnel system and Metro connection that runs from the remains of the White House across to the Capitol Building, and beyond.

PRIMARY LOCATIONS

BROKEN STEEL

BS 15.02: White House Plaza

BS U15.02.1: Presidential Sub Level

BS U15.02.2: Presidential Metro

BS 15.02.3: Adams Air Force Base

AAFB 01: Exterior
AAFB 02: Control Tower
AAFB 03: Storage Facility
AAFB 04: Mobile Base Crawler

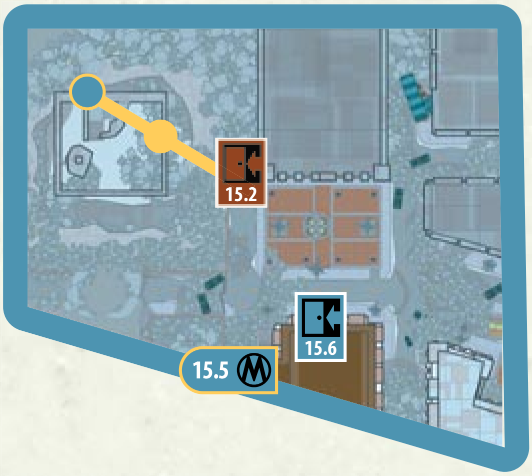
ZONE 15

15.05: Penn Ave./Georgetown Metro

15.06: Hotel

SECONDARY LOCATIONS

None



Primary Locations

BS 15.02: WHITE HOUSE PLAZA

- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 4
- Faction: Ghoul
- Danger: High Radiation
- Collectibles: Fat Man Launcher, Mini-Nuke (3), Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection
- Work Bench

You may have already explored this area, except for the Door to Presidential Metro.

Locate the White House Plaza, which is the new name for the exterior area close to the White House Utility Tunnel [15.02] area that allows access to the bombed-out White House. The area around the manhole is now guarded by a Brotherhood of Steel Paladin, and you can gather some new equipment before you enter the White House Utility Tunnel.

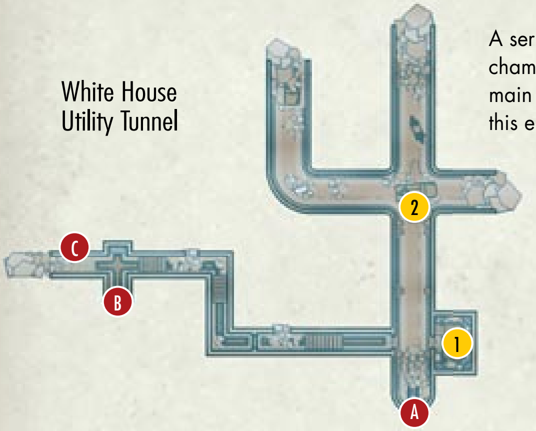
- First Aid Box
- Grenade Box
- Assault Rifle
- Frag Mine (2)

A Ladder to Pennsylvania Avenue

1 East Workshop

- Work Bench
- First Aid Box
- Pugilism Illustrated (22/25)

2 Stunt Gone Awry



Ⓑ Door to Pennsylvania Avenue

This leads to the burned-out shell of the White House, where you'll face some fearsome Ghouls, and collect some equally impressive prizes (these were accessible prior to Broken Steel).

- Fat Man (8/9)
- Mini-Nuke (58–60/92)

Ⓒ Door to Presidential Sub Level

This leads to BS U15.02.1: Presidential Sub Level. The door was not accessible previously.

BS U15.02.1: PRESIDENTIAL SUB LEVEL

- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 3
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems
- Inhabitant: M.A.R.GO.T.

A series of train tunnels and interlocking chambers where robot guards patrol. Your main task is to locate the computer controlling this entire underground network.

Ⓒ Door to Utility

③ Warning Barriers

There are steps down at this point.

④ Narrow Corridor

- Fission Battery

⑤ Underground Elevator Lobby

This chamber hosts your first robot encounter, and contains ruined statues of former Presidents.

- First Aid Box
- Ammunition Box

⑥ President's Statue Corridor

⑦ Train Platform (south)

Beware of turrets, and check the bench for a long-dead cop.

- Police Hat
- .32 Pistol

⑧ East Wing Metro Platform (North)

⑨ Workplace Accident

⑩ Small Repair Shop with Stairs

- First Aid Box
- Microfusion Cell (100)
- Pulse Grenade (3)

⑪ Derailed Metro Tram

- Pre-War Hat
- Senate Employee ID

⑫ Skeleton

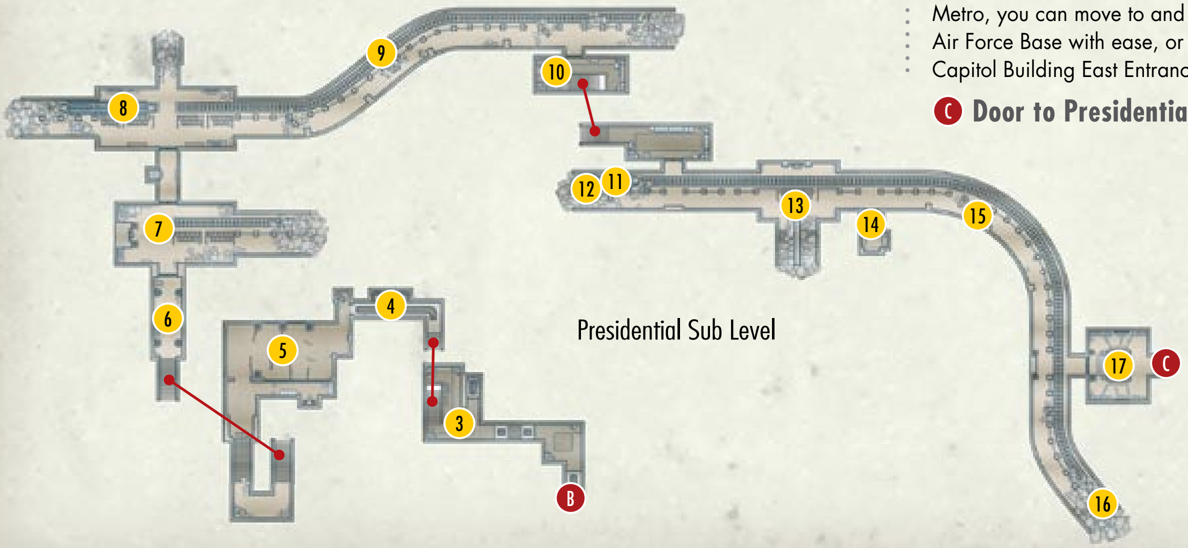
- Laser Pistol
- Mini-Nuke (76/92)

⑬ Turret-Guarded Junction

⑭ Small Filing Office

There is a Maintenance Department Terminal on one of the desks. Access it to read five entries, which are designed to be read from lowest number to highest.

- First Aid Box



⑮ Skeletal Policeman

- Police Baton
- .32 Pistol

⑯ Evil Gnome

A fiendish Gnome is using a camera to photograph two hapless teddies tied to the tracks!

- Teddy Bear (2)

⑰ Metro Authority Rapid Governmental Transit System

There are many interactions (detailed in **Main Quest: Who Dares Wins**) you can attempt with M.A.R.Go.T., and the preferable ones involve making sure the robots in the Presidential Metro area are neutral toward you, granting you extra help for the Ghoul-killing to come.

- Carton of Cigarettes
- Buffout and Whiskey

Ⓒ Door to Presidential Metro

BS U15.02.2: PRESIDENTIAL METRO

- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 4
- Faction: Ghoul
- Collectible: Nuka-Cola Quantum
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection

The maze of Metro tunnels and connecting chambers continue. Ghouls must be cleared from the tracks before power can be restored. Be aware that once power is restored to the Metro, you can move to and from the Adams Air Force Base with ease, or exit via the Capitol Building East Entrance.

Ⓒ Door to Presidential Sub Level

18 Protectron Pod Chamber

This allows access into the Metro Tunnel. Dead Ghouls and Robots lie on the ground. Expect Ghoul attacks from this point on.

19 Tunnel Blockage

- Police Hat and Baton
- .32 Pistol and Ammo

20 Main Junction

Ghouls congregate in this location; face down half a dozen of them.

21 Tunnel Blockage (and Skeleton)

- RadAway
- Mentats

22 Rubble-Filled Stairs

- First Aid Box

23 Skeleton

- RadAway (2)

24 Crushed Ghoul

Look through this barred opening to watch a Ghoul get rammed by a moving train.

25 Tunnel Blockage (Fungal Skeleton)

- Various Chems
- Power Fist
- Pulse Grenade (2)

26 Equipment Room

- First Aid Box
- Laser Rifle
- Frag Grenade (3)
- Nuka-Cola Quantum (99/110)

27 Capitol Platform

The Presidential Metro Sentinel Unit is here, and you can fight it, or request that it fix the train car, depending on your previous actions.

28 Corridor and Stairs to Capitol Building

This allows access to and from the Capitol Building East Entrance [18.01] and Seward Square [Zone 18] once the power is restored. Check the skeleton on the bench for the Holotape, which begins **Freeform Quest: The Sorrowful Suitor**.

- Holotape: Sorry, My Darling
- Beer and Jet

D Door to Capitol Building East Entrance

29 Small Office

- First Aid Box
- Ammunition Box

30 Engineer's Room

This houses a Power Box that the Sentinel fixes when the Ghouls are gone, or you can fix if you have the Main Bus Fuse, taken from the Sentinel after fighting it (and the turrets that are unlocked at the north alcoves).

- Main Bus Fuse
- First Aid Box

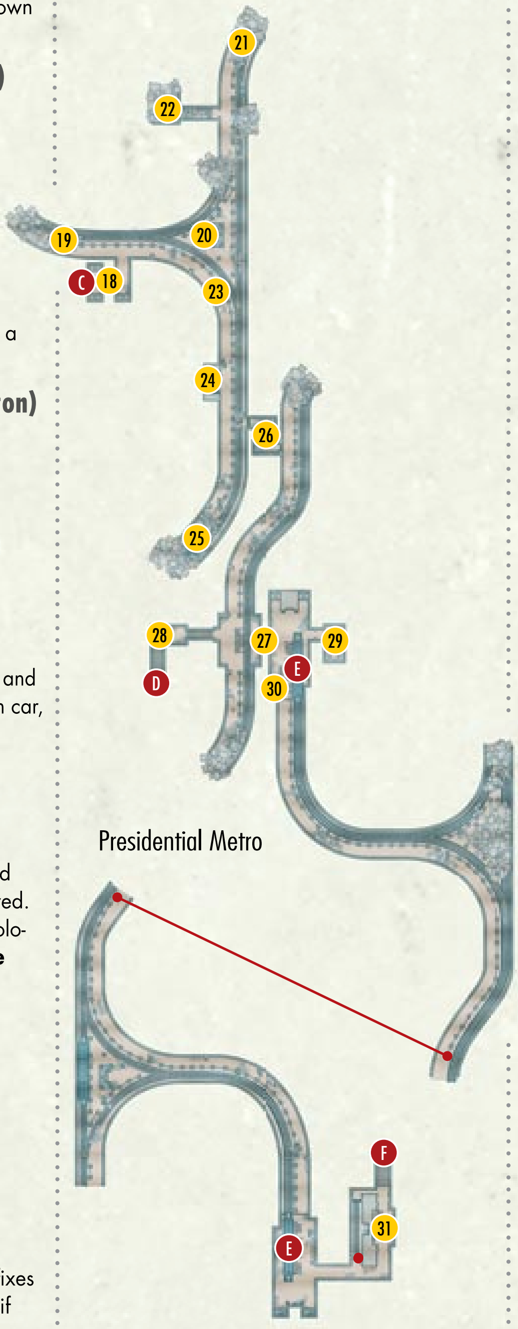
E Metro Train to/from Adams Air Force Base

31 Enclave Defenses

These two enemies and ceiling turrets can be circumvented via the locked door allowing you to sneak up a passage, and around behind them.

- Laser Rifle
- Microfusion Cell (60)
- Pulse Grenade
- Ammunition Box

F Door to Adams Air Force Base



BS 15.02.3: ADAMS AIR FORCE BASE

A massive and sprawling base outside the D.C. Metro area, this is the Enclave's new base of operations. They have co-opted a massive Space Shuttle Orbiter mobile platform and are using a huge satellite transmitter on top of it to send the signals to the orbital missile platform! After battling across a maze of hangars and forecourts, you reach the Crawler itself. Inside, the you encounter new elite Enclave units (the toughest ones yet) and battle to the nerve center of the place. You have two options to end this thrilling but dangerous romp.

AAFB 01: EXTERIOR (HANGARS)

- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 5
- Factions: Brotherhood of Steel, Enclave
- Collectible: Mini-Nuke (4)
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection

A series of buildings with built-in turrets are your initial obstacles to overcome as you push through into a series of forecourts, each with two massive hangars in-between them. Farther north is a control tower that must be scaled to access the Mobile Base Crawler's ramp.

A Door to Presidential Metro

1 Resupply Crate

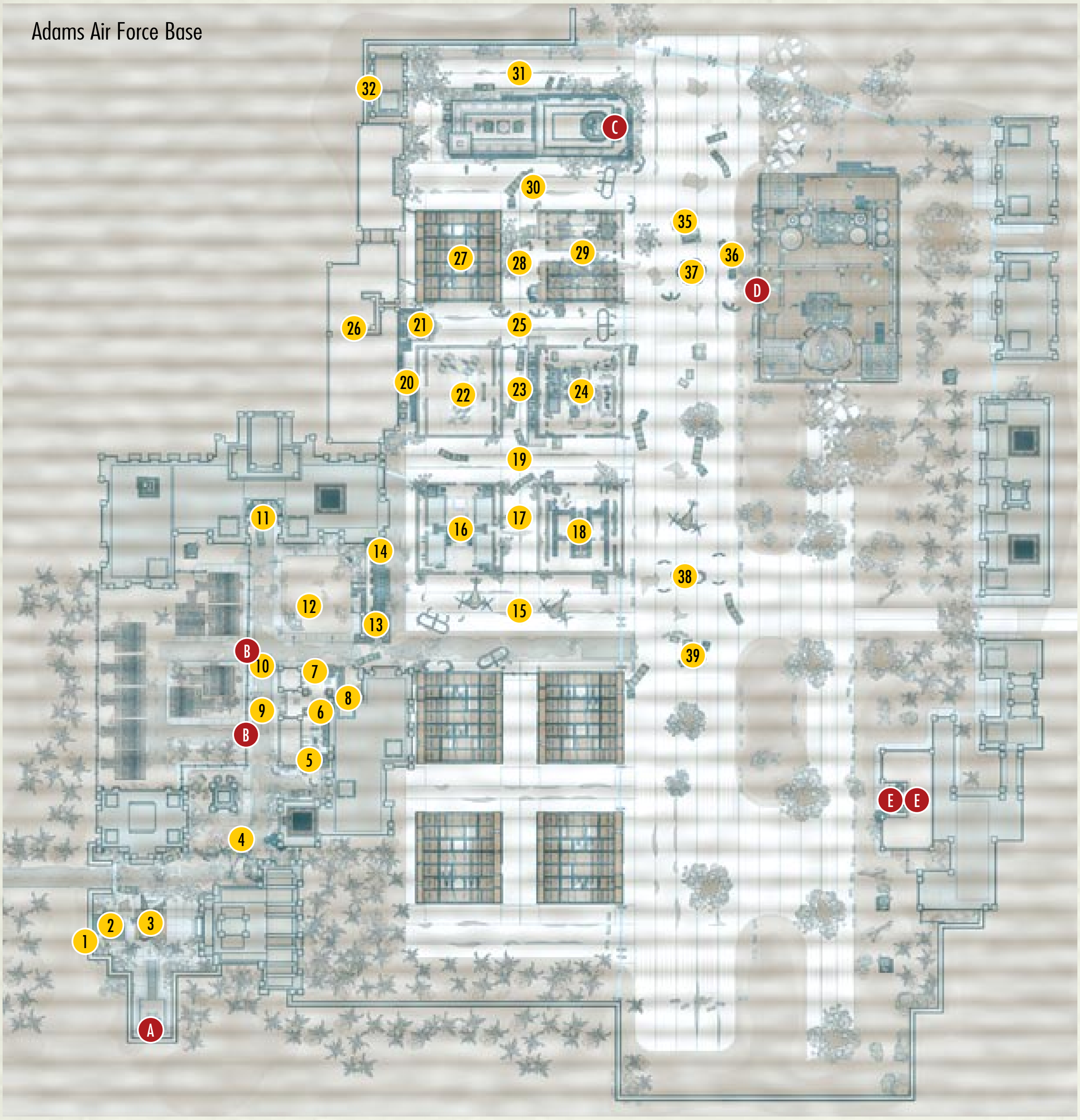
Locate and ransack Paladin Tristan's care package as soon as possible.

- Electron Charge Pack (50)
- Microfusion Cell (50)
- Holotape: Orders
- Tesla Cannon

2 Metal Hut

Use a terminal in here to shut down the turrets ahead of you.

- First Aid Box (2)
- Carton of Cigarettes



③ Rusting Jet Fighter Monument

④ Enclave Vertibird Deployment

Expect a Vertibird to deploy a small squad of Enclave troops near to this location

⑤ Metal Hut

Use a terminal in hereto shut down the turrets ahead of you.

- First Aid Box

⑥ Rooftop

Access this from the steps near the metal hut. This allows you access to the rooftop metal hut.

⑦ Rooftop Metal Hut

Use a terminal in here to shut down the turrets ahead of you. You can snipe incoming Vertibirds and troops from here, too.

- First Aid Box (2)

⑧ Mini-Nuke Awning

Leap from the rooftop to the west of the metal hut [⑦], to secure this stash of hidden goods.

- First Aid Box
- Mini-Nuke (77/92)
- Microfusion Cell (80)

⑨ Road

This is the alternate way to reach the baseball field. The barracks to the west is completed sealed and cannot be entered.

Ⓑ Gate to Barracks: Impassible

⑩ Resupply Crate

Available if you enter this location a second time. This usually contains Tesla Cannons and Ammunition.

- Resupply Crate Items (The second time you explore this area.)

⑪ Parked Truck Alcove

- Ammunition Box (2)

⑫ Baseball Field

Expect a Vertibird deployment here.

⑬ Observation Tower

Expect a Vertibird deployment here. You cannot reach this top platform.

⑭ Artillery Switch (Gantryway)

Flick this switch to send a mass bombardment onto Sector 1 Hangar Forecourt.

- First Aid Box
- Ammunition Box
- .308 Caliber Round (48)
- Holotape: Sector 1 Artillery Note

⑮ Sector 1 Hangar Forecourt

Collect ammunition from the scattered Enclave defenses in this area.

- Ammunition Box (4)
- Resupply Crate Items (The second time you explore this area.)

⑯ Hangar 1A: Deathclaw Hangar

You can release Deathclaws from three pens in this building. Note the hole in the eastern wall, which allows access to these items:

- First Aid Box (2)
- Enclave Footlocker Items

⑰ Hangar Road (South)

⑱ Hangar 1B: Enslavement Preparation

Watch for incoming fire from the landing strip. There are Enclave Scientists in this hangar. One carries a note regarding a stash of Flamer Fuel, and a key for this stash.

- Holotape and Key to Flamer Fuel Stash

⑲ Second Forecourt

This allows access to Hangars 1A, 1B, and 2B, and along the Hangar Rounds (north and middle).

- Resupply Crate Items (The second time you explore this area.)

⑳ Gantryway

The easiest way to reach the second Artillery Switch.

- Plasma Grenade (2)
- First Aid Box

㉑ Artillery Switch (Tower Roof)

Take down the Enclave troops, head into the metal hut to switch off the turrets if you wish, then locate the Artillery Switch. Flick this switch to send a mass bombardment onto Sector 2 Hangar Forecourt.

- First Aid Box
- Ammunition Box (2)
- Holotape: Sector 2 Artillery Note

㉒ Hangar 2A: Rusting Jets

The only access point is through the western perimeter wall. The Mini-Nukes are hidden under a desk and behind a Filing Cabinet.

- First Aid Box
- Ammunition Box
- Mini-Nuke (78–79/92)

㉓ Hangar Road (Middle) and Robot Patrol Walkway

- First Aid Box
- Ammunition Box

㉔ Hangar 2B: Deathclaw Cage Construction

Enemies have usually left this building and engaged you by the time you arrive here. There is a Mini-Nuke on top of the large plastic crates in the northwest corner. Access the top of the crate by leaping from the Patrol Walkway, through a hole, and take a running jump.

- First Aid Box (2)
- Ammunition Box (2)
- Blood Packs (3)
- Mini-Nuke (80/92)

㉕ Sector 2 Forecourt

This allows access to Hangars 2B and 3B, and along the Hangar Rounds (middle and north).

- Ammunition Box (3)

㉖ Dead Enclave Soldier (Hidden Alcove)

- Ammunition Box
- First Aid Box (3)
- Psycho
- Enclave Soldier Log #1

㉗ Hangar 3A: Inaccessible

㉘ Hangar Road (North)

㉙ Hangar 3B: Collapsed

This offers access to the landing strip area to the east.

㉚ Control Tower Forecourt (South)

The turrets here can be deactivated at the terminal on the south wall of the tower building.

- Ammunition Box (2)

㉛ Control Tower Forecourt (North)

- First Aid Box (2)
- Ammunition Box (2)

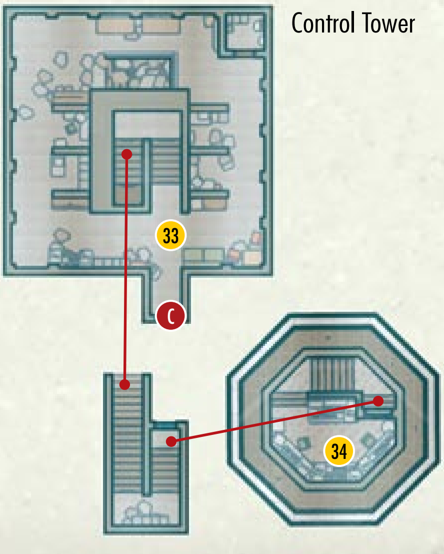
㉜ Enclave Flamer Crate

Access this using the Key found on a Scientist in Hangar 1B, or by unlocking it.

- Ammunition Box

Ⓒ Door to/from Air Control Tower

AAFB 02: CONTROL TOWER



Control Tower

Ⓒ Door to/from Air Control Tower

㉝ Offices

- First Aid Box (2)
- Sniper Rifle

㉞ Control Tower Room

Locate the Enclave Field Research Terminal in this area overlooking the Landing Strip. If you need to, choose "Open Mobile Platform Loading Ramp" to access the Crawler.

- First Aid Box

AAFB 01: EXTERIOR: CONTINUED (LANDING STRIP AND MOBILE CRAWLER)

The battle continues into the wide open landing strip area dominated by the Mobile Base Crawler. Check the defenses for equipment, and don't forget to trek to the storage facility!

㉟ Landing Strip: Sandbag Defenses

- Resupply Crate Items (The second time you explore this area.)

㊱ Landing Strip: Container Truck

- First Aid Box (2)
- Grenade Box (2)

㊲ Landing Strip: Circular Barricade

- Ammunition Box

㊳ Landing Strip: Oval-Shaped Barricade

- Ammunition Box (2)

㊴ Landing Strip: Container Truck

- Ammunition Box (2)
- Grenade Box (2)

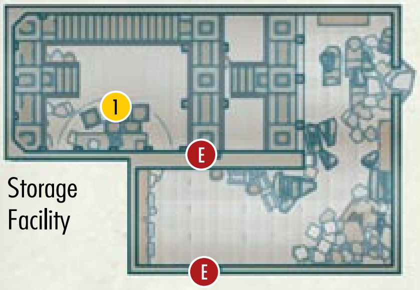
Ⓓ Ramp and Door to Mobile Base Crawler

Ⓔ Door to Factory

This leads into a small storage facility, ideally accessed before you board the Base Crawler. There is a door leading from the facility onto the roof, if you want views of the surrounding area and hangars.

AAFB 03: STORAGE FACILITY

- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 1
- Faction: Enclave
- Collectibles: Mini-Nuke (2), Nuka-Cola Quantum
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item



Storage Facility

A small storage facility and factory in the southeast corner of Adams Air Force Base. This survives the Crawler explosion, and you can gather some choice items from here, as well gain access onto the exterior roof.

E Door to Adams Air Force Base

1 Equipment Bench

- First Aid Box (3)
- Ammunition Box(2)
- Rapid-Torch Flamer (112/152)
- .308 Caliber Ammo (48)
- Missile (7)
- Flamer Fuel (48)
- Mini-Nuke (81–82/92)
- Nuka-Cola Quantum (100/110)

AAFB 04: MOBILE BASE CRAWLER

- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 5
- Factions: Brotherhood of Steel, Enclave
- Services: Repair
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Rare or Powerful Item (4)
- Sleep Mattress
- Work Bench (2)
- Inhabitants: Armory Master, Enclave Squad Sigma, HooverSparky, Stiggs

An ancient mobile satellite array that the Enclave have appropriated with newly developed technology, this is a battle-station where the elite Squad Sigma trains for battle, Deathclaw experimentations continue, and access to the earth's remaining orbital payloads are attempted.

FLOOR 1: REPAIRS AND HIGH SECURITY ZONE

A Door to Adams Air Force Base

This leads back to the ramp and landing strip area.

1 Repulsion Field

Use Science, Explosives, or brute force to remove this energy wall obstacle.

2 Repair Bay

Meet Stiggs and his two robotic chums here. He can tell you much about this base's defenses. Kill him for the following items:

- Eyeglasses
- RobCo Jumpsuit
- Roving Trader Hat
- Wrench

3 Repair Bay: Stiggs's Stashes

Look around this area, and remove a Repulsion Field for access to more equipment.

- Whiskey and Vodka
- First Aid Box (5)
- Various Chems
- Blood Pack (3)

4 Repulsion Field to Small Workshop

Although only junk exists here, there's enough to build some Custom Weapons if you have the Schematics.

- Work Bench

B Door to Launch Platform Base (South)

Access the southern storage area of the next level if you climb this ladder.

5 High Security Clearance Area

Stepping through this doorway results in an ambush.

6 Enclave Squad Sigma Attack Point

A toughened team of Enclave veterans storms down from the stairs to attack you. A well-placed Nuka Grenade sees most of them off.

7 Repulsion Field to Armory

- Armor Case
- Ammunition Box (7)
- Weapons (5)
- Plasma Grenade (5)
- Pulse Grenade (5)
- Psycho and Buffout (10)
- First Aid Box
- Carton of Cigarettes (3)

C Door to Launch Platform Base (North)

Access the northern dormitories if you access these stairs and door.

FLOORS 2 AND 3: LAUNCH PLATFORM BASE

This is a maze of Enclave research facilities, dormitories, and corridors existing on two floors.

7 Storage and Stairs

- Work Bench
- First Aid Box

8 Deathclaw Facility (Lower Level)

9 Deathclaw Facility (Lower Level): Storeroom

- Ammunition Box (2)

10 Deathclaw Facility (Lower Level): Deathclaw Pens

11 Deathclaw Facility (Upper Level): Research Station

The Deathclaw Research Terminal here allows you to disable the Deathclaw Repulsion Fields (at location [10]), and the Protection Station Field [11].

12 Deathclaw Facility (Upper Level): T-Junction

13 Deathclaw Facility (Upper Level): Protection Station

Access the terminal to disable or re-enable the Repulsion Field at the entrance.

- Slo-Burn Flamer (113/152)
- Flamer Fuel (150)

14 Deathclaw Facility (Upper Level): Skater Kid's Corpse

- Food
- Baseball Hat
- Teddy Bear

15 Tiny Storage Room (Lower Level)

- Food
- .44 Scoped Magnum

16 Dormitory (Upper and Lower Level)

- First Aid Box
- Ammunition Box (2)

17 Armory (Lower Level)

Expect fierce resistance from the Armory Master and his robotic back-up. Through the Repulsion Field, you can access the armory storage itself. Or, unlock the door from the mainframe. Collect the following items from the corpse of the Armory Master:

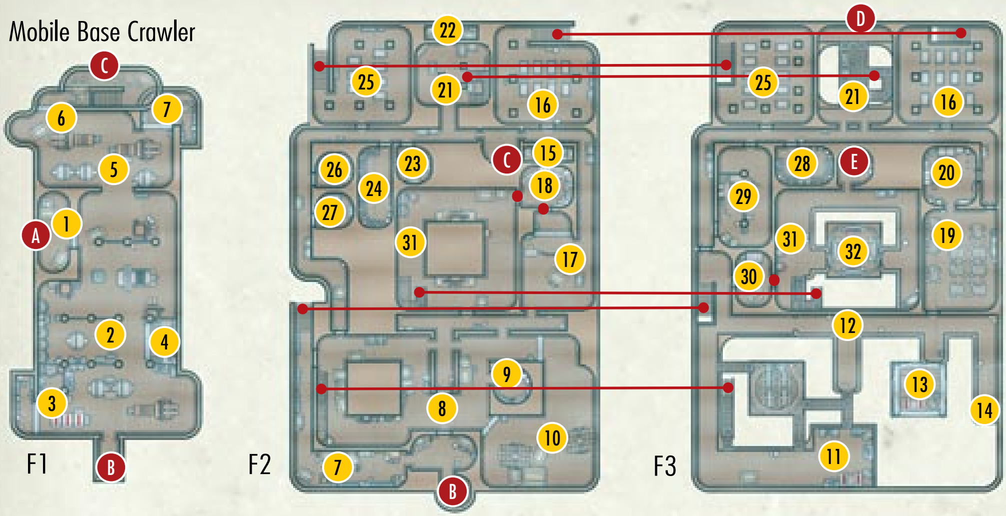
- Recon Armor Helmet (114/152)
- Precision Gatling Laser (115/152)

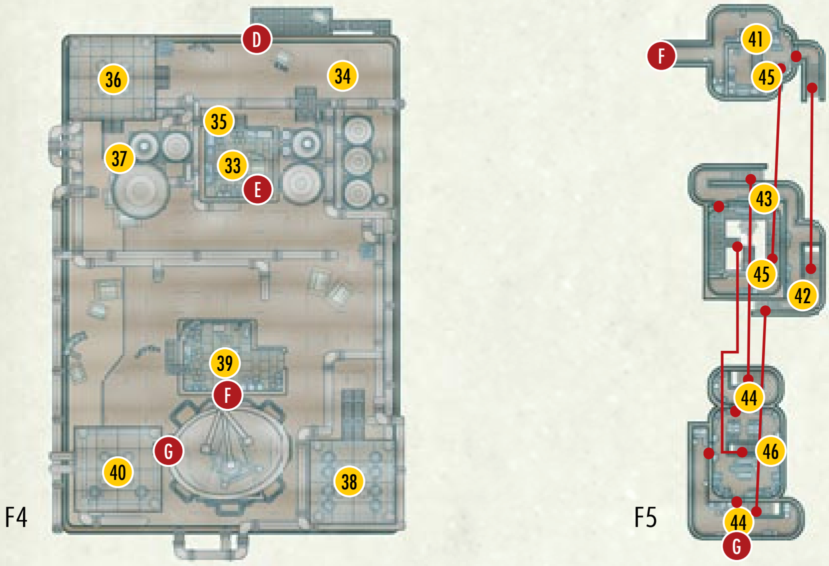
18 Armory Storage (Lower Level)

- Armor Case
- First Aid Box
- Ammunition Box (13)
- Minigun
- Gun Case with Alien Blaster and Ammo
- Combat Shotgun
- Sniper Rifle
- Gatling Laser
- Super Sledge (2)
- Heavy Incinerator

19 Mess Hall (Upper Level)

Mobile Base Crawler





20 Kitchen (Upper Level)

- Food
- First Aid Box

21 Northern Gantry Chamber (Lower and Upper Level)

D Door to Adams Air Force Base

22 Storage (Lower Level)

- Missile (5)

23 Northwest Officer's Bedroom #1 (Lower Level)

You can sleep on a mattress in here.

- Chems
- Carton of Cigarettes (2)

24 Northwest Restrooms (Lower Level)

Beware the Gnome Slasher!

- Beer
- Deathclaw Hand
- Enclave Officer's Hat

25 Northwest Sub-Dormitory (Lower and Upper Level)

26 Northwest Officer's Bedroom #2 (Lower Level)

You can sleep on a mattress in here.

- First Aid Box
- Flamer Fuel (22)
- Electronic Charge Pack (13)

27 Northwest Officer's Bedroom #3 (Lower Level)

There is a mattress you can sleep on in here.

- Footlocker Items
- Whiskey

28 Northwest Upper Restroom (Upper Level)

29 Enclave Medical Bay (Upper Level)

- First Aid Box
- Lab Coat (116)/152
- Assorted Chems

30 Mainframe Entrance (Upper Level)

This is guarded by an Enclave Officer. Any officer has a High Clearance Keycard, used to open the door in this room.

- High Clearance Keycard

31 Mainframe Balcony and Surround (Upper and Lower Level)

32 Mainframe

Two separate computer banks are accessible. The first is the Security Terminal. It is instantly accessible, offering three options:

Unlock Interior Doors

» This opens every door on the lower and upper levels.

Unlock Door to the Exterior

» This unlocks the Door to Adams Air Force Base in the Northern Gantry Chamber.

Unlock Armory

» This allows you to access the Door behind the Repulsion Field (after you've removed the field).

The second computer bank is Robot Control Mainframe. With enough **Science** skill to hack in, you find four available options:

Run Robotics Diagnostic

» This tells you that robots are online and in defensive mode.

Perform Safety Shutdown

» This deactivates all the robots, meaning you'll only face human (or Deathclaw) forces.

Scramble Robot Targeting Parameters

» This causes the robots to target everyone, both Enclave and you.

Target Enclave

» By far the most impressive plan, this switches the robots' targeting parameters to tag you as "friendly," and the Enclave as "foes." This includes the turrets, which eases your access to the roof platform immeasurably!

E Ladder to Adams Air Force Base

FLOOR 4: ADAMS AIR FORCE BASE CRAWLER DECK

This open-air area is the roof of the Crawler you just ascended from. Look over the balcony to the west, and you'll see the landing strip and hangars of Adams Air Force Base.

D Door from Launch Platform Base

E Hatch from Launch Platform Base

33 Metal Hut

- Armor Case
- Ammunition Box (3)

34 Northeast Deck

Expect battles with Enclave forces here.

㉟ Pipes

- Ammunition Box (3)

㊱ Northwest Vertibird Landing Pad

Expect battles with Enclave forces here.

㊲ Enclave Crate

- Grenade Box

㊳ Southeast Vertibird Landing Pad

Expect battles with Enclave forces here.

㊴ Metal Hut

Expect battles with Enclave forces here. This is the only accessible entrance to the Satellite Control Tower

- Gun Case

Ⓕ Door to Satellite Relay Tower

㊵ Southwest Vertibird Landing Pad

This is where you are picked up by Paladin Tristan's Vertibird once the Orbital Strike is launched.

Ⓖ Door from Satellite Relay Tower

FLOOR 5: SATELLITE CONTROL TOWER

All the marked locked doors (red dots) on this map can be opened with a reasonable **Lockpick** skill.

Ⓕ Door to Adams Air Force Base

This leads back to the metal hut on the Crawler roof.

㊶ Ground Floor Chamber and Gantry Stairs

- Carton of Cigarettes (3)
- First Aid Box (2)
- Pulse Grenade
- Ammunition Box
- Frag Mine (4)
- Missile (2)
- Microfusion Cell (29)
- Buffout (2)

㊷ ㊸ ㊹ Middle and Upper Floor Corridor and Shelving

- Ammunition Box (10)
- Chems
- Carton of Cigarettes (3)
- First Aid Box (4)
- Pulse Mine (2)
- Frag Grenade (2)
- Plasma Grenade
- Flamer Fuel (46)

Ⓖ Door to Adams Air Force Base

This is the only exit, and takes you outside to location [㊵]. Unlock it from the terminal first, for ease of access.

㊺ Central Gantry Stairs (Lower, Middle Floors)

- Ammunition Box
- .308 Caliber Round (6)
- Railway Spikes (18)

㊻ Control Room

Three terminals pique your interest:

The Communications Terminal (northeast corner) has four menu options to inspect, including something about a robot uprising....

The Security Terminal (northwest corner)has one menu option: Unlock Station Doors. This makes every locked door inside this control tower accessible.

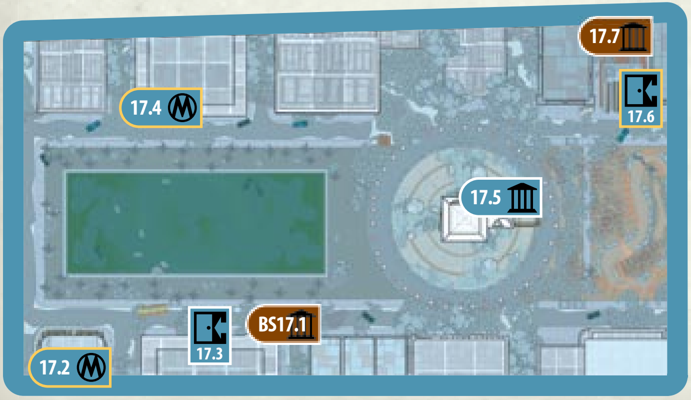
The Satellite Uplink Terminal (two terminals, both inside the same green metal casing, on the south side of the room) has four main menu options:

- » Check Satellite Status checks the Bradley-Hercules satellite, which is having some propulsion issues. This doesn't affect the strike, though.
- » Check Payload reveals Warhead Salvos five through eight are armed.
- » Load Payload tells you a fault is detected (the payload is already armed).
- » Fire Payload offers five preset targets:
  - Preset Target 01: Citadel: This is a viable target.
  - Preset Target 02: Project Purity: Inaccessible as the satellite isn't in the proper orbit path.
  - Preset Target 03: Megaton: Inaccessible as the satellite isn't in the proper orbit path.
  - Preset Target 04: Rivet City Crawler: Inaccessible as the satellite isn't in the proper orbit path.
  - Preset Target 05: Adams AFB Platform: This is a viable target.

Zone 17: The Mall

TOPOGRAPHICAL OVERVIEW

The Super Mutants still control much of the eastern end of the Mall, and journeying this area is still dangerous and unpredictable, but there are a couple of interesting areas to check out, mainly confined to the Museum of History and locations close by. Inside the Museum Rotunda is a new stall, with a Ghoul pitching a new type of drink. Investigate Underworld, and you may find patients staggering around with a variety of unknown ailments (that is, if you've affected the entire water supply with F.E.V.). Otherwise, pay attention to a Ghoul named Griffon. He could be your next meal ticket.



PRIMARY LOCATIONS

BROKEN STEEL

17.07: Museum of History Entrance

BS17.01: Museum Authority Building

ZONE 17

17.02: Hazmat Disposal Site L5

17.03: Mirelurk Nesting Hole

17.04: Georgetown/The Mall Metro

17.05: The Washington Monument

17.06: Museum Station

SECONDARY LOCATIONS

None

Primary Locations

17.07: MUSEUM OF HISTORY ENTRANCE

- Main Quest: Broken Steel
- Miscellaneous Quest: The Amazing Aqua Cura!
- Threat Level: 2
- Faction: Ghoul
- Danger: Low Radiation
- Lots o' Caps
- Inhabitant: Griffon

In the rotunda, next to the mangy woolly mammoth, a Ghoul named Griffon with a fabulous head of hair is plying his wares with a solid sales patter, and with a willing bunch of Underworld residents looking on. Griffon is selling Aqua Cura, and you can figure out whether the claims Griffon is spouting are real or not. You can also Pickpocket or murder him for 200 Caps.

Assuming you complete this quest, you can receive a lump sum or a continuous stipend if you extort Griffon once you have proof his Cura is nothing more than Dirty Water.

- Aqua Cura (18)
- 200+ Caps
- Chinese Pistol
- Wig

BS17.01: MUSEUM AUTHORITY BUILDING

- Miscellaneous Quest: The Amazing Aqua Cura!
- Threat Level: 2
- Faction: Ghoul
- Collectible: Nuka-Cola Quantum
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration

A previously sealed building along the Mall, just east of the Mirelurk Nesting Hole [17.03], with an exterior entrance infested with Radroaches, has recently (and secretly) been opened by an enterprising shyster named Griffon. He is paying for Aqua Pura from Scribe Bigsley (who resides in the Jefferson Museum Gift Shop [9.14]), and in return, he sells it on to Raiders and other undesirables. Then, with a mixture of Abraxo Cleaner, he brews a rebranded water known as Aqua Cura, with properties similar to Dirty Water. This scheme must be stopped…or bought into!

A Door to the Mall

1 Ladies' Restroom

- Nuka-Cola Quantum (101/110)

2 Office Cubicles

Aside from a couple of grenades on a desk, this has been picked clean a while ago. Expect combat with Ghoul Guards around here.

- Frag Grenade (2)

3 Reception Desk and Foyer

4 Mens' Restroom

- First Aid Box

5 Drink Fountains and Stairs Down

Expect a Ghoul Guard confrontation around here, one of which has the following evidence useful in your quest.

- Holotape: Griffon's Bottling Instructions
- Wig

6 Collapsed Office

A possible Ghoul Guard encounter is the only activity to try in this place. It has been picked clean. Drop down to the bottling operation room.

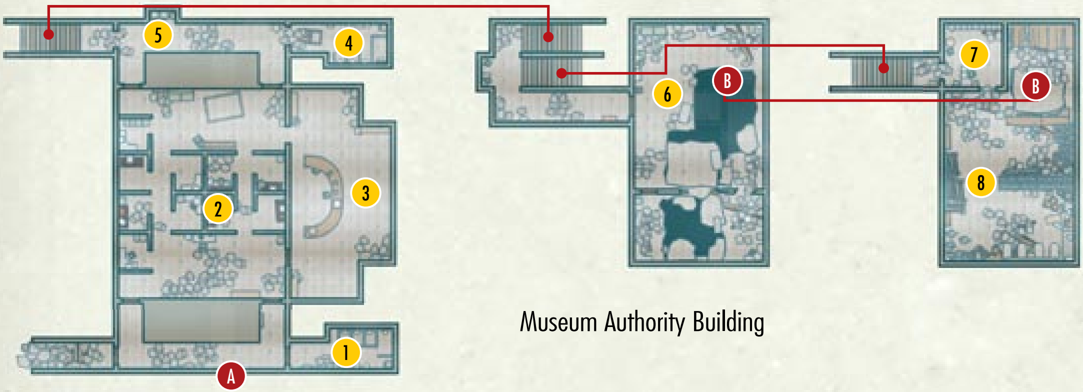
7 Filing Office

8 Griffon's Bottling Operation

Search this place for evidence, including another copy of the Holotape. Inspect Griffon's wig cabinet, too!

- Aqua Cura (23)
- Abraxo Cleaner and Whiskey
- Holotape: Griffon's Bottling Instructions
- Wig

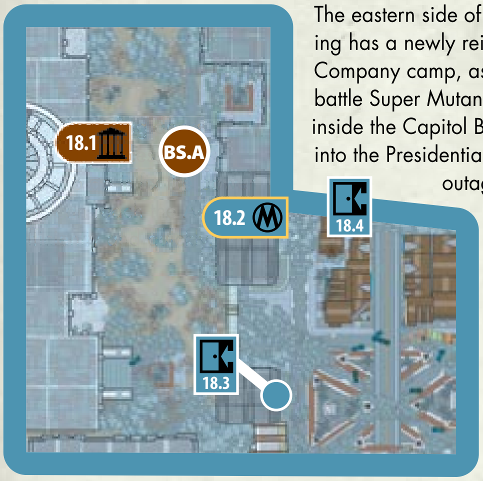
B Collapsed Floor to Collapsed Office



Museum Authority Building

Zone 18: Seward Square

TOPOGRAPHICAL OVERVIEW



The eastern side of the Capitol Building has a newly reinforced Talon Company camp, as the mercenaries battle Super Mutants in this zone. New inside the Capitol Building allow quick into the Presidential Metro. All you outage down there, and Air Force Base

PRIMARY LOCATIONS

BROKEN STEEL

18.01: Capitol Building East Entrance

ZONE 18

18.02: Penn Ave./Seward Sq. Metro

18.03: Office Building

18.04: Sewer

SECONDARY LOCATIONS

BS18.A: Talon Company Camp

Primary Locations

18.01: CAPITOL BUILDING EAST ENTRANCE

- Threat Level: 3
- Factions: Ghoul, Super Mutant
- Interior Exploration
- Underground Connection

Once power is restored to the Presidential Metro [BS U15.02.2], either by you accessing the Box Fuse or the Sentinel fixing the fuse, you can access the Capital Building East Entrance interior location. The newly accessible door is in the northeastern part of the building, close to the large hallway that leads out into Seward Square. You now have excellent (and quick) access to the Adams Air Force Base if you need to head back there (to acquire more weaponry or experience, for example).

Secondary Locations

BS18.A: TALON COMPANY CAMP

- Main Quest: Broken Steel
- Threat Level: 4
- Factions: Super Mutant, Talon Company
- Guns and Ammunition
- Health and Chems

Outside the eastern entrance to the Capitol Building [18.01], a group of Talon Company mercs (numbering around four to six with robotic backup depending on your experience) have set up fortifications, and are fighting a bloody battle with nearby Super Mutants. You can listen to their orders on the Holotape. The camp also has the following items:

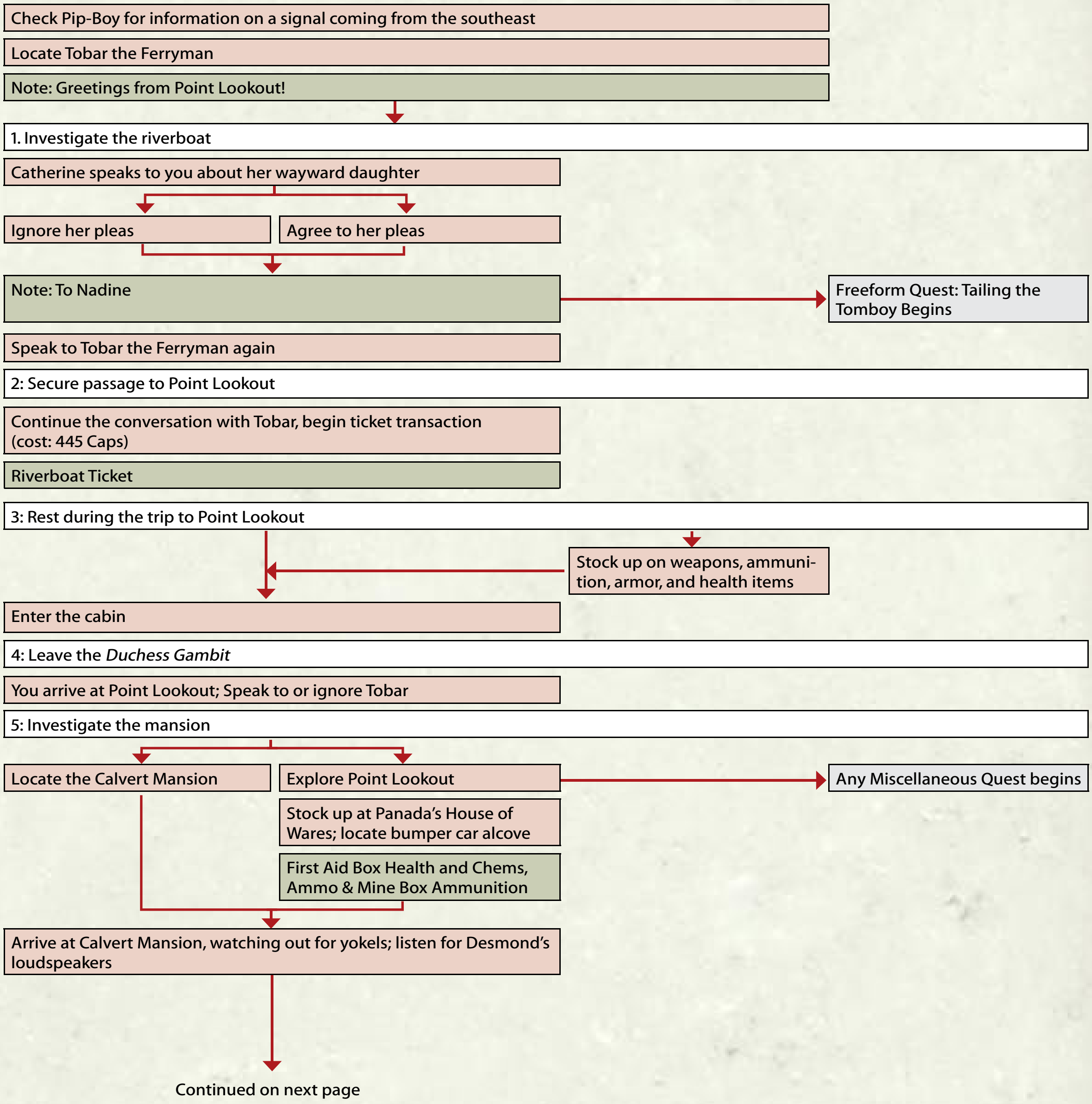
- First Aid Box (2)
- Ammunition Box (2)
- Cherry Bomb (3)
- Frag Mine (2)
- Railway Spikes (60)
- Talon Company Merc Log #1

Chapter 11 POINT LOOKOUT

The Local Flavor

QUEST FLOWCHART

	MAIN PATH
Main Characters	Tobar the Ferryman, Catherine, Panada, Geri, Freki, Desmond
Locations	Capital Wasteland: Mirelurk Jetty, The *Duchess Gambit*; Point Lookout: The *Duchess Gambit*, Panada's House of Wares, The Calvert Mansion
Adv. Items/Abilities	445 Caps
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Tribals



Check Pip-Boy for information on a signal coming from the southeast

Locate Tobar the Ferryman

Note: Greetings from Point Lookout!

1. Investigate the riverboat

Catherine speaks to you about her wayward daughter

Ignore her pleas | Agree to her pleas

Note: To Nadine | Freeform Quest: Tailing the Tomboy Begins

Speak to Tobar the Ferryman again

2: Secure passage to Point Lookout

Continue the conversation with Tobar, begin ticket transaction (cost: 445 Caps)

Riverboat Ticket

3: Rest during the trip to Point Lookout

Stock up on weapons, ammunition, armor, and health items

Enter the cabin

4: Leave the *Duchess Gambit*

You arrive at Point Lookout; Speak to or ignore Tobar

5: Investigate the mansion

Locate the Calvert Mansion | Explore Point Lookout | Any Miscellaneous Quest begins

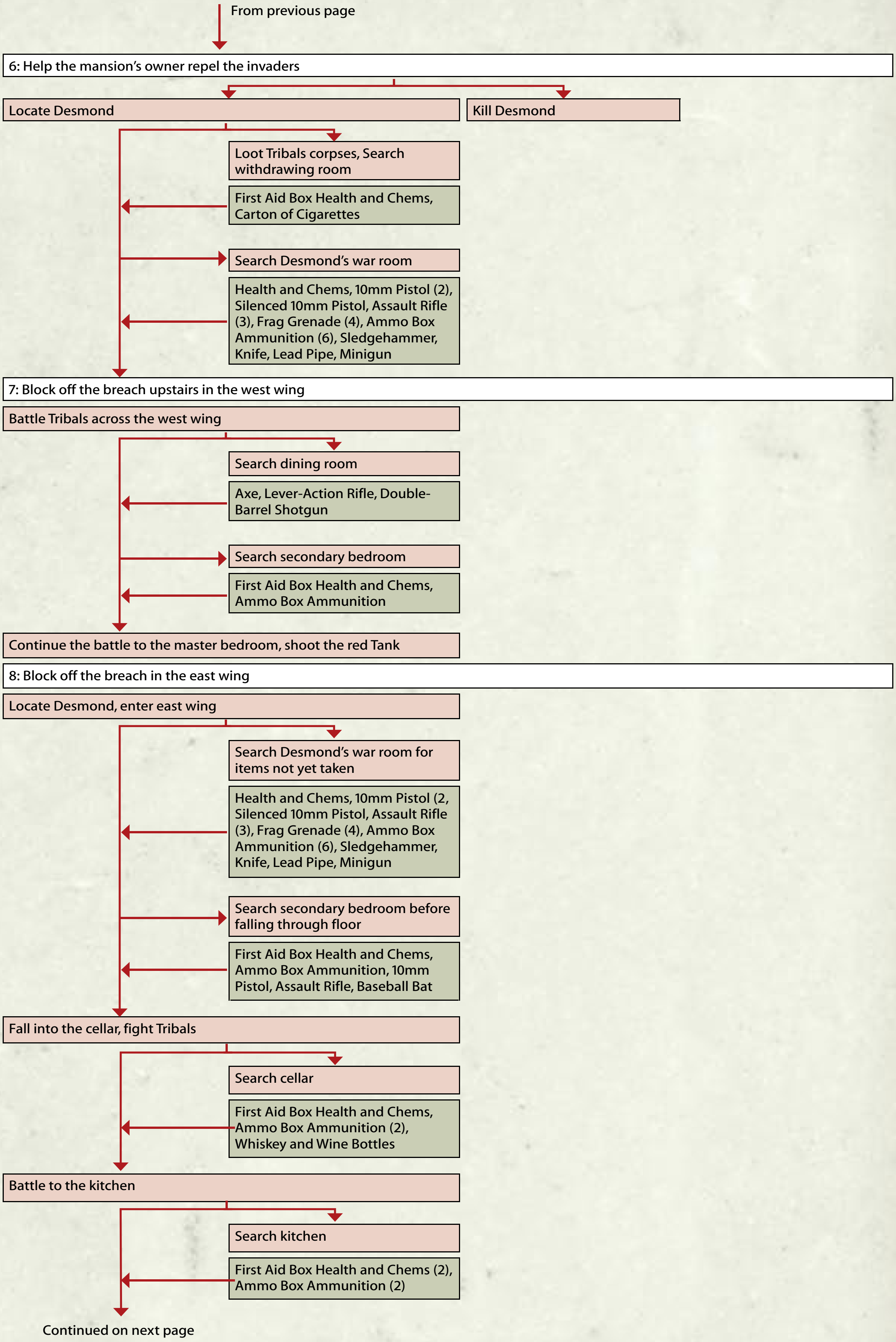
Stock up at Panada's House of Wares; locate bumper car alcove

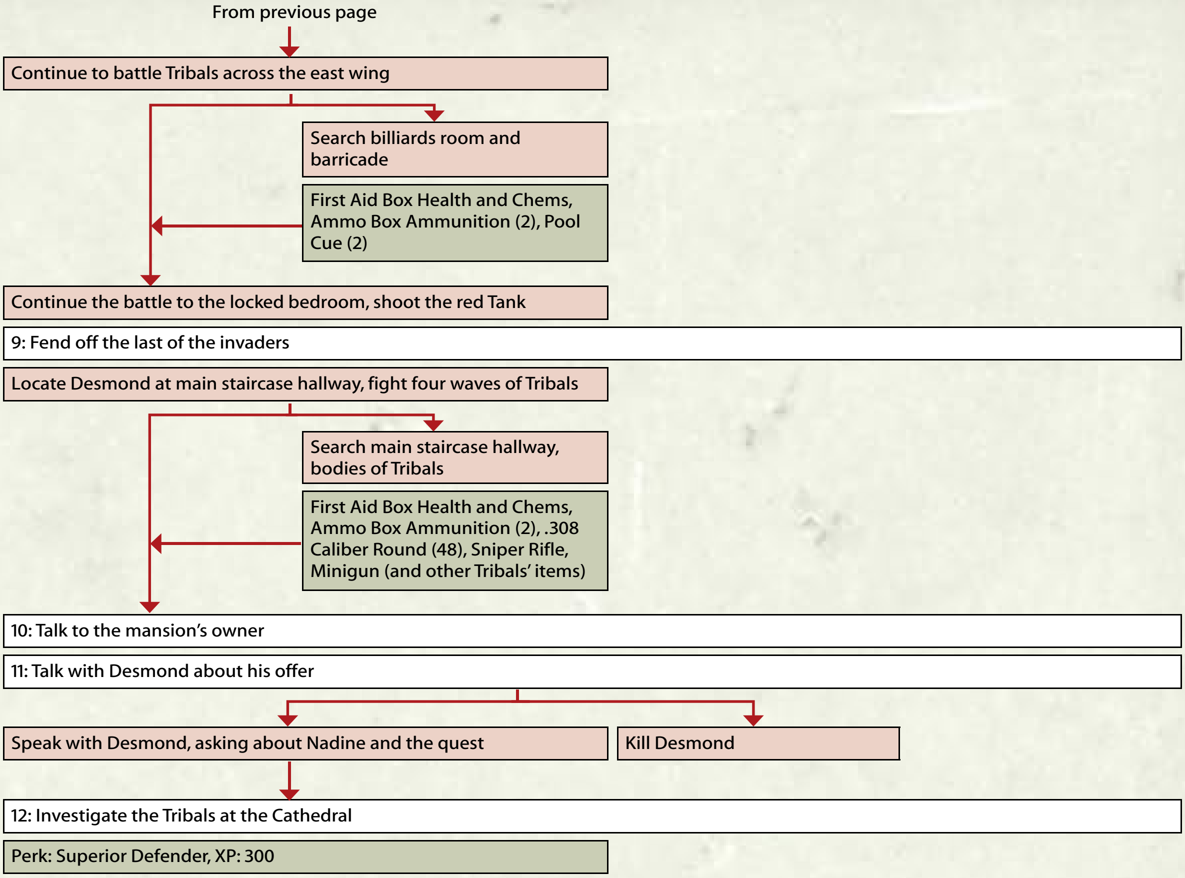
First Aid Box Health and Chems, Ammo & Mine Box Ammunition

Arrive at Calvert Mansion, watching out for yokels; listen for Desmond's loudspeakers

Continued on next page

Color code: Objective | Action | Rewards | Other Quest


From previous page
6: Help the mansion's owner repel the invaders
Locate Desmond
Kill Desmond
Loot Tribals corpses, Search withdrawing room
First Aid Box Health and Chems, Carton of Cigarettes
Search Desmond's war room
Health and Chems, 10mm Pistol (2), Silenced 10mm Pistol, Assault Rifle (3), Frag Grenade (4), Ammo Box Ammunition (6), Sledgehammer, Knife, Lead Pipe, Minigun
7: Block off the breach upstairs in the west wing
Battle Tribals across the west wing
Search dining room
Axe, Lever-Action Rifle, Double-Barrel Shotgun
Search secondary bedroom
First Aid Box Health and Chems, Ammo Box Ammunition
Continue the battle to the master bedroom, shoot the red Tank
8: Block off the breach in the east wing
Locate Desmond, enter east wing
Search Desmond's war room for items not yet taken
Health and Chems, 10mm Pistol (2, Silenced 10mm Pistol, Assault Rifle (3), Frag Grenade (4), Ammo Box Ammunition (6), Sledgehammer, Knife, Lead Pipe, Minigun
Search secondary bedroom before falling through floor
First Aid Box Health and Chems, Ammo Box Ammunition, 10mm Pistol, Assault Rifle, Baseball Bat
Fall into the cellar, fight Tribals
Search cellar
First Aid Box Health and Chems, Ammo Box Ammunition (2), Whiskey and Wine Bottles
Battle to the kitchen
Search kitchen
First Aid Box Health and Chems (2), Ammo Box Ammunition (2)
Continued on next page



From previous page

Continue to battle Tribals across the east wing

Search billiards room and barricade

First Aid Box Health and Chems, Ammo Box Ammunition (2), Pool Cue (2)

Continue the battle to the locked bedroom, shoot the red Tank

9: Fend off the last of the invaders

Locate Desmond at main staircase hallway, fight four waves of Tribals

Search main staircase hallway, bodies of Tribals

First Aid Box Health and Chems, Ammo Box Ammunition (2), .308 Caliber Round (48), Sniper Rifle, Minigun (and other Tribals' items)

10: Talk to the mansion's owner

11: Talk with Desmond about his offer

Speak with Desmond, asking about Nadine and the quest

Kill Desmond

12: Investigate the Tribals at the Cathedral

Perk: Superior Defender, XP: 300

Tip

Other adventurers returning from Point Lookout seem disheveled and forlorn, indicating a new zone rife with toughened locals and fearsome foes. Increase your enjoyment and life-expectancy by embarking on your Point Lookout jaunt midway through your Wasteland experience or later, with plenty of Armor and Repairable weapons, and with a reasonably high **Science** or **Lockpick** skill.

TAKING A GANDER AT THE GAMBIT

Gamble on the *Duchess Gambit*, a grand ol' gal, taking you on a meandering cruise to parts unknown.

Your Pip-Boy updates with an interesting message. It has picked up a signal from the Wasteland's southeast corner, close to the Jefferson Memorial. Read the message appearing on your screen before accessing the Data > Notes inside your Pip-Boy, and select "Point Lookout." The Note from Tobar the Ferryman says: He has returned from a land of "warm beaches and luscious wetlands," piloting the *Duchess Gambit*. He brings "the hearty Punga Fruit." apparently "the most refreshing meal in the world." You can purchase this delicacy from merchants, or from the source himself. Tobar can take adventurers to this "land of mystery." This sounds both highly rewarding and suspicious....

Greetings from Point Lookout!

Note

The note is correct. From this point on, you can locate any Wasteland merchant that sells food, and search through their inventory for a new (and randomly occurring) item: the Punga Fruit. Although some say its spores may have hallucinogenic properties, this plump gourd is valuable because it reduces Radiation and increases Hit Points. Find Tobar and journey to Point Lookout for a more comprehensive taste test.

Refined Punga Fruit
WG 1, VAL 30, Rads -5, HP +15

Wild Punga Fruit
WG 1, VAL 10, Rads -1, HP +10

NEW OBJECTIVE
"Investigate the riverboat" begins.

Once you've decided to visit the *Duchess Gambit*, check your Pip-Boy's (or this guide's) World Map. The riverboat is at the end of the Mirelurk Jetty [LAT 11/LONG -18]. Mirelurks seem to be cleared from the vicinity. Approach by heading south down the river, toward the Jefferson Memorial; the *Gambit* is on the opposite shore.

Approach the jetty, and attempt to board the boat. A slightly distraught woman pleads for your help. Catherine tells you her daughter Nadine stowed away on the *Duchess Gambit* a few weeks ago, and she's been worried sick since then. You can:

Refuse, completely ignoring her pleas.

Agree to this plan, or remark that Nadine might be dead already. She produces a Note to Nadine, which she hands to you.

In addition, you can ask Catherine about Point Lookout, and specifics about her daughter (she's headstrong, and has bright orange hair, making her easy to spot). Now board the riverboat.

Note to Nadine

FREEFORM QUEST

Tailing the Tomboy begins.

There's something not quite on-the-level about Tobar the Ferryman, the only occupant of the *Duchess Gambit*. Speak to him, and he offers you a ride to Point Lookout. You can:

Refuse. Come back again when you want to take the trip.

Gun both Tobar and Catherine down. They only fall unconscious, and their bodies can't be looted.

Or inquire about Point Lookout. Tobar can barely contain his excitement! However, he warns you that the locals can be inhospitable, telling you to stay here if you're not "man enough."

NEW OBJECTIVE

"Secure passage to Point Lookout" begins.

Continue the conversation with Tobar. You can:

Ask about the *Duchess Gambit*. She used to travel more widely, but her current rickety condition forces Tobar to stick to Punga-ferrying, along with the odd traveler.

Ask about Nadine. She's a "spritely little tomboy," who's probably in a bit of trouble, but Tobar doesn't know where she is.

Inquire about Point Lookout. Tobar calls it a "soggy strand of beach" with the "ruins of ancient pleasure towns." It's time to purchase a ticket, for a wildly inflated price and with a chilling warning.

Note

Or, you can scale the *Duchess* herself. She's got two locked doors: one to the engine room, which is firmly sealed, and the other to the cabin, which Tobar unlocks when you're about to purchase a ticket.

Begin a ticket transaction, and Tobar's tone changes. He tells you the threats of the swamp are dire. If you're still willing, purchase a Riverboat Ticket from Tobar (along with anything else you want from his inventory) for a ludicrously high 445 Caps.

Riverboat Ticket

NEW OBJECTIVE

"Rest during the trip to Point Lookout" begins.

Now you are free to leave and "prepare" for the adventure to come; this means stocking up on weapons, ammunition, armor, and health items. Point Lookout is a frightening and eerie place. When you're sure you wish to proceed, lie on the cabin cot. You soon fall asleep....

WELCOME TO POINT LOOKOUT! YOU'LL NEVER LEAVE ALIVE!

NEW OBJECTIVE

"Leave the *Duchess Gambit*" begins.

As the *Duchess Gambit* docks at the main jetty a shroud of mist encases the area in a gloom you haven't experienced before. Step toward Tobar, and he cheerfully welcomes you to Point Lookout. Tobar noticed more smoke emanating from the Old Calvert Mansion, and gives a less-than-subtle hint that valuables may be contained within.

Ask Tobar more about Point Lookout, and he explains the "glorious boardwalk" nearby is but the entrance to "haunted swamplands," and mentions a friend who runs a supply shop nearby: Panada's House of Wares. Press the subject, and Tobar tells you of the Homestead Motel. And if it's hunting you're after, a fellow named Plik runs Plik's Coastal Grotto, a high-rollers club to the northeast.

NEW OBJECTIVE

New Objective: "Investigate the mansion" begins.

Tip

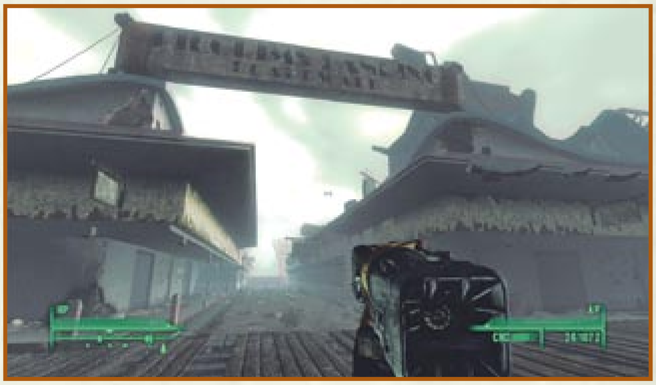
You are now free to thoroughly explore Point Lookout. Consult the Mini-Tour later in this guide for descriptions of every location. Additional Miscellaneous Quests in this zone are detailed later in the Point Lookout chapter. For the safest and most direct route to Calvert Mansion, continue reading.

Tip

It is wise to pocket as many Fission Batteries, Yeast, and Punga Fruit that you can carry if you wish to quickly complete a Freeform Quest called **A Spoonful of Whiskey** (which is detailed after this walkthrough).

Caution

The local yokels are as violent as they are unconcerned with hygiene, so expect to face considerable resistance from them.



Pilgrim's Landing is an unsafe shell of a boardwalk, and leads directly into a decrepit pleasure-town of the sunny past.

Move from Point Lookout Pier (which is the only way to leave this place, although Tobar isn't planning a return trip anytime soon), and up to the Pilgrim's Landing Boardwalk. To the east lies the blasted heath and the rugged coastline wrapping around the Calvert's hilltop mansion, as well as Point Lookout Lighthouse. There's a safer path to take in a moment. To the west, the boardwalk ends at the sand dunes, offering an undulating path to the Disaster Relief Outpost, and the more terrifying areas of the swamp. You can explore this now, or later. Continue this quest by heading north into the pleasure town. Immediately left is an interior street leading to a Ferris wheel that looks like it's about to collapse.

Tip

The Wheel of Wonder is a good landmark when you're exploring and need a visual reference for Pilgrim's Landing.

Caution

Prepare for combat with some tough and well-armed Smugglers if you venture back to Pilgrim's Landing later in your expedition.

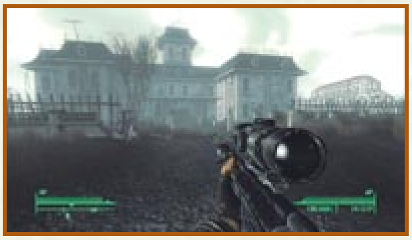
Roll up, roll up! Shoot a duck and...you're out of luck, as the mechanism rusted up a hundred years ago. Welcome to Panada's House of Wares.

Continue along the boardwalk heading north, then turn east at the next junction (which has the Diggity's Hotdog sign atop it), and saunter into the fun-fair area, where you'll find Panada's House of Wares. Speak with Panada, who can Repair your items, or sell you ammunition or equipment. Purchase what you need (or kill her) before continuing out of Pilgrim's Landing via the boardwalk, or hopping over the crack in the northern wall of the bumper cars venue. If you're searching, be sure to check the alcove on the east side of the bumper cars area to find a mattress and the following:

- **First Aid Box**
- **Ammunition Box**
- **Mine Box Ammunition**

STAY ON THE PATH! BEWARE THE MARSH!

Head onto the remains of the main east-west road running between Pilgrim's Landing and the Homestead Motel, watching for encroaching Vicious Dogs and Mole Rats. Trek eastward to the edge of town, a green sign points you toward Calvert Mansion. Continue on the path to disturb as few local yokels as possible. Move east and northeast along the remains of the road, and you pass a sign (facing the other way) welcoming you to Pilgrim's Landing. Continue eastward along the path until you reach a T-junction. Peer northward into the mists, and you make out a thick-set, ambling man in the distance. Ignore him, or fire on him. In charges a horrific specimen of inbreeding wielding an axe and a gap-toothed cackle!



A once-proud and still-grand mansion rises from the blasted heath, a monument to the history of the infamous Calvert family.

If you choose combat, expect to find little except Yeast and Punga Fruit on the lumpy corpse. Press on, toward the silhouette of the Calvert Mansion, past a second sign, and then in a curved path heading east and southeast to the top of a blasted heath. Wander off the path, and you risk stumbling into the Beachview Campsite [LAT 10/LONG 10], which contains as many as four inbred and extremely lumpy locals. Assuming you survive, scramble to the path with a new understanding of Tobar's warning.

Continue your trek southward to the mansion. As you arrive on the grounds, you can see (and inspect if you wish) an exterior hothouse, now devoid of glass, and a small stone gazebo offering views to the lighthouse. However, you should focus on voice emanating from the loudspeakers at the front of the dwelling. Your presence is required immediately; the mansion is under attack!

NEW OBJECTIVE

"Help the mansion's owner repel the invaders" begins.

THE STRANGE HIGH HOUSE IN THE MIST

Before the Tribal invasion is culled, Desmond is a man of few words, and none of them pleasant.

There's no time for pleasantries. Pass through the mansion foyer (there are two wardrobes filled with junk to sift through), and into the main staircase hallway. Two dogs are fending off Tribals as they burst through the western doors. Tribals are humans clad in primitive garb, but wielding dangerous weapons. Join the battle against the Tribals, helping the hounds as much (or as little) as possible. When the initial wave has fallen, you can meet Desmond, a weathered and bespectacled Ghoul. More Tribals burst through into the withdrawing room. Any remaining doors cannot be entered, although you can gather items from Tribal corpses, and search the withdrawing room for a Carton of Cigarettes and a First Aid Box.

- **First Aid Box**
- **Carton of Cigarettes**

Demolish the second wave of foes. You can "accidentally" shoot Desmond or his hounds once, but concentrated fire only wastes your ammunition. To continue this quest, the mansion's invaders must be quelled. When the coast is clear, Desmond inspects the (empty) bathroom and then opens the double-doors to the north. You hear a crash from upstairs. Rush southeast, into Desmond's war room, ignoring the festooned monitors and gathering any of the additional equipment and weapons Desmond has amassed:

- **Assorted Stimpaks and Chems**
- **Silenced 10mm Pistol**
- **Assault Rifle (3)**
- **Ammunition Box (6)**
- **10mm Pistol (2)**
- **10mm Submachine Gun**
- **Frag Grenade (4)**
- **Minigun**

NEW OBJECTIVE

"Block off the breach upstairs in the west wing" begins.

THEY'RE COMING OUTTA THE GODDAMN WALLS!

The Tribals have breached the west wing upstairs, but you can't reach this area from the central staircase; you must move through the double doors Desmond just opened. Once through, step into the dining room, look up, and look out! A couple of maniacs drop through the patched ceiling in the chamber's center. If you're quick and place a Mine on the table, they land heavily and possibly with fewer appendages. Cut them down, ideally dropping another Mine in front of the sealed double doors in the southwest corner. These doors fly open and more Tribals stream in a short time afterward.

Use Grenades and back up, because you can lead the Tribals back to Desmond's dogs to help in the slaughter. When you've rid the dining room of five or so Tribals, conduct a quick equipment gathering. You can feel the weight of the Axe, or load up a Lever-Action Rifle—two new weapons. Then check the northeast corner of the dining room for a First Aid Box near a skeleton by a third new weapon: the Double-Barrel Shotgun. Shotguns are the perfect complement to close-quarter fighting!

- **Axe**
- **Double-Barrel Shotgun**
- **Lever-Action Rifle**

Try out some never-before-fired weapon technology on the Tribal scum, like this Double-Barrel Shotgun.

With the coast relatively clear, move southwest out of the double doors and head northward up the stairs. Move right, then right again along the upstairs landing. That hole in the corridor in front of you was the Tribals' dining room entrance. Two more of these toughened warriors burst through the wall in the filing room to the east. Back toward the stairs two avoid axe-death at close quarters. When these of adversaries are gurgling up blood, stop for a moment and return to the barricaded corridor. Expertly leap or maneuver around the hole and into a secondary bedroom. There's a corpse on a bed near some equipment.

- **First Aid Box**
- **Ammunition Box**

Unless you're a fan of Pencils and Pre-War Money, step through the filing room, using the hole to reach a nursery. You can pilfer some ammunition on your way into the continuation of the upstairs corridor. Step across into the music room if you wish, although there are more pressing matters than collecting Harmonicas (the only useful items in the music room). Fight Tribals back up the corridor and into the master bedroom. There are four to defeat, so take your time. When the room is empty, search the bodies and inspect the bedroom, gathering items and watching the entrance you just came from in case you missed a Tribal. End this west wing rampage by optionally contacting Desmond on the intercom; he orders you to seal the hole from the attic. Manage this by turning the adjacent lab room into rubble. Shoot the red tank you can see from the impassable door just left of the intercom. Or use up a Grenade and lob it in to trigger the explosion.

NEW OBJECTIVE

"Block off the breach in the east wing" begins.

A SLIGHT CASE OF DRY ROT

Tribals have broken through into the mansion's east wing! Exit the master bedroom, turn right, and Desmond unlocks the door leading to the balcony overlooking the main staircase hallway. Dash north, then east to the door diagonally opposite you, where Desmond and his dogs force back a trio of undesirables. Help if you wish. When it's clear, Desmond sprints back to his cluster of monitors in his war room. Re-arm yourself from his cache. Then return to the door where the Tribals encroached from, and enter the corridor beyond. It is important to check the secondary bedroom to the left, first. Gather any of the following items:

- **First Aid Box**
- **10mm Pistol**
- **Ammunition Box**
- **Assault Rifle**

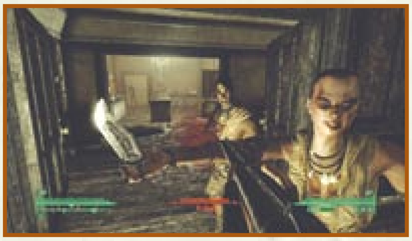
Now turn right (south). A Tribal dashes across the corridor ahead of a barricade. Step to the First Aid Box on the barricade, and the floor gives way. You can't avoid this, and you fall two floors into the root cellar below! Search the first room for some Ammo and Health, then continue into the wine cellar. If you're a fan of Whiskey or Wine, there's plenty to gather. However, watch the door to the north. A shotgun blast knocks it open, and three more Tribals storm in, hopefully onto the Mine you just laid. Begin another bout of fierce fighting.

Tip

If the Wine and Whiskey interest you, gather it now. Who knows when you'll access this cellar again....

First Aid Box **Ammunition Box (2)**

Whiskey and Wine Bottles



Although the weapons may change, the fervor these Tribals attack with remains constant, and seemingly controlled....

The Tribal takedowns continue as you ascend the cellar stairs. Blast another Tribal as you round the corner, head south toward the small library, and battle two more Tribal foes before entering the main study. The study is initially empty, but don't spend too long inspecting the area (a First Aid Box is on the middle table, and the hole you fell through is near the exit double doors), as two knife-wielding maniacs charge in from the kitchen. Dispatch them both (don't fall into the hole). The passageways adjacent to the study are blocked, so pop into the kitchen, optionally grabbing the Brahmin Steak and Beer, then face another attacker in the pantry to the north. Grab the foodstuffs you want, as well as the Ammo and First Aid Boxes. Then head back into the kitchen, and eastward into the connecting corridor, which leads up the stairs to the upper floor...where you were supposed to be in the first place!

First Aid Box (2) **Ammunition Box (2)**

Once at the top of the stairs let rip into the possessed hides of two more foes streaming in from the billiards room. Once they are cut down, you can slowly move toward the exit on the opposite side of the room, coaxing another foe into a fight. Putting the pool table between you and a Tribal with a melee weapon is an excellent plan. Search the room to find an Ammo Box. Exit onto the corridor, and move north toward the barricade, which is directly next to the hole you fell through. Now you can grab the First Aid Box, and Grenade from the Ammo Box, and peer across into the locked bedroom. Desmond needs this breach closed, so aim at the red tank and it rips apart, sealing the encroachment point. Desmond unlocks the door at the end of this corridor, and beckons you back into the main staircase hallway. The Tribals are planning a final assault!

First Aid Box **Ammunition Box (2)**

Pool Cue (2)

NEW OBJECTIVE

"Fend off the last of the invaders" begins.

ONCE MORE UNTO THE BREACH, DEAR FRIENDS, ONCE MORE

Run south and west, around to the barricade balcony Desmond has erected, complete with monitors and handy additional supplies, including a Sniper Rifle (all of which can be added to your arsenal). Another breach is imminent! You options at this point. You can:

Sprint downstairs, and "booby-trap" the double doors to the north and side doors east and west with placed Mines and Grenades to soften up the final waves of Tribals. Place these explosives near the door, so the explosion rips through all foes attempting to breach.

Use long-range (and ideally, V.A.T.S.-based) sniping with a favored weapon. This supporting role has you on the balcony, darting around while Desmond and the dogs battle at closer quarters.

Or wade in and blast away. This is the usual plan, but it's more dangerous and uses up more ammunition.

In addition, you need to be aware of the exact location where the final four waves of (between three and four) Tribals appear, so listen for Desmond's barked instructions, or remember the following plan:

Wave #1 breaks through the upstairs door in the northeast corner. They usually swarm Desmond's upper barricade.

Wave #2 crashes in from the downstairs door in the northeast corner. Use the stairs to your advantage, lob a Grenade behind the foes' cover.

Wave #3 bursts in via the downstairs double-doors in the northwest corner. Desmond is usually in the thick of it, allowing you to focus your attacks on one or two foes.

Wave #4 rips through the main entrance doors to the north, and includes a Tribal armed with a Minigun. Now might be an excellent time to dive behind cover!

Also remember that you can retreat into the war room (to the south, downstairs) for more weaponry, or use the defenses if the battle is becoming difficult. Fight until every last Tribal lies twitching.

First Aid Box **Ammunition Box (2)**

.308 Caliber Round (48) **Sniper Rifle**

Minigun (and other Tribals' items)

NEW OBJECTIVE
"Talk to the mansion's owner" begins.

NEW OBJECTIVE
"Talk with Desmond about his offer" begins.

Assuming Desmond isn't recovering from being knocked unconscious, you'll find him standing near his war room. Talk to him and Desmond scoffs at your prowess. He didn't even need the "failsafe." Whatever Desmond thinks of your fighting, it was enough to earn you the Superior Defender Perk! Furthermore, Desmond offers to "train" you! You can now try any of the following:

You can ask what he wants done about the Tribals. Be a good pup, and Ol' Desmond is willing to give you a treat, but you need to infiltrate their commune, which is located inside the Ark & Dove Cathedral. This begins **Quest: Walking with Spirits**.

You can ask about Nadine. He did see a girl snooping around the mansion a few weeks back.

You can ask about Desmond, and his answer is short, to the point, and involves swearing. Desmond is a self-proclaimed rock-hard bastard, and you may stand to benefit from the hundred years of additional training he's had over you.

You can try killing Desmond, but he's only knocked unconscious. Best not upset the old geezer.

NEW OBJECTIVE
"Investigate the Tribals at the cathedral" begins.

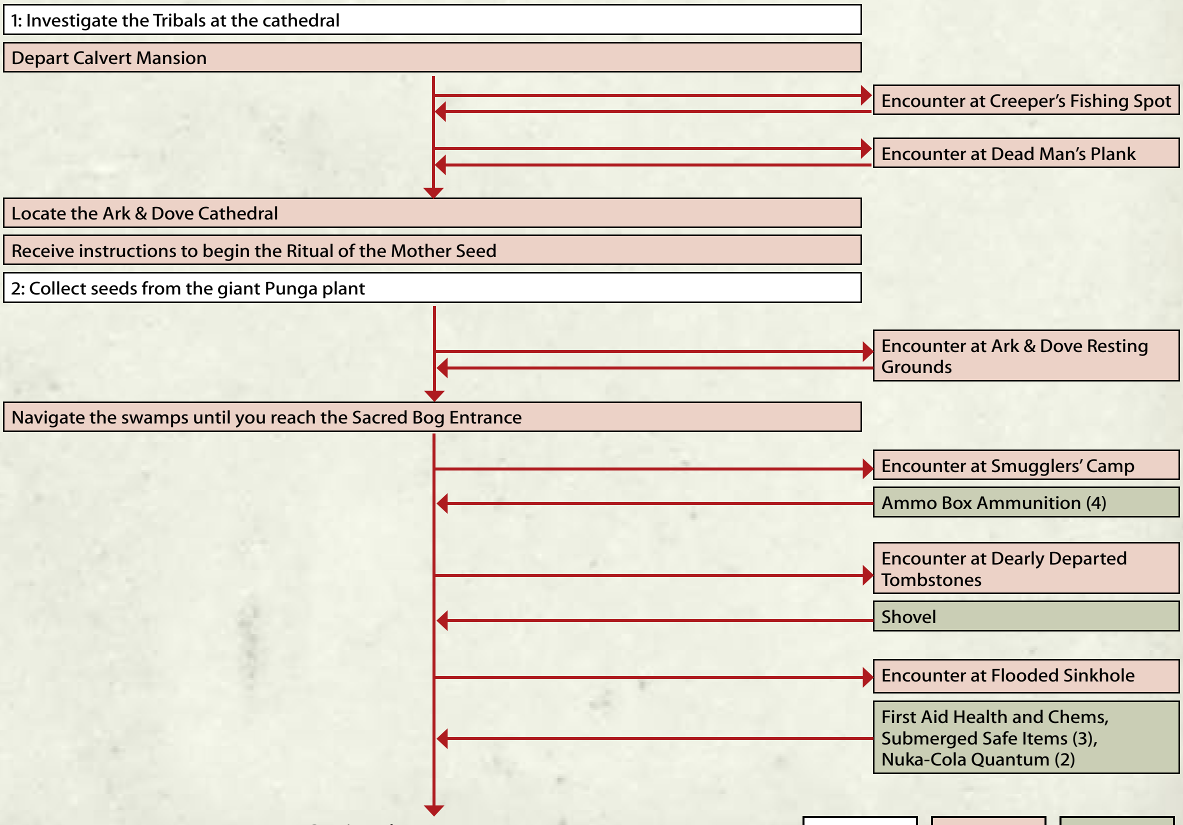
Superior Defender
You now do more damage and have better defense when standing still.

300 XP

Walking with Spirits

QUEST FLOWCHART

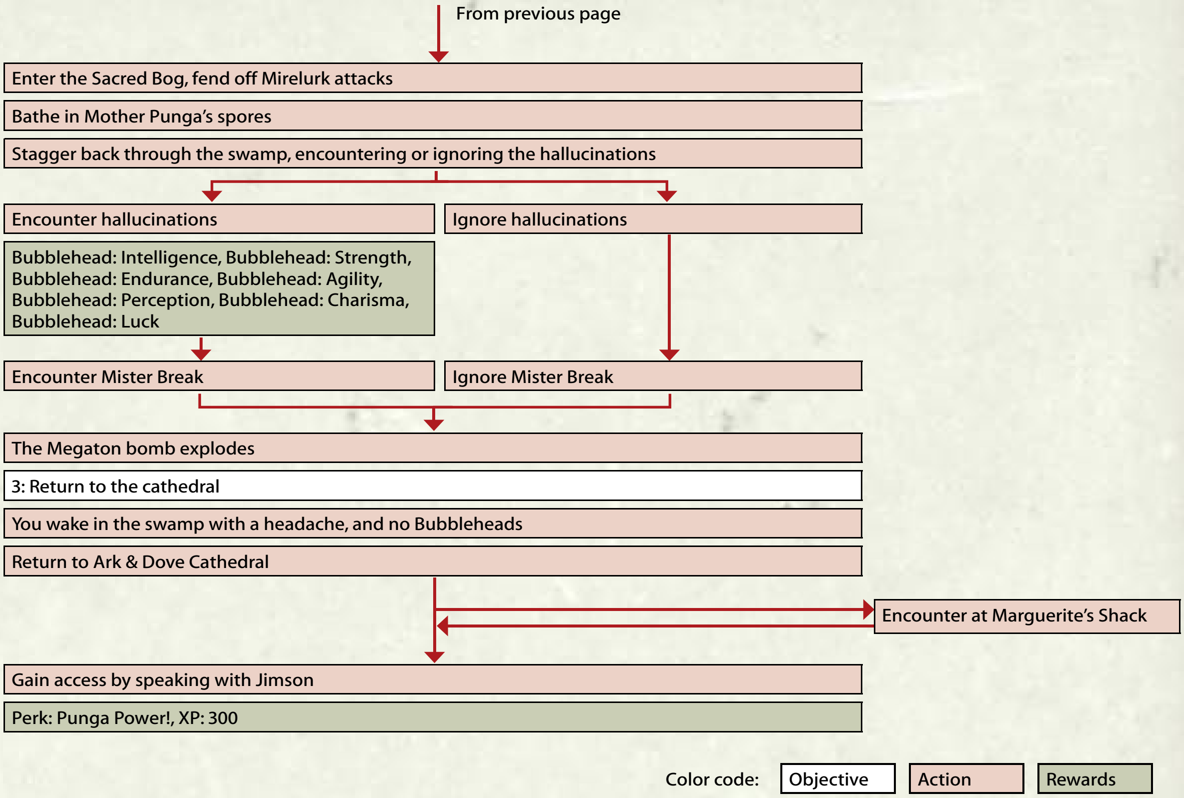
	MAIN PATH	OPTIONAL PATH
Main Characters	Desmond, Catherine (Deceased), Amata (Deceased), Elder Lyons (Deceased), Moira Brown (Deceased), Mister Break, Jimson	—
Locations	The Calvert Mansion, The Ark & Dove Cathedral, Sacred Bog Entrance, Sacred Bog	Ark & Dove Resting Grounds, Creeper's Fishing Spot, Dead Man's Plank, Smugglers' Camp, Dearly Departed Tombstones, Flooded Sinkhole, Marguerite's Shack
Adv. Items/Abilities	—	
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Ghouls, Swamp Ghoul, Bloatfly, Mirelurk, Mirelurk Hunter, Swamp King	



1: Investigate the Tribals at the cathedral
Depart Calvert Mansion
Encounter at Creeper's Fishing Spot
Encounter at Dead Man's Plank
Locate the Ark & Dove Cathedral
Receive instructions to begin the Ritual of the Mother Seed
2: Collect seeds from the giant Punga plant
Encounter at Ark & Dove Resting Grounds
Navigate the swamps until you reach the Sacred Bog Entrance
Encounter at Smugglers' Camp
Ammo Box Ammunition (4)
Encounter at Dearly Departed Tombstones
Shovel
Encounter at Flooded Sinkhole
First Aid Health and Chems, Submerged Safe Items (3), Nuka-Cola Quantum (2)

Continued on next page

Color code: Objective Action Rewards


From previous page
Enter the Sacred Bog, fend off Mirelurk attacks
Bathe in Mother Punga's spores
Stagger back through the swamp, encountering or ignoring the hallucinations
Encounter hallucinations
Ignore hallucinations
Bubblehead: Intelligence, Bubblehead: Strength, Bubblehead: Endurance, Bubblehead: Agility, Bubblehead: Perception, Bubblehead: Charisma, Bubblehead: Luck
Encounter Mister Break
Ignore Mister Break
The Megaton bomb explodes
3: Return to the cathedral
You wake in the swamp with a headache, and no Bubbleheads
Return to Ark & Dove Cathedral
Encounter at Marguerite's Shack
Gain access by speaking with Jimson
Perk: Punga Power!, XP: 300
Color code:
Objective
Action
Rewards

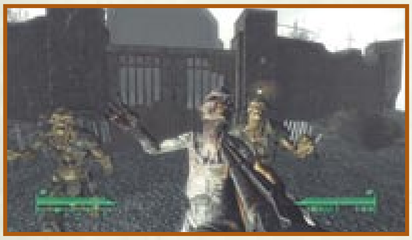
THE ARK & DOVE

NEW OBJECTIVE

"Investigate the Tribals at the cathedral" continues.

Make sure Desmond has ordered you off on this quest continuation, or you'll be disappointed when you reach your next destination. You can just make out the Ark & Dove Cathedral through the mists, directly north of the Calvert Mansion. Set off on the pathway, but not into town; instead carefully descend the gently sloping beach to the river mouth, because the entrance to the cathedral is more easily accessed if you maneuver around the west side of the building. However, as you continue northward and slightly west, you may encounter (or stealthily avoid) Creeper's Fishing Spot [LAT 10/LONG 06], with two yokel fishermen looking for a catch.

Fight or flee, but always keep the cathedral spire in view as you climb the cliffs on the north shore of the river mouth. If you scramble up the rocks while moving in a vaguely northeasterly direction, you may witness a traitorous Smuggler's execution from Dead Man's Plank [LAT 13/LONG 05] just above the Herzog Mine. In fact, if you're quick, you can race up and around to the top of the cliff and the plank itself, and inspect a morsel of the Smuggler's corpse still on the plank to claim his items!



Who lingers at the threshold of transcendence? Feral fiends prowling the hilltop cemetery, including a new nuisance: the Swamp Ghoul.

The ominous and spired building atop the blasted promontory is the Ark & Dove Cathedral. The place is locked up tighter than the Republic of Dave, and the inhabitants are just as loopy. Approach the main gate, around to the northwest of the impenetrable brick perimeter wall, and look for the intercom. Activate it, and a rather ethereal voice asks your business. No matter your response, you're told that to gain entry you need to see the world in a different way. You are given instructions to begin the Ritual of the Mother Seed. Your Pip-Boy's Map updates. Back away from the cathedral, then prepare to repel some shambling Ghouls who may be approaching from the Ark & Dove Resting Grounds.

NEW OBJECTIVE

"Collect seeds from the giant Punga plant" begins.

ROAMING IN THE GLOAMING

A Feral Ghoul Roamer takes Brass Knuckles to the remains of his face. Enemy animosity is safer than facing both forces on your own.

Your Pip-Boy updates with a location far to the west; a place known as the Sacred Bog Entrance [LAT 01/LONG 04]. You must trek to this location and the following route shows the interactions that take place if you attempt the most direct (and optimal) path. From the cathedral gate, head directly west along the road, then break from the path, and move down the hill (stealth is a good option here) toward the Smugglers' Camp [LAT 10/LONG 03]. If you're lucky, you can coax a group of nearby Ghouls into attacking the Smugglers, or face them in combat. These battle-hardened humans are tough, so use their skull-adorned cover to your advantage.

After the nearby area is (hopefully) secured, check the campfire itself. There's a large amount of ammunition to grab here—and some delicious Squirrel Stew. From the camp, head into the thick swamp and undergrowth in a westerly direction. You should reach a set of two tombstones of the Dearly Departed [LAT 08/LONG 03]. You can rob the graves for some choice (and random) items, as well as a new melee implement: the Shovel.

Ammunition Box (4)

Shovel

Head just slightly south of due west, wading through the marshy water to a promontory where you're likely to be attacked by a couple of yokels. Then continue your trek through the marsh and scrubland, crossing another small body of water and homing in on the Flooded Sinkhole [LAT 05/LONG 04], which you'll stumble across if you keep heading just south of due west. You disturb two swamp-folk, and after dispatching them both, conduct a careful (and optional) search of the area. There's the usual scattered refuse, a mattress to sleep on inside the caravan, but the biggest area of interest is the lake to the west.

This is actually a gigantic sinkhole, as you'll discover if you swim out to the flotsam in the middle of the water, locate the gnome in the tiny crate, and then vertically dive down through the murky water to the bottom of the sinkhole. It may take a couple of attempts to search through the sunken junk to locate the three Safes, First Aid, and wedged Nuka-Cola Quantum bottles, but the results are worthwhile.

First Aid

Submerged Safe Items

Nuka-Cola Quantum (2)

Swim back, and continue your soggy trek westward, moving between the low rocks and over the marsh pools, then onto the winding paths. Look for a wooden bridge to your right, leading to a path where you pass a rusting bathtub and some Punga plants. As the twisted trees begin to get more dense, head toward your target location, there are usually three Bloatflies flapping about this area. Just west of them, some wooden planks lead between wild Punga plants, and to a wooden door. Check the First Aid Box and Sack, and then open the Door to Bog Entrance.

Caution

The Sacred Bog is home to a large number of Mirelurks and their Kings. Be sure you've packed appropriate weaponry (Hunting Rifles to aim at the Mirelurks' heads, for example) before you investigate this area.

THE LURKERS AT THE THRESHOLD

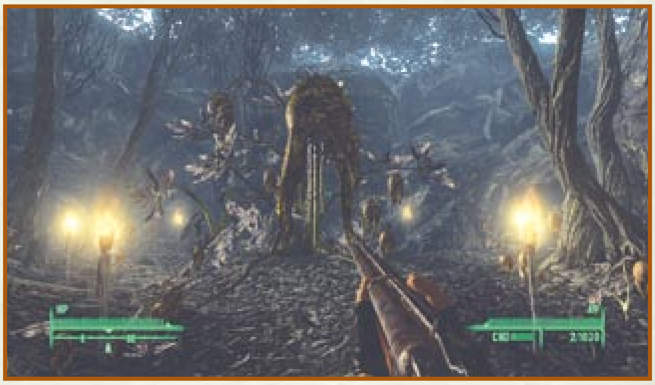
Your spiritual awakening is close! However, to find this fabled "Mother Punga," you have more trekking to accomplish.Inside the narrow Bog Entrance tunnel, an undulating but straight path leads to a Door to Sacred Bog at the far end. Aside from Punga plants, the only item here is an Axe near a skeleton. Open the door, and enter the Sacred Bog, passing through a rocky gap with a fallen tree above it, and out into the shallow bog itself. You're soon set upon by three Mirelurks. It pays to be stealthy, or take this exploration slowly, to avoid being overrun by these vicious critters.

Tip

Feeling famished? Then gorge on Mirelurk Egg Clutches. The meat is tasty and only slightly radioactive.

Wade between the bullrushes as two more Mirelurks scuttle forward to snap at you. Assuming you survive, you can continue along a watery channel to your left, or climb onto the pathway to the right (which is recommended). Slow down along this path; the rocky wall to your right (north) contains an alcove where a Swamplurk awaits! See if you can spot his glowing eyes in the distance, and avoid his disgusting spitball. He guards only a crate of Pork N' Beans, although there's Beer and a Stimpak too. Stay in the water, and you risk the Swamplurk attacking you from behind. Now follow the pathway around and to the northeast, into a cave.

Enter the cave, look down and disable a number of Bear Traps, one of which has already defeated a Mirelurk. Wind through the rest of the cave, passing the campfire and more Bear Traps, and go out of the opposite gap into the inner bog. Pass between the two torches, and the straw doll clusters, and repel another Mirelurk attack. Carefully press onward into another marshy glade, ever-wary of another Mirelurk strike, which soon comes (usually with a Swamplurk, too). Pause only if you wish to search for Egg Clutches, then press on along the path to the northeast, which curves around and rises slightly to the southeast. Pop the brains of two more Mirelurks as the bog turns into a small ravine.



What an incredible specimen! What interesting spores on the Mother Punga's stamen! How intoxicating!

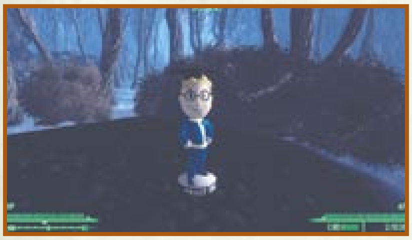
This ravine soon becomes waterlogged, and stretches off toward a low and wide rock structure. Two powerful Mirelurks come gamboling in to savage you. Deal with them, then continue in a roughly south-to-southeasterly direction, all the way to the end of the Sacred Bog. Locate the rows of torches and follow them to the large circular alcove, where the imposing "Mother Punga" resides, motionless. Pick as many Punga as you wish, and inspect the plant's stamen. Activate the Punga Seed Pods. These release a small cloud of gas, which knocks you right over! You scramble to your feet again, feeling more than a little woozy. Everything is all right though, isn't it?

PUNGENT PUNGA: MIND-WALK WITH ME

PART 1: BREATHE DEEP IN THE BLUE

Your spiritual walk begins now! It is recommended that you return to the cathedral as quickly as possible. Your first indication that something is amiss is that your vision takes on a bluish hue. Adventurers who have visited Vault 106 know this is a sign of hallucinations to follow, and sure enough, your mind begins to warp as you exit into the shallow water. Make sure it doesn't snap!

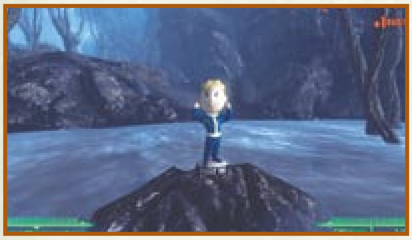
PART 2: SCHMAULT-TEC BUBBLEHEAD: INTELLIGENCE



Move to the small earth island. Avoid or pick up the Schmault-Tec Limited Edition Bubblehead. It reads "Tsk. Tsk. Walked right into another trap. Exactly how stupid are you?"

Bubblehead: Intelligence

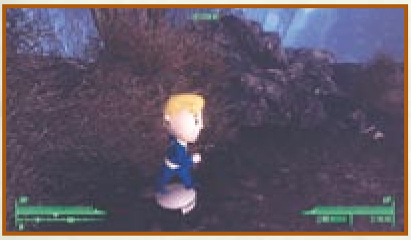
PART 3: SCHMAULT-TEC BUBBLEHEAD: STRENGTH



Continue northwest to the tiny island. Avoid or pick up the Schmault-Tec Bubblehead. It reads "This is one situation you're not going to be able to fight your way out of."

Bubblehead: Strength

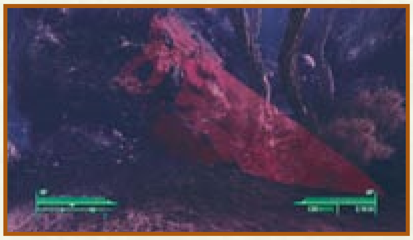
PART 4: SCHMAULT-TEC BUBBLEHEAD: ENDURANCE



You sink deeper into the blue. Head onto the path. Avoid or pick up the Schmault-Tec Bubblehead. It reads "Keep it up, you're almost there... wherever 'there' may be... probably nowhere."

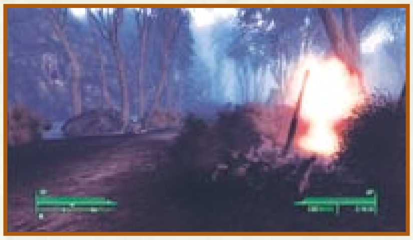
Bubblehead: Endurance

PART 5: SEEING THE SAW



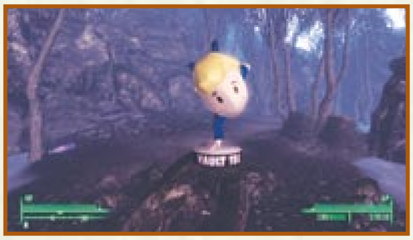
Venture farther along the path. You're startled by a giant surgical saw cutting a bloody groove into the earth. Unnerved, you should try to continue. The advice? Take baby steps.

PART 6: QUANTUMS GO NUCLEAR



Stifle a vomit as you stagger onward along the path. Nuka-Cola Quantums begin to fall from the trees, land, and explode. What's worse? You can't even add them to your collection. How will you explain this to Sierra Petrovita?

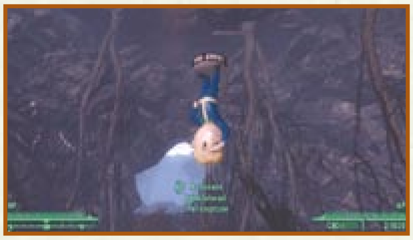
PART 7: SCHMAULT-TEC BUBBLEHEAD: AGILITY



Ahead is a rocky pedestal. Avoid or pick up the Bubblehead on it. It reads "Isn't it funny how everything you get close to ends up leaving?"

Bubblehead: Agility

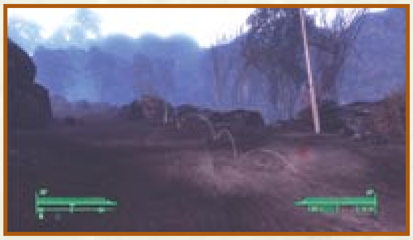
PART 8: SCHMAULT-TEC BUBBLEHEAD: PERCEPTION



It might be time for a sit-down. Unfortunately, the cave you've entered is topsy-turvy, and you're standing on the sky. An easily missed Schmault-Tec Bubblehead dangles from the… floor? It reads "This doesn't look right, not right at all."

Bubblehead: Perception

PART 9: THIS IS A STITCH UP, RIGHT?



Head out of the cave, following the giant needle as it threads the bloody earth. Head along the path and peer into the distance; you don't want to miss the view of the Washington Monument. Don't let the symbolism needle you.

PART 10: WHAAAA! AH-WAAAA!

Who's that on the gurney? A lady named Catherine? This must have been a difficult birth. Can I have my Schmault-Tec Bubblehead, please? It reads "Blech. If my kid looked like that, I'd abandon it too." I don't want it any more.

Bubblehead: Charisma

PART 11: WHAT'S AMATA WITH YOU?

Let's go paddling. Look, your friends have joined you! Silly Amata, you'll drown like that! No wait, she's dissolving. Oh. Elder Lyons vanishes too. Ah. And before you can say "Shady Hat," Moira Brown's gone, too.

PART 12: THEM'S THE BREAKS

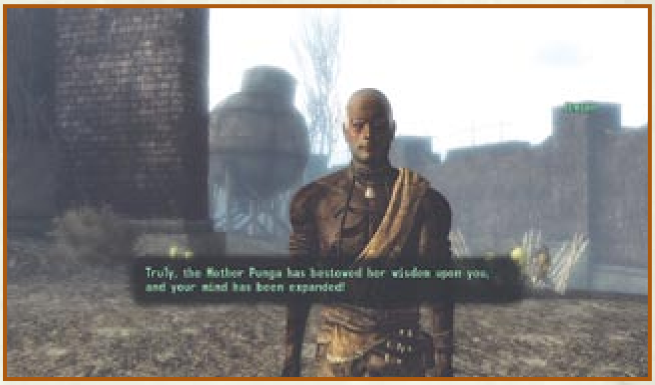
The last Bubblehead reads "Dead mother, life in a post-nuclear Wasteland and not a friend in it. Yeah, you aren't exactly blessed." After an explosive conversation with Mr. Break (or a nuclear sprint for freedom), a Megaton bomb detonates, and everything turns white....

Bubblehead: Luck

BACK WITH THE BLOATFLIES

NEW OBJECTIVE

"Return to the cathedral" begins.



Truly, the Mother Punga has bestowed her wisdom upon you, and your mind has been expanded!

You haven't been verbally bombarded with a cosmology this bizarre since your talk with Confessor Cromwell....

You appear back at the Sacred Bog entrance. Your Bubbleheads have vanished permanently. The ritual is complete! At least, it will be when you return to the Art & Dove Cathedral. Begin an easterly trek, starting with some Bloatfly dispatching. Follow the route you took to get here, trekking directly across the marsh, wading near the Flooded Sinkhole, and skirt the northern perimeter of Marguerite's Shack [LAT 08/LONG 04]. You may find yourself engaged in a tussle near the Earthen Closet Outhouse. Alternately, you can always flee across to the Smugglers' Camp, and then scale the steep slope to the cathedral entrance. Access the intercom, and you receive some joyous news; you are welcomed into the Tribe, and the gate slides open. Meet Jimson, the first Tribe member you shouldn't aggressively slay (yet). Truly, the Mother Punga has bestowed her wisdom upon you! You are awarded a new Perk, and you're free to enter the cathedral, after a short additional chat with Jimson.

Punga Power!
You now receive better effects from eating Punga Fruit.

300 XP

Hearing Voices

QUEST FLOWCHART

	MAIN PATH	FREEFORM QUEST: TAILING THE TOMBOY
Main Characters	Jimson, Croatoa, Nadine, Desmond, Jackson, Transcendent Master (Holographic Projection)	Nadine
Locations	The Ark & Dove Cathedral, The Calvert Mansion, Wrecked Seatub, Sea Cave, Ark & Dove Well	Ark & Dove Cathedral
Adv. Items/Abilities	Speech	—
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Ghouls, Swamp Ghoul, Mirelurks	—

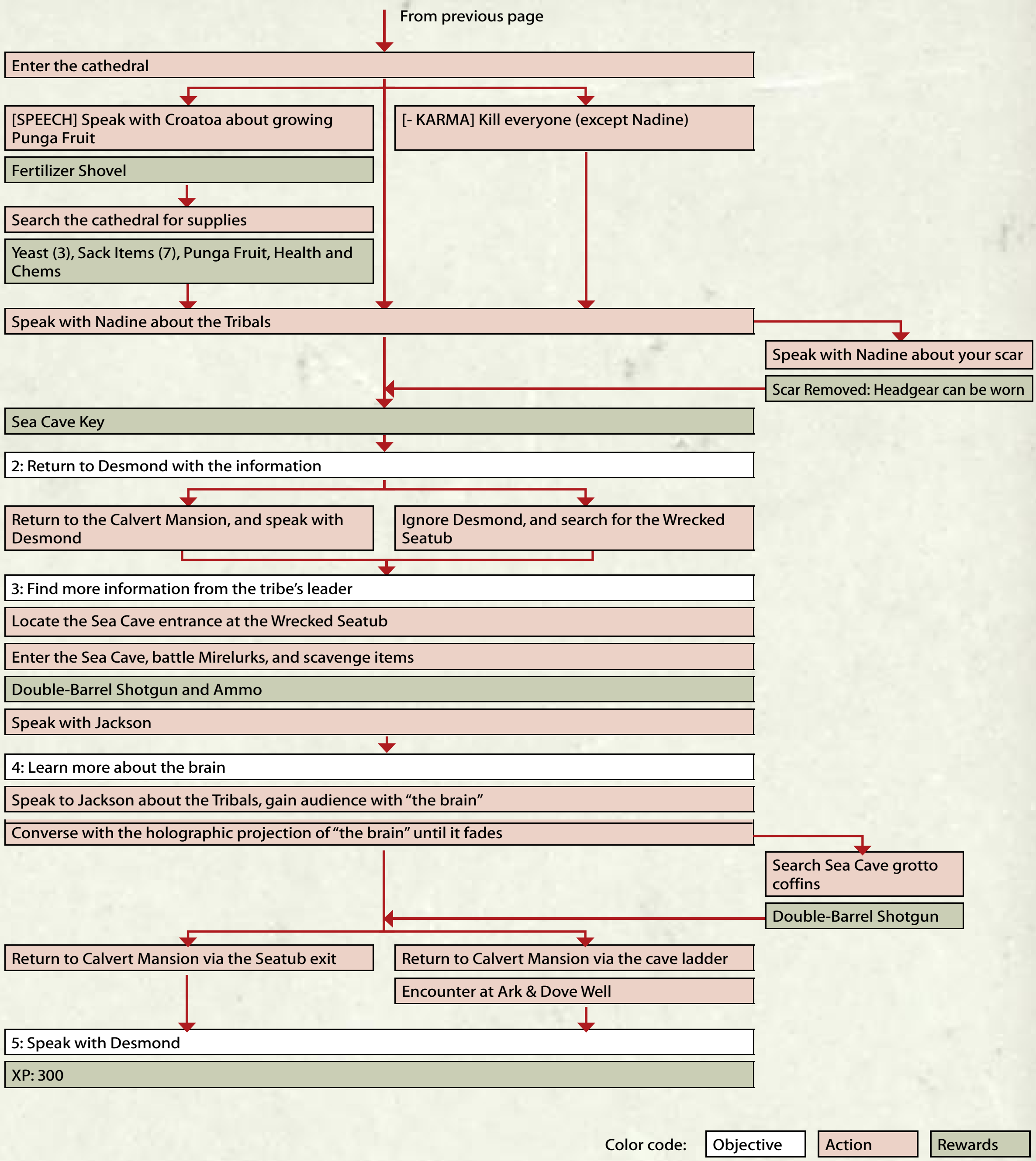
Continue the conversation with Jimson

1: Find the location of the Tribal leader

↓

Continued on next page

Color code: Objective | Action | Rewards


From previous page
Enter the cathedral
[SPEECH] Speak with Croatoa about growing Punga Fruit
[- KARMA] Kill everyone (except Nadine)
Fertilizer Shovel
Search the cathedral for supplies
Yeast (3), Sack Items (7), Punga Fruit, Health and Chems
Speak with Nadine about the Tribals
Speak with Nadine about your scar
Scar Removed: Headgear can be worn
Sea Cave Key
2: Return to Desmond with the information
Return to the Calvert Mansion, and speak with Desmond
Ignore Desmond, and search for the Wrecked Seatub
3: Find more information from the tribe's leader
Locate the Sea Cave entrance at the Wrecked Seatub
Enter the Sea Cave, battle Mirelurks, and scavenge items
Double-Barrel Shotgun and Ammo
Speak with Jackson
4: Learn more about the brain
Speak to Jackson about the Tribals, gain audience with "the brain"
Converse with the holographic projection of "the brain" until it fades
Search Sea Cave grotto coffins
Double-Barrel Shotgun
Return to Calvert Mansion via the Seatub exit
Return to Calvert Mansion via the cave ladder
Encounter at Ark & Dove Well
5: Speak with Desmond
XP: 300
Color code:
Objective
Action
Rewards

THE CRAZIES INSIDE THE CATHEDRAL

After your Punga Power! Perk is awarded, continue your conversation with Jimson. You can ask him:

About the Tribe's belief structure; this involves the expansion of the perfect mind, and the rejection of the corrupt physical.

More importantly (for your quest), you can ask about the Tribe's leader: A man named Jackson is mentioned, although he's withdrawn to the "Cavern of Communion." Jimson doesn't know where the cavern is though.

The reasoning behind the mansion attack, which was apparently divination from the most enlightened one. Jackson, you suppose.

About the abundance of Punga Fruit, which of course, is due in part of the perfect balance with nature and the higher planes.

Your head hurts, and not just due to the answers you're getting. Attacking Jimson ruins the quest, so put away your weaponry, optionally give the walled garden a quick once-over (there are Punga Fruit to take, so you can check your new Perk's abilities), before opening the cathedral's front doors.

NEW OBJECTIVE

"Find the location of the Tribal leader" begins.

Once inside, you can inspect the various hydroponic Punga plants with exceptional specimens that you can pick. A few steps in, you can converse with Croatoa, a Tribal who appears to have given himself over to the cause completely. Conversation starters include:

Asking where Jackson is, who leads the Tribe, where you can find Jackson, and why the mansion was attacked. The only useful response is that the mansion hill is "holy."

Also ask Croatoa about growing the Punga Fruit. Succeed with a **Speech** Challenge, and he shares his horticultural secret and gives you a Fertilizer Shovel.

Croatoa may be causing your head to ache. Leave him and continue into the cathedral, sleeping on the mattress or makeshift bedding if you wish, and picking through any stored objects. There are bags of Yeast, which are useful for completing the **Miscellaneous Quest: A Spoonful of Whiskey.** Farther into the cathedral, you find Jimson, who may be under a trance or dancing with other Tribals. This gives you the opportunity to check the various Sacks (that hold Food and Health items) and the large desk and lectern (with Punga Fruit, Rad-X, Moonshine, and RadAway to grab).

Fertilizer Shovel
DAM 18, EG 3, VAL 55, Effects: +3 DAM, +100 MAX COND, +10 CRIT DAM, HP -4/sec for 10 sec

Yeast (3)

Sack Items (7)

Punga Fruit

Health and Chems

TRUE ENLIGHTENMENT

FREEFORM QUEST
Tailing the Tomboy continues.

Nadine's revelations are so astounding you hope you have the brainpower to comprehend it all… especially now.

Don't forget to check the cathedral's southeastern corner. Another Tribal member makes much more sense than the others: Nadine! However, the tomboy you were tasked to find begins with a series of incredibly confusing utterances, talking about Tribals getting their heads cut open! She tells you to check your head for a scar. Everyone got one after heading into the Sacred Bog. Nadine reckons this is what these maniacs meant about "freeing your mind." Now you can:

Ask her where Jackson is. She says in his "magical thinking-cave." Nadine signed up for drugs and magic, not this "crap!" She's about to ditch these losers, but she tells you Jackson's cave is under the cathedral, and hard to find. She hands you a Sea Cave Key to enter the cave via a wrecked ship.

Ask her whether you can get rid of your scar. Nadine succeeds with some invisible mending, although she's quick to point out that you're still missing a chunk of your brain. Then ask who's responsible for this surgery, and she tells you she's got a hunch; you should meet her by the riverboat in a "day or so." Consult the section marked "**Freeform Quest: Tailing the Tomboy**" on page 656.

Tell her about her mother's request. She knows her mother's worried, but she seeks adventure and is bound to be back soon. You can also ask about her, too.

Scar removed

Sea Cave Key

Tip

It is extremely important to speak with Nadine, because from the moment you complete the Punga hallucination ceremony, the suspicious scar you have no knowledge of receiving doesn't allow you to wear any headgear. An odd exception is the Policeman's Hat, a Point Lookout–only item. However, you can elect to keep the scar, which automatically heals when you return to the Capital Wasteland. However, Nadine won't confront the scar-giver until it has been removed (either by her, or after it heals over).

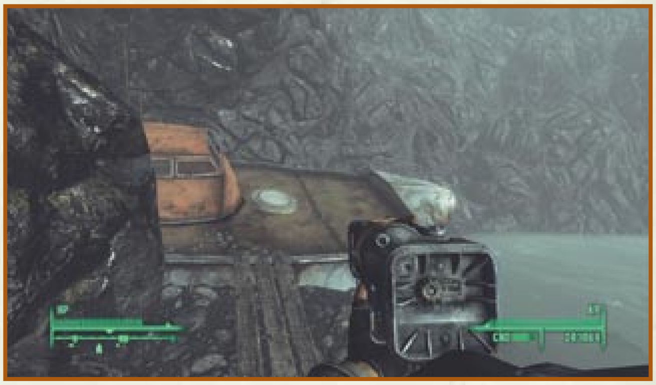
NEW OBJECTIVE
"Return to Desmond with the information" begins.

ROUND THE RUGGED ROCKS

Although you can head straight to the Sea Cave entrance at the Wrecked Seatub [LAT 15/LONG 02], it is better to inform Desmond about these events, so trek southward down the cliffs, crossing the sand banks to the mansion. Along the way, you may spot a couple of Mirelurks engaged in a fierce fracas with a yokel; it pays to wait and slay the victor, then collect any spoils. Or, simply avoid this animosity. Trudge back to the mansion, enter it, and head toward Desmond's war room.

Remember to gather any additional ammunition and weaponry from the war room, either before or after talking to this no-nonsense Ghoul. Desmond halfheartedly congratulates, then tells you there's no time to dilly-dally. Desmond wants to know why the Tribal leader wants this mansion condemned and razed to the ground.

NEW OBJECTIVE
"Find more information from the tribe's leader" begins.



Romp around the rugged rocks, or approach this Seatub from the cliffs close to the cathedral.

Say "cheerio" to Desmond, and exit the mansion, trekking in a north and northeasterly direction across the blasted heath, down onto the beach, and toward the jagged rocks. Skate around them to the east, wading through the shallow ocean water and continuing around the rugged rocks to the Seatub. Or, you can scale the cliffs, head northeast past the cathedral, and locate a cliff-top path that leads you down to the Seatub without getting your feet wet. Use the Sea Cave Key that Nadine gave you, and open the circular hatch on the Seatub.

COFFIN DODGERS

The Seatub's ladder leads down to a soggy Sea Cave, and a narrow path illuminated by torches. You can opt to stay on the path, or drop into the water. However, you may wish to attack the Mirelurks from the path above. Aside from the Egg Clutches that you can pry open, there's another reason to get a little wet: find the remains of a long-dead robber lying in his boat with a pile of floating Pre-War Money, and more importantly, a Double-Barrel Shotgun. Grab what you need, but beware of the Swamplurk. Then scramble back onto the torch pathway and follow it south, then around to the west. As it dips down toward sea level, note the grotto to your left (south). Another Mirelurk hides here, usually a Swamplurk guarding some Egg Clutches.

Double-Barrel Shotgun and Ammo

Whether you're slaying or fleeing from Mirelurks, the spelunking continues around and to the north, along the winding, torch-filled path, and into a grand grotto. Look up and you'll see tree roots poking down from above. Geographically minded adventurers are likely to surmise that this chamber lies directly below the Ark & Dove Resting Grounds [LAT 13/LONG 01]. Indeed, fallen coffins are scattered everywhere. Inspect them all; one can be opened to reveal some ammunition and Workman's Coveralls. To the northwest of this subterranean sepulcher is a Ladder to Point Lookout. Don't head up there yet, although it is your preferred exit route.

MEETING THE MASTER

Instead, head up and along the pathway to the ledge overlooking the grotto. Before you reach this overhang, you may have heard two men talking. A man approaches, asking whether you are a fellow seeker of the higher planes. This is Jackson, the Tribals' leader! Greet him as you wish, and he mentions the Transcendent Master, who is apparently the real mind behind the Tribals. Assuming guns aren't produced, you can speak with Jackson about:

The Tribals: A family of dreamers, a band of astral explorers, and a church of the mind. Thought so.

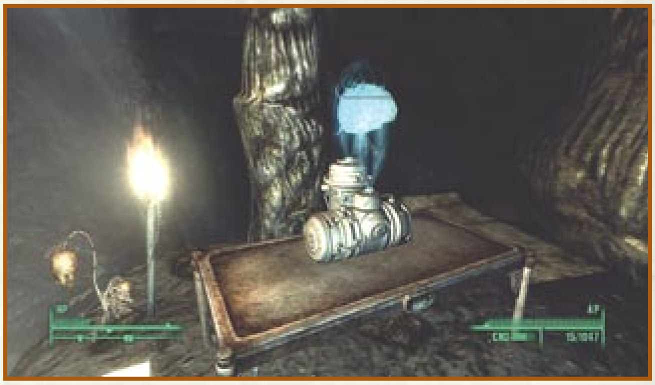
Leading his Tribe: He deems himself but a humble shepherd. Then he mentions a shining mind that speaks to him in his meditations.

NEW OBJECTIVE

"Learn more about the brain" begins.

The mansion attack: Violence was not the reason; the goal was merely to remove the Ghoul. Apparently, Desmond was an offense to the Transcendent Master's astral dominion. Finish off the chat by requesting an audience with this mighty meditator. Jackson lets you by, and wanders back to the cathedral.

You can also brandish a weapon and cut down Jackson, quickly gaining you an audience with the Master.



Your squishy pink mind soon realizes the Transcendent Master is a deluded brain filled with holographic light and Ghoul racism.

You come face to face with...a small holographic projector spilling out the strange image of a luminous blue brain. Approach and "speak" to the brain. It remarks that Jackson is a simpering spiritualist, and his Tribe are "idiots." Interrogate him and conversation should wind around to Desmond. He has a jammer that limits the brain's projection range to this "pathetic cave." He seems to know Desmond, and the Ghoul was responsible for the brain's current state. After an unpleasant goodbye, the projection fades. This would be a good time to speak with Desmond. Exit the grotto by the ladder, near the skeleton with the Double-Barrel Shotgun. You appear near the Ark & Dove Well [LAT 13/LONG 03].

NEW OBJECTIVE

"Speak with Desmond" begins.

Double-Barrel Shotgun

300 XP

Thought Control

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2
Main Characters	Desmond, Professor Calvert (via telepathy)	
Locations	Wrecked Seatub, The Calvert Mansion, Pilgrim's Landing, The Wheel of Wonder	
Adv. Items/Abilities	Speech	
Possible enemies	Brawler, Bruiser, Creeper Scrapper, Tracker, Smugglers, Tribals	Brawler, Bruiser, Creeper Scrapper, Tracker, Smugglers

Return to the Calvert Mansion

1: Speak with Desmond

Learn the true identity of "the brain"

Cogwave Jammer

Search Desmond's war room for items not yet taken

Assorted Stimpaks and Chems, 10mm Pistol (2), Silenced 10mm Pistol, Assault Rifle (3), Frag Grenade (4), Ammo Box Ammunition (6), Sledgehammer, Knife, Lead Pipe, Minigun

2: Install the Cogwave Jammer on the Ferris wheel

Journey to Pilgrim's Landing, locate the Wheel of Wonder

Receive telepathic conversation with Professor Calvert

2: Install the Cogwave Jammer on the Ferris wheel, OR
3: Use the Trash Compactor to destroy the Cogwave Jammer

Return to Calvert Mansion, speak with Desmond and receive verbal persuasion

[SPEECH] Receive extra motivation

300 Caps

Journey to Pilgrim's Landing, locate the Wheel of Wonder

Side with Desmond; ignore Calvert, set the Jammer on the Ferris wheel	Side with Calvert; throw Jammer into the Trash Compactor
You are attacked by Tribals on the Boardwalk; return to the mansion	You are telepathically told to return to the mansion

4: Return to the mansion

Survive the mansion explosion

XP: 300

Color code: Objective | Action | Rewards

THE BRAINS BEHIND THIS OPERATION

NEW OBJECTIVE

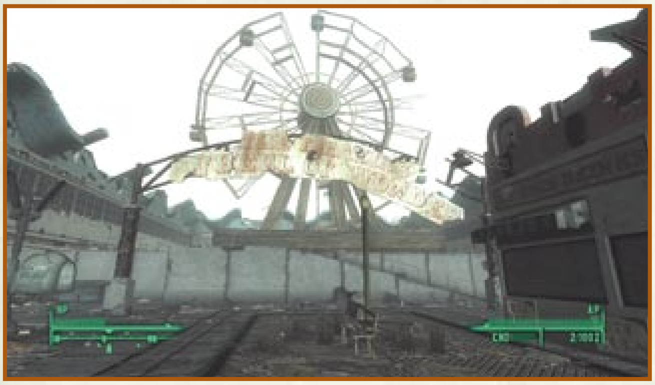
"Speak with Desmond" continues.

Escape the ramblings of the brain, either via the Wrecked Seatub, or using the ladder in the grotto area where you spoke to Jackson. Clamber out of the well, and descend the cliffs heading back once again to the Calvert Mansion. Head for the war room where Desmond is waiting. He goes off into a rant about his old rival. Apparently the brain you chatted with was once Professor Calvert, of the Calvert family, wealthy landowners who built the mansion. Without the aid of his "Tribe," Calvert is effectively powerless. Desmond reckons Calvert is using a high frequency cognitive sine broadcast. If you fix the Cogwave Jammer (which Desmond hands you) to the tallest structure (the "Wheel of Wonder" back in town), Desmond can pinpoint Calvert and launch an attack on him.

Cogwave Jammer

NEW OBJECTIVE

"Install the Cogwave Jammer on the Ferris wheel" begins.



Perhaps that lobotomy you unknowingly suffered did addle your brain, because as you near the Ferris wheel, you'd swear Professor Calvert is talking to you.

Take any additional armaments from the war room that you need, and depart. Check your Pip-Boy for the location to travel to (the Wheel of Wonder [LAT 06/LONG 10]), and exit the mansion, heading west toward Point Lookout. If you take a direct path, you may encounter some violent inbred swamp-folk near the Beachview Campsite [LAT 10/LONG 10]. Keep going to the boardwalk and you begin to hear a voice in your head! What is it telling you to do?

COGNITIVE DISSONANCE

Note

At this point, you must make one of two choices, branching this quest into one of two paths. To fully savor this quest, it is wise to save your progress before you reach the Ferris wheel.

Tip

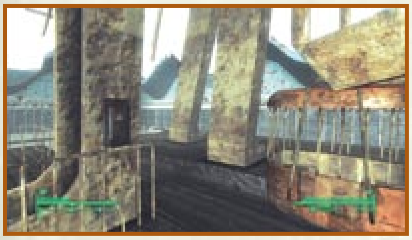
Ransack the Calvert Mansion for any remaining goods, as there's a more than 99 percent chance the place won't be standing quite as proudly when you return to it!

Professor Calvert's disembodied voice speaks inside your mind, telling you not to ally yourself with Desmond, and to throw the Cogwave Jammer into a Trash Compactor. What will you do?

NEW OBJECTIVE

"Use the Trash Compactor to destroy the Cogwave Jammer" begins.

SIDING WITH THE GHOUL MANIAC



Side with the Limey, and search for this Ferris wheel gondola to set the Jammer on.

Ignore Calvert, and head up the sloping entrance to the foot of the Ferris wheel. Move to the gondola at the foot of the structure. Activate it, and you're asked whether you want to Install the Cogwave Jammer, or Leave it alone. Choose the former, then Activate the Electrical Switch nearby, and the Ferris wheel grinds into life, spinning the Jammer up to the top. You are immediately set upon by half a dozen Tribals, including two on the rooftops on either side of the boardwalk. Battle back to the boardwalk perimeter, choosing to either fight or flee from the Tribals.

As soon as you hear Calvert in your head, you have another option: to return to Desmond and tell him your mind has been compromised. Tell him you're thinking of discarding the Jammer, and Desmond asks if you're going through with the plan:

You can use your **Speech** skill to tell him you might, and ask for motivation not to. Desmond pays you accordingly. You gain 300 Caps and a scowl from the Ghoul.

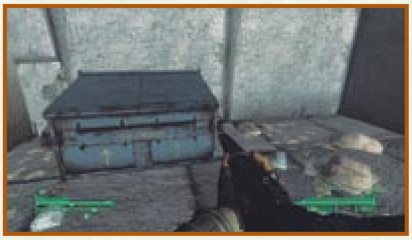
You can tell him you're buddies, and you'd never do that.

You can tell him you haven't decided.

Whatever the choice, you can still change your mind and set back out to Point Lookout (ideally with some additional Caps thanks to your fast-talking).

Caps (300)

SIDING WITH THE CALVERT BRAINIAC



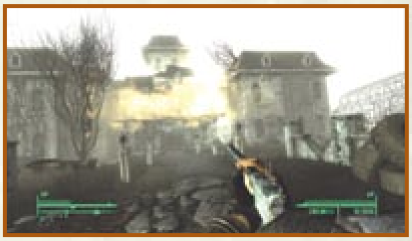
Side with the brain, and search the Ferris wheel boardwalk for this Trash Compactor.

Calvert seems to be making sense. Head toward the Ferris wheel, then inspect the Trash Compactor to the left of the entrance ramp. Activate it, and you're asked whether you want to Throw the Cogwave Jammer into the compactor, or Leave the compactor alone. Choose the former, and the compactor chews up the Jammer, allowing Calvert to continue his lobotomy-based reign. Calvert telepathically tells you to return to the Calvert Mansion.

CRITICAL PATH: CATASTROPHE AT CALVERT MANSION

NEW OBJECTIVE

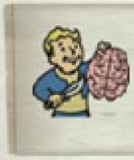
"Return to the mansion" begins.



Hundreds of years of Calvert history, plus seven months of Desmond's ordnance stock-piling and security camera outfitting go up in smoke.

Trek across the boardwalk, moving east to southeast, heading toward the mansion. A series of rigged explosives detonates along the roof of the building. The mansion is engulfed in a cataclysmic fireball! The area is thick with smoke, and pieces of burning timber fall from the skies. Professor Calvert isn't a brain to be trifled with!

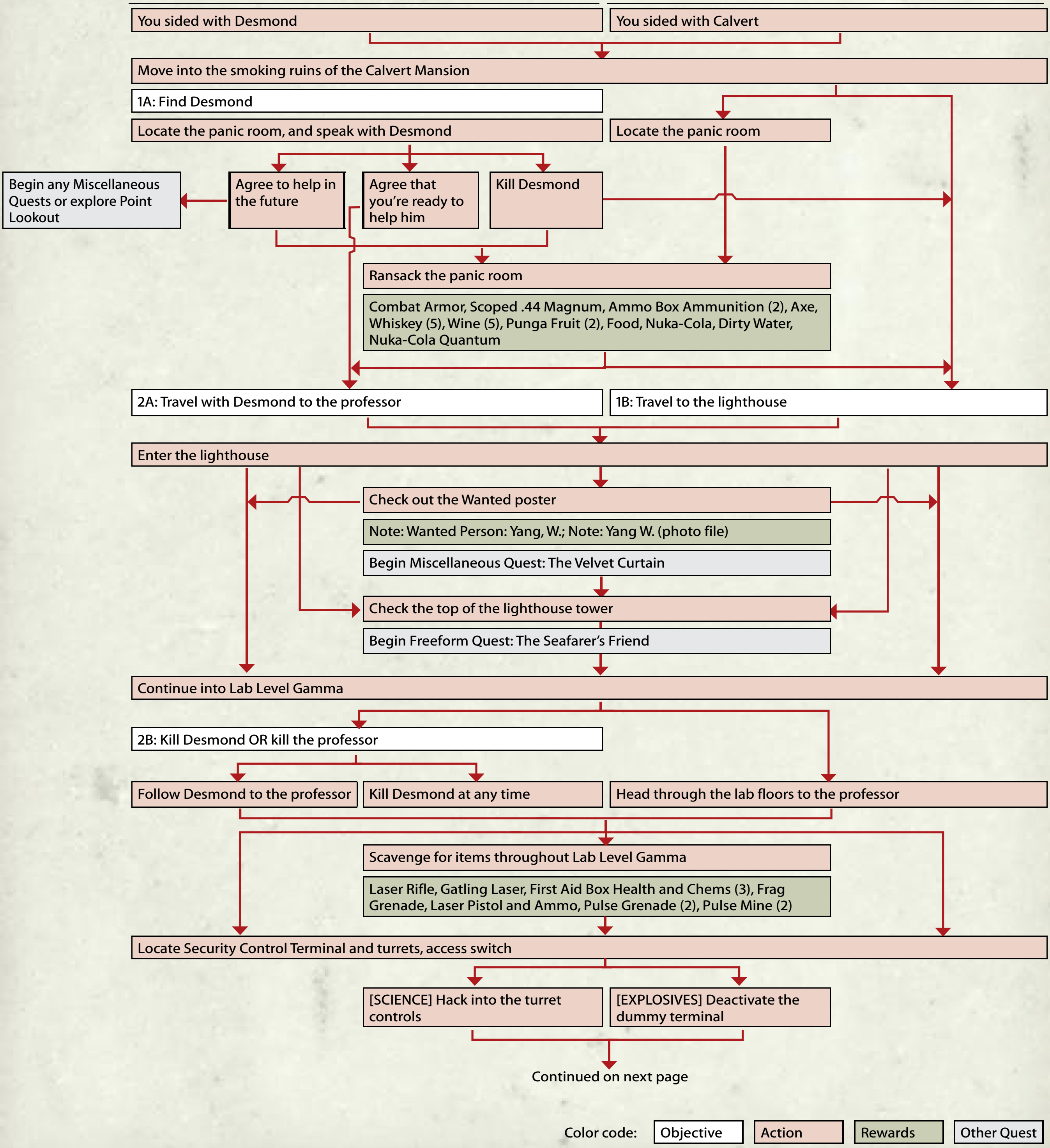
300 XP

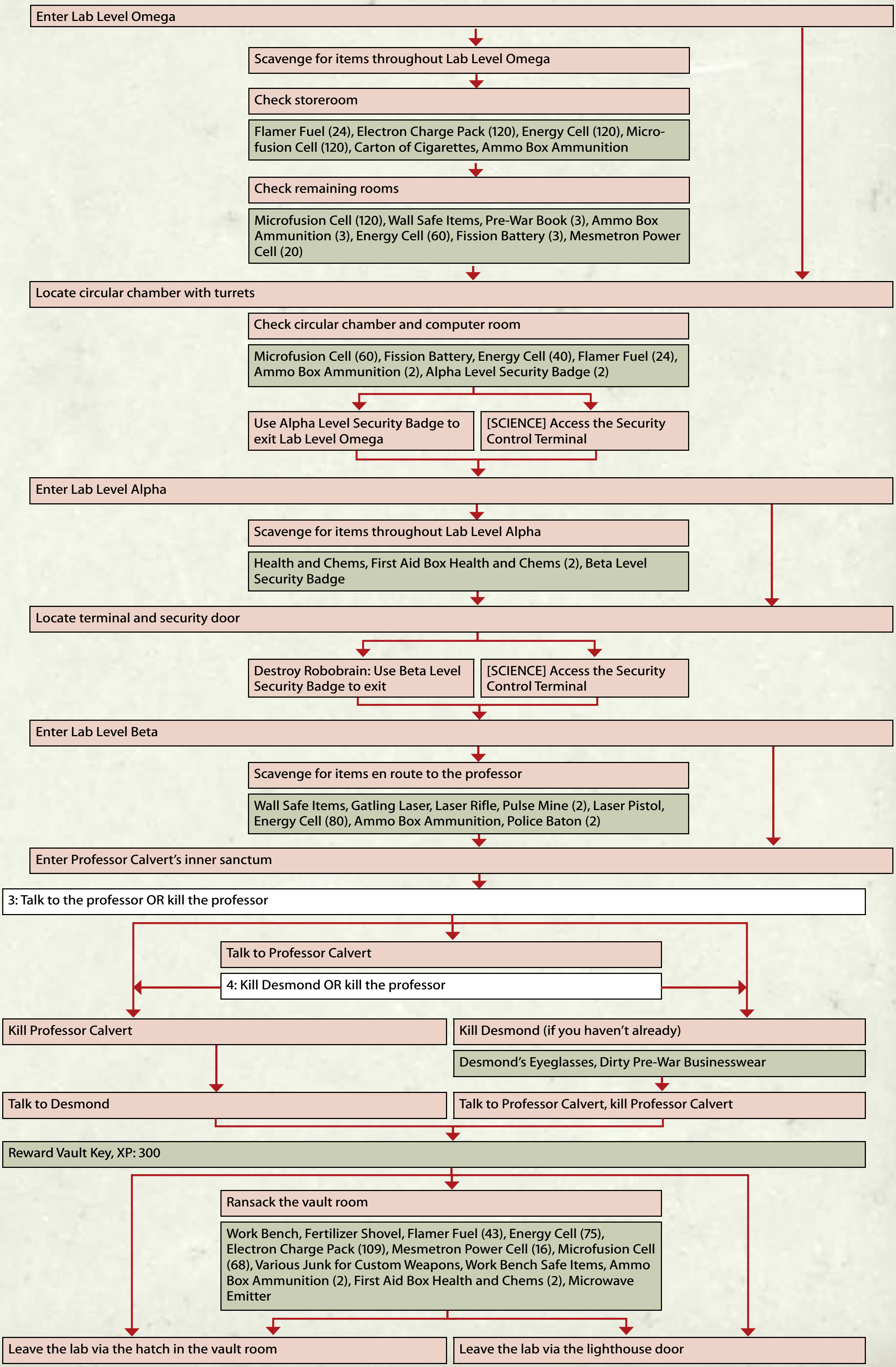


A Meeting of the Minds

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2
Main Characters	Desmond, Professor Calvert	
Locations	The Calvert Mansion, Point Lookout Lighthouse	
Adv. Items/Abilities	Science, Explosives	
Possible enemies	Mirelurks, Turrets, Robobrains, Protectrons, Professor Calvert	Mirelurks, Turrets, Robobrains, Protectrons, Desmond, Professor Calvert


You sided with Desmond
You sided with Calvert
Move into the smoking ruins of the Calvert Mansion
1A: Find Desmond
Locate the panic room, and speak with Desmond
Locate the panic room
Begin any Miscellaneous Quests or explore Point Lookout
Agree to help in the future
Agree that you're ready to help him
Kill Desmond
Ransack the panic room
Combat Armor, Scoped .44 Magnum, Ammo Box Ammunition (2), Axe, Whiskey (5), Wine (5), Punga Fruit (2), Food, Nuka-Cola, Dirty Water, Nuka-Cola Quantum
2A: Travel with Desmond to the professor
1B: Travel to the lighthouse
Enter the lighthouse
Check out the Wanted poster
Note: Wanted Person: Yang, W.; Note: Yang W. (photo file)
Begin Miscellaneous Quest: The Velvet Curtain
Check the top of the lighthouse tower
Begin Freeform Quest: The Seafarer's Friend
Continue into Lab Level Gamma
2B: Kill Desmond OR kill the professor
Follow Desmond to the professor
Kill Desmond at any time
Head through the lab floors to the professor
Scavenge for items throughout Lab Level Gamma
Laser Rifle, Gatling Laser, First Aid Box Health and Chems (3), Frag Grenade, Laser Pistol and Ammo, Pulse Grenade (2), Pulse Mine (2)
Locate Security Control Terminal and turrets, access switch
[SCIENCE] Hack into the turret controls
[EXPLOSIVES] Deactivate the dummy terminal
Continued on next page
Color code:
Objective
Action
Rewards
Other Quest



Enter Lab Level Omega

Scavenge for items throughout Lab Level Omega

Check storeroom

Flamer Fuel (24), Electron Charge Pack (120), Energy Cell (120), Microfusion Cell (120), Carton of Cigarettes, Ammo Box Ammunition

Check remaining rooms

Microfusion Cell (120), Wall Safe Items, Pre-War Book (3), Ammo Box Ammunition (3), Energy Cell (60), Fission Battery (3), Mesmetron Power Cell (20)

Locate circular chamber with turrets

Check circular chamber and computer room

Microfusion Cell (60), Fission Battery, Energy Cell (40), Flamer Fuel (24), Ammo Box Ammunition (2), Alpha Level Security Badge (2)

Use Alpha Level Security Badge to exit Lab Level Omega

[SCIENCE] Access the Security Control Terminal

Enter Lab Level Alpha

Scavenge for items throughout Lab Level Alpha

Health and Chems, First Aid Box Health and Chems (2), Beta Level Security Badge

Locate terminal and security door

Destroy Robobrain: Use Beta Level Security Badge to exit

[SCIENCE] Access the Security Control Terminal

Enter Lab Level Beta

Scavenge for items en route to the professor

Wall Safe Items, Gatling Laser, Laser Rifle, Pulse Mine (2), Laser Pistol, Energy Cell (80), Ammo Box Ammunition, Police Baton (2)

Enter Professor Calvert's inner sanctum

3: Talk to the professor OR kill the professor

Talk to Professor Calvert

4: Kill Desmond OR kill the professor

Kill Professor Calvert

Kill Desmond (if you haven't already)

Desmond's Eyeglasses, Dirty Pre-War Businesswear

Talk to Desmond

Talk to Professor Calvert, kill Professor Calvert

Reward Vault Key, XP: 300

Ransack the vault room

Work Bench, Fertilizer Shovel, Flamer Fuel (43), Energy Cell (75), Electron Charge Pack (109), Mesmetron Power Cell (16), Microfusion Cell (68), Various Junk for Custom Weapons, Work Bench Safe Items, Ammo Box Ammunition (2), First Aid Box Health and Chems (2), Microwave Emitter

Leave the lab via the hatch in the vault room

Leave the lab via the lighthouse door

Note

This final rendezvous with Professor Calvert involves two main paths, depending on whether you sided with Desmond or Calvert. Variations between the paths are presented where appropriate, with quest rewards afterward.

PANIC ROOM PAYBACK

NEW OBJECTIVE
"Find Desmond" begins.

As soon as the mansion explodes, you are tasked to find Desmond among the rubble and burning wood. His panic room is in the middle of where the mansion stood, and located on your Pip-Boy. Find the circular hatch and descend into this concrete-lined basement room. You're met by a seething Desmond, who has triangulated Calvert's signal, revealing the brain to be somewhere under the Point Lookout Lighthouse. He wants to mount an all-out assault immediately. Are you game?

No? Then Desmond suggests you hurry your pretty self up. Tool up, investigate other quests, then return when you want to continue.

Yes? Then you're about to witness the end of an era! Inspect the panic room for the listed items, then follow Desmond to the surface.

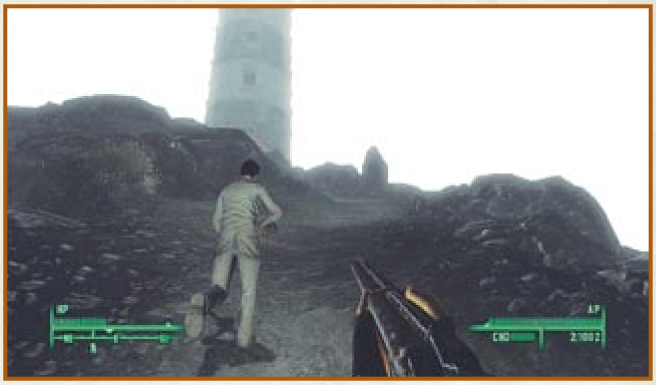
NEW OBJECTIVE
"Travel with Desmond to the professor" begins.

PANIC ROOM PAYOFF

NEW OBJECTIVE
"Travel to the lighthouse" begins.

Assuming you sided with Calvert, you're instructed to head to the Point Lookout Lighthouse. But first, find Desmond's panic room amid the rubble. Locate the circular hatch and descend into the room, which is empty except for the listed items and equipment. Then exit, and begin the trek to the lighthouse.

Combat Armor
Ammunition Box (2)
Whiskey (5)
Punga Fruit (2)
Food, Nuka-Cola, and Dirty Water
Scoped .44 Magnum
Axe
Wine (5)
Nuka-Cola Quantum



Desmond doesn't dilly-dally. He sprints to the lone lighthouse like a Ghoul with a 200-year-old bloodlust.

Desmond races off southward, toward the Point Lookout Lighthouse. Follow him as best you can, down the garden and out of the mansion perimeter, then around to the south-southeast, and wade across the shallow sand bank. You can holster your weapon to travel faster and catch up with Desmond. The Ghoul scrambles up past the lighthouse jetty, and doesn't dawdle up the winding rock path to the base of the lighthouse. Follow him into the lighthouse.

Venture southward, toward the Point Lookout Lighthouse. Follow the descending trail as best you can, down the garden and out of the mansion perimeter, then around to the south-southeast, and wade across the shallow sand bank. Two Mirelurks prowl the jetty, and you need to be as healthy as possible for the investigations to come. Scramble up past the lighthouse jetty, and don't dawdle up the winding rock path to the base of the lighthouse, opening the door at the base of the structure.

Once inside, you have the option to read the Wanted poster on the noticeboard just to the right of the entrance. Activate Wanted: Person of Interest, adding Notes to your Inventory, and starting (or continuing) **Miscellaneous Quest: The Velvet Curtain**. Or, you can ascend the spiral stairs and investigate the top of the lighthouse, and commence **Freeform Quest: The Seafarer's Friend.** When you've quite finished, head down through the large metal trapdoor, and open the Door to Underground Lab.

Note: Wanted Person: Yang, W.
Note: Yang, W. (photo file)

NEW OBJECTIVE
"Kill Desmond OR kill the professor" begins.

LAB LEVEL GAMMA: DASHING IN WITH (OR WITHOUT) DESMOND

Once through the door, head down the stairs and follow the corridor, pausing to peer through the doorway on your left (north). Optionally take a moment to sort through some useful items in this medical locker room. There are three First Aid Boxes, a Laser Rifle atop the lockers, and a Gatling Laser. Rejoin Desmond at the laboratory entrance desk as he makes short work of two ceiling turrets.

Once through the door, head down the stairs and follow the corridor, pausing to peer through the doorway on your left (north). Ah, there's Desmond, and he's none-too-happy about your double-cross. He offers you another chance. Do you wish to side with him, or stay faithful to the Calverts once and for all?

You can change your mind, side with Desmond, and work with him as you descend down into the laboratory. There's the option of double-crossing him later, naturally!

You can remain steadfastly loyal to Professor Calvert, and murder this leathery freak once and for all.

When you reach the security desk and turrets, you can:

Use the curved pillar as cover, and blast away at the turrets. Or,

You can access the Security Control Terminal, and use **Science** skill to hack into the turret controls, stopping it from functioning. If Desmond is with you, this usually happens just as he's finished blasting it into pieces.

You can feel slightly foolish, and access the dummy terminal, which explodes in your face. Instead, access the rear of the terminal, and use **Explosives** skill to deactivate the Frag Grenade.

Now collect any of the items on the shelf behind the counter (listed below), which give you an idea of the enemy type you'll be facing. The small restroom is empty. Then activate the switch to the right of the door to open it.

Laser Rifle
First Aid Box (3)
Laser Pistol and Ammo
Pulse Mine (2)
Gatling Laser
Frag Grenade
Pulse Grenade (2)

LAB LEVEL OMEGA: SENTRY SLAUGHTERING

Robobrain Sentry

Use Desmond's Ghoulish constitution to save your thin skin. Let him take the brunt of the Robobrain attacks.

Step through the open door, and move down the stairs to a long corridor with rooms on either side of it. There's a Robobrain Sentry to deal with. As expected, Pulse Grenades and Mines are helpful, but you can leave Desmond to do most of the work, if he's with you. Stealthily moving around the area doesn't really work because your Ghoul friend is a little too trigger-happy, so choose this option only if you're alone. When the Robobrain Sentry is deactivated, you have a few moments to inspect each chamber before sprinting onward and downward.

The first door on your left (west) leads to a storeroom with the following items:

Flamer Fuel (24)
Energy Cell (120)
Carton of Cigarettes
Electron Charge Pack (120)
Microfusion Cell (120)
Ammunition Box

The second door on your left (west) leads to a small microfiche library with two Microfusion Cells and a terminal. Access it to read the following:

- An ancient email from an archivist named Adam Tomco, to a head researcher called Doctor Laura Stewart, regarding some missing records. It's all the fault of that damn Danielson, and he's only getting away with it because his uncle is married to Senator Calvert's daughter!
- There's a second email from an unknown author to Tomco, telling him he's tattled on the wrong guy!

The first door on your right (east) leads to a small office with lockers, a Wall Safe, an Ammo Box, and three Pre-War Books for your collection. There's also a terminal with three missives on it:

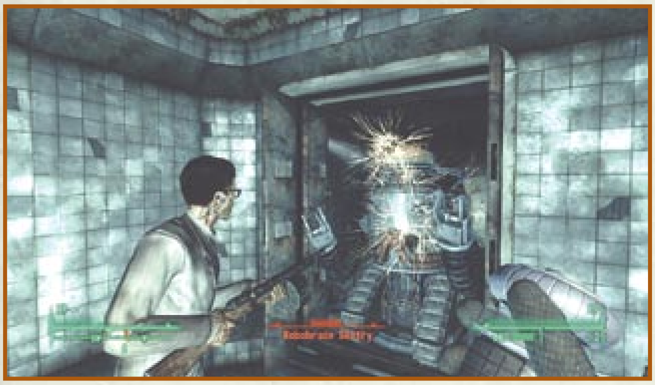
- Construction Concerns: A letter to Michaelson from Doctor Stewart expressing her worries that this place isn't water-tight.
- Subject Procedure Reminder: Doctor Stewart has little patience for talk between workers and their test subjects.
- Notice to Staff: This lets them know that some records have gone missing, and Stewart wants them back.

The third door on your left (west) leads to a medical office with some items, a First Aid Box, and a terminal with the following:

- Core Research Progress Notes: The brain suspension and isolation technique of the Robobrain has been mimicked, with test subjects exhibiting mental projection abilities! Psychological abnormalities could be a problem, however.
- An Oversight Review? Already?: Senator Calvert has demanded a full report and is sending his brother to participate in the study. The author says the research is still unstable.

The final door (second on your right, or west) leads to a storage and research room with Mesmetron Power Cells (20) and some Microfusion Cells (60).

Microfusion Cell (120)
Pre-War Book (3)
Energy Cell (60)
Mesmetron Power Cell (20)
Wall Safe Items
Ammunition Box (3)
Fission Battery (3)



Old Desmond isn't too keen on anything with a visible brain in it, and he attacks these Sentries with a vengeance!

Head north to the end of the corridor, and down the steps so you're facing east, and step through into a circular chamber. A door opposite shuts quickly, trapping you in with activating turrets! A fine plan is to stand at the doorway before stepping into the room and targeting the turrets, or hiding while Desmond blasts them (if the Ghoul is with you). Once inside the room, you can try various options before you continue:

You can investigate the open door to the south, which leads into a computer room. There are scattered items to look for as well as a Robobrain Sentry guarding a door. Blast the robot (or let the Ghoul do the job) and inspect the tiny chamber behind it for two Ammo Boxes. Search the remains of the Robobrain Sentry; there's an Alpha Level Security Badge on it, and another on the center table.

You can search the circular security room. To the north is a large computer bay with two Ammo Boxes, a Laser Rifle, and more Mesmetron Power Cells. Take them.

> You can access the Security Control Terminal, assuming your **Science** skill is high enough, and open the door.

Or, take either Alpha Level Security Badge and swipe the terminal. The door slides open using this method, too.

Microfusion Cell (60)
Energy Cell (40)
Ammunition Box (2)
Fission Battery
Flamer Fuel (24)
Alpha Level Security Badge (2)

LAB LEVEL ALPHA: MEDICAL BAY MARAUDING

Once through the security door, head down the next set of stairs to another corridor with a security door at the end of it. Watch for the active turret, although if Desmond's alive, he usually blasts it. It is worth checking the doors either side of the corridor before venturing farther forward:

The first door to the right (west) leads to a small operating room with little to scavenge except Bonesaws.

The first door to the left (east) leads to the restroom, with a couple of Psycho chems and a place to drink.

The second door to the right (west) leads to a hospital room with a variety of Health and Chems to grab, including Med-X, Blood Packs, and mattresses to sleep on. The Robobrain in this room usually trundles out and gets gunned down by your English friend. Before you use the terminal, search the small table in the corner, or the Robobrain Sentry itself, to find another security badge. Head to the terminal, and try either of the two plans again:

> You can access the Security Control Terminal, assuming your **Science** skill is high enough, and open the door.

Or, take either Beta Level Security Badge and try swiping the terminal. The door slides open using this method, too.

Health and Chems
Beta Level Security Badge
First Aid Box (2)

LAB LEVEL BETA: BAD BRAINS

Once the security door slides open, step into a locker room. Check the Wall Safe but watch for a Robobrain Sentry trundling up the stairs. Deconstruct it, then loot the room. There's a sizable number of Caps inside the Wall Safe, the lockers to search, and some shelving with the following items on or near it:

Wall Safe Items
Laser Rifle
Laser Pistol
Ammunition Box
Gatling Laser
Pulse Mine (2)
Energy Cell (80)
Police Baton (2)

After scavenging, follow the corridor down to the cell-block corridor with the First Aid Box on the right side wall. The cells contain nothing but a few skeletons and a red ball, but there's another circular security room at the far end. Blast both the ceiling turrets to make the door in the western wall open, allowing you access into the brain's inner sanctum. Assuming Desmond is around, the two nemeses can finally meet, face-to-jar!

NEW OBJECTIVE
"Talk to the professor OR kill the professor" begins.

BRAINS VERSUS BRAWN

You now face the brain, surrounded by slow and plodding (but currently inactive) Protectrons. You have three options, some more commendable than others. Don't worry though—all are violent!

TALK TO THE PROFESSOR

A reward beyond imagination AND reckoning? The most amazing gift a living creature can be granted?

Perhaps you require further clarification on just who's the bigger maniac and threat to your way of life. Or maybe you just like looking at brains in vats. Either way, you can forgo blasting the brain for a moment, and listen to what Calvert has to say. Naturally, he feels violated, and he demands that you exterminate Desmond at once! Press him for a reward, and he offers an unspecified prize beyond your wildest reckoning. Your choice here determines whether Desmond becomes hostile after the talk. End the conversation by "thinking about it" to further ponder your decision.

NEW OBJECTIVE

"Kill Desmond OR kill the professor" begins.

KILL THE PROFESSOR

Desmond may be a thoroughly unpleasant (not to mention, British) specimen, but he's proved to be a worthy ally so far. Ignore the professor's whining, and blast the reinforced glass tubing encasing his brain. Desmond even joins in, shooting the Protectrons. Keep blasting until the tube shatters and the amniotic fluid gushes out. After checking the sanctum for Protectrons, speak with Desmond. He's ecstatic that the world is free of that sniveling, disgusting, arrogant brain! He tells you to enjoy your spoils, and hands you a key.

Reward Vault Key

300 XP

KILL DESMOND

Whether that floating brain convinced you just now, or you murdered Desmond much earlier in this quest, Desmond's death fills the brain with joy. Speak with the brain, and Calvert tells you he's prepared a prize just for you: Death! Calvert orders his robots to attack, although they're not quite as functional as the professor would like. You have no option but to blast the brain's casing. Still, two dead maniacs isn't a bad way to end this quest. And you can pilfer Desmond's corpse if you like, as well as the items behind the vault door, which automatically opens. You may elect to leave via the ladder in the vault room, too.

Desmond's Eyeglasses

Dirty Pre-War Businesswear

300 XP

AFTERMATH: QUEST REWARDS

Inside the vault is a mass of junk. Look a little closer for a wealth of ammunition, and an incredibly destructive new weapon!

With the brain now dead and the quest complete, there's the small matter of escaping (and that reward, whether you sided with Desmond or not). Speak to the Ghoul again if you wish; he moves into the server room adjacent to the brain's inner sanctum. He tells you he's heading north to pursue his next rival. There's little down at the lower base of the inner sanctum, so open the nearby Vault Door to the west (which requires Desmond's Key to open if you sided with him, but is unlocked if you didn't). Inside, there's a wealth of goods as well as a Work Bench and a brand new weapon. Finally, another use for your Microfusion Cells! Don't forget to exit via the ladder in this vault, leading up to the Lighthouse Laboratory Hatch [LAT 13/LONG 16] instead of traipsing all the way back to the lighthouse.

Work Bench

Flamer Fuel (43)

Electron Charge Pack (109)

Microfusion Cell (68)

Work Bench Safe Items

First Aid Box (2)

Fertilizer Shovel

Energy Cell (75)

Mesmetron Power Cell (16)

Various Junk for Custom Weapons

Ammunition Box (2)

Microwave Emitter

QUEST REWARDS

One new Unique weapon becomes available in Point Lookout Main Quest:

Introduce the Ofie Clan to a new kind of radiation, one their inbreeding doesn't stand a chance against!

Microwave Emitter

DAM 61 WG 8, VAL 500, MF Cell

Two Perks become available throughout this quest:

Superior Defender

(complete The Local Flavor)

You now do more damage and have better defense when standing still.

Punga Power!

(complete Walking with Spirits)

You now receive better effects from eating Punga Fruit.

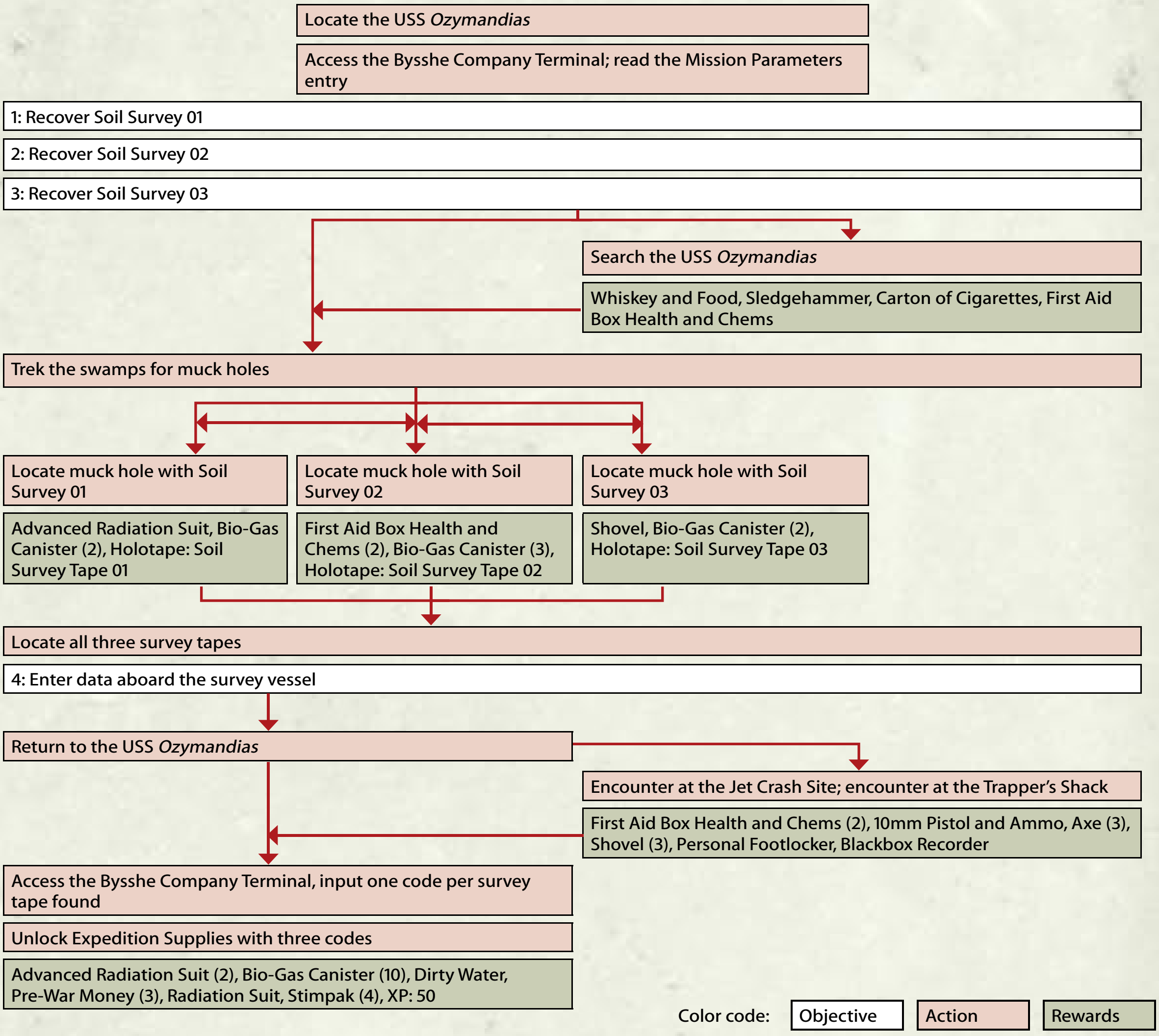
Note

Post-Quest Activities: You can complete a number of Freeform Quests throughout Point Lookout, and only one (Nadine's **Freeform Quest: Tailing the Tomboy**) requires you to attempt this Main Quest.

Miscellaneous Quest: An Antique Land

QUEST FLOWCHART

	MISCELLANEOUS QUEST
Main Characters	Dr. Caroline Saunders (Deceased), Intern K. Lovett (Deceased), Intern M. Roach (Deceased), Intern L. Rourke (Deceased), Intern P. Antwon (Deceased)
Locations	USS Ozymandias, Ghoul-infested Excavated Muck Hole, Gas Shack and Excavated Murk Hole, Ghoul-infested Excavated Muck Hole 2
Adv. Items/Abilities	—
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Ghouls, Swamp Ghoul, Bloatfly



Locate the USS *Ozymandias*

Access the Bysshe Company Terminal; read the Mission Parameters entry

1: Recover Soil Survey 01

2: Recover Soil Survey 02

3: Recover Soil Survey 03

Search the USS *Ozymandias*

Whiskey and Food, Sledgehammer, Carton of Cigarettes, First Aid Box Health and Chems

Trek the swamps for muck holes

Locate muck hole with Soil Survey 01

Advanced Radiation Suit, Bio-Gas Canister (2), Holotape: Soil Survey Tape 01

Locate muck hole with Soil Survey 02

First Aid Box Health and Chems (2), Bio-Gas Canister (3), Holotape: Soil Survey Tape 02

Locate muck hole with Soil Survey 03

Shovel, Bio-Gas Canister (2), Holotape: Soil Survey Tape 03

Locate all three survey tapes

4: Enter data aboard the survey vessel

Return to the USS *Ozymandias*

Encounter at the Jet Crash Site; encounter at the Trapper's Shack

First Aid Box Health and Chems (2), 10mm Pistol and Ammo, Axe (3), Shovel (3), Personal Footlocker, Blackbox Recorder

Access the Bysshe Company Terminal, input one code per survey tape found

Unlock Expedition Supplies with three codes

Advanced Radiation Suit (2), Bio-Gas Canister (10), Dirty Water, Pre-War Money (3), Radiation Suit, Stimpak (4), XP: 50

Color code: Objective Action Rewards

Note

This Miscellaneous Quest can be commenced in a variety of ways. The optimal path is detailed below, and other paths are noted nearby.

A DELTA IN DECLINE

Note

The following delta is the eastern delta at the mouth of the Point Lookout River, between the mansion and the cathedral. It does not refer to the Dove Delta (which is a marked location on your in-game map).

The Point Lookout Delta—the area of half-submerged sand dunes at the river mouth—is dotted with sharp rocks and the remains of rusting vessels. The largest of these is the USS *Ozymandias*, easily spotted marooned against a particularly rugged rock island, on the eastern side of your World Map. Approach the barge and carefully inspect the deck. The exterior cabin remnants house some Whiskey, Mentats, Food, and a Sledgehammer. But the boat's secrets are hidden inside; locate the Hatch to Belowdecks, and descend.

The vessel's interior is sloping (and leaking) alarmingly. Give this rusting tub a quick once-over. You'll discover a desk with a Fission Battery and Carton of Cigarettes, a First Aid Box, a Stimpak, and other scattered objects, and in the northeastern corner, a sturdy safe containing Expedition Supplies. It won't open. Activate the Bysshe Company Terminal, and read the messages still on this unit. The Mission Parameters will update the quest and introduce you to the name Caroline Saunders, sample taking geologist. Enter Auth Code 001, 002, 003 can't :be accessed until you investigate Soil Survey locations 01, 02, or 03. And the ERROR: 12XU_user_shell missives give a hint at nefariousness in the geologist's team and mystery as to the source of bio-gasses in the soil.

Whisky and Food

Sledgehammer

Carton of Cigarettes

First Aid Box

NEW OBJECTIVE

"Recover Soil Survey 01" begins.

NEW OBJECTIVE

"Recover Soil Survey 02" begins.

NEW OBJECTIVE

"Recover Soil Survey 03" begins.

Note

Alternately, you can stumble upon any of the three muck hole locations (which appear on your World Map once the Mission Parameters entry is read) during your earlier adventuring in the swamps. Should you investigate the interior of a muck hole and locate any of the three soil surveys before you visit the USS *Ozymandias*, this quest begins, and you should search for the other two muck holes containing soil surveys.

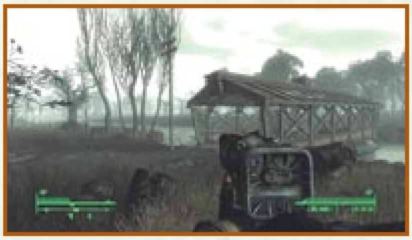
Note

The closest muck hole to find is Survey 02 [LAT 06/LONG 05], then Survey 01 [LAT 06/LONG 01], and finally Survey 03 [LAT 01/LONG 01]. The quest is presented in this optimal order, although you can investigate these muck holes in any order.

Caution

Beware! The swamps are teeming with fearsome yokels, but the muck holes are especially dangerous because Ghouls lurk here! If you don't want to be overrun and savaged, you may think about donning the Ghoul Mask given during **Miscellaneous Quest: Tenpenny Tower**, back in the Capital Wasteland.

SOIL SURVEY 02: FORAGING NEAR THE FERALS



An historic Covered Bridge is the main landmark between the *Ozymandias* and the nearest muck hole. The excavation area itself is an earthen mound with a ladder sticking out of it. However, you must placate some residents first.

Soil Survey 02 is nearest the USS *Ozymandias*, so inspect it first. It is just east of the Lil Tyke Playhouse. A direct route involves you crossing to the south side of the river, and then move roughly northwest, skirting the Ritual Site and Haley's Hardware. Continue toward the remains of a Covered Bridge [LAT 08/LONG 06] where a quick ransacking reveals two First Aid Boxes, and some Chems and Food provisions. Take what you need, then continue northwest, passing the gravestones of the Dearly Departed [LAT 07/LONG 05] (there are several sets of gravestones with this moniker, in different locations). Soon afterward, unless you're employing Stealth, you're set upon by a trio of dangerous Feral Ghouls.

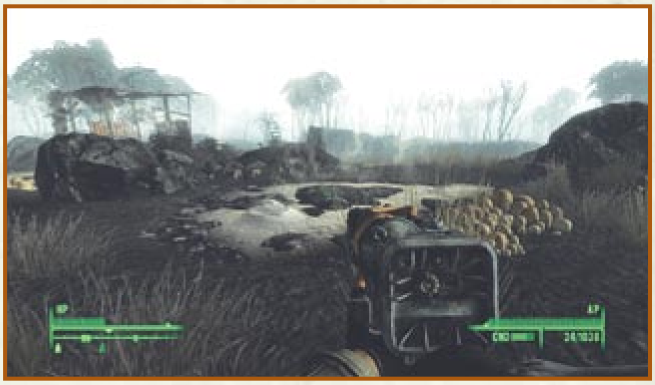
First Aid Box (2)

Drop into a small, dim, gloomy cavern. Three skeletons are crumpled on the ground; the remains of the interns. Of greater interest is the table, which has a Fission Battery, a footlocker, and a Holotape with Soil Survey 02 on it. Open the footlocker, and there are the usual items to grab, along with a new item: the Bio-Gas Canister. This is a brand-new weapon that the Bysshe Company seems to have brought along to store natural swamp gas samples. You should test it out! Listen to the Holotape if you wish (although it isn't necessary); Caroline Saunders speaks about this location as a possible place to mine for gas.

Bio-Gas Canister (3)

Holotape: Soil Survey Tape 02

SOIL SURVEY 01: A SPOT OF LUCK DOWN IN THE MUCK



Although you're still bathed in radiation, there are no furious Ghouls to contend with here.

From Soil Survey 02, turn and head almost due north, crossing through the thick marsh grass and turn ever-so-slightly northwest as you ascend the Trash Heap [LAT 06/LONG 03]. Clamber down the other side, and look for the remains of a shack just ahead of you. Nothing feral appears to be in this area. Locate the Ladder to Excavated Muck Hole, and descend. As you correctly suspected, this leads to another research cavern, complete with escaping gas (so watch your firearms!), and a table with more Bio-Gas Canisters, and the following items:

Advanced Radiation Suit
Bio-Gas Canister (2)
Holotape: Soil Survey Tape 01

SOIL SURVEY 03: GLOWING FOR IT

You'd be advised to save your progress at this point. The final soil survey location is swarming with the heavily radiated and thoroughly feral. From your previous muck hole, turn and head due west, passing a lone shack, and wading through marshes. As you approach the shack near the muck hole, you'll spot a few feral fellows. As they see you, they swarm. Expect about eight (if you didn't kill them during your wander to this point), including at least one Glowing One, and a fight to really test your mettle. Sneaking works well here, or your favored Ghoul-culling weaponry. Then drop down the Ladder to Excavated Muck Hole, and secure the Stimpak and the following items from the remains that may or may not be Caroline Saunders:

Shovel
Bio-Gas Canister (2)
Holotape: Soil Survey Tape 03

NEW OBJECTIVE
"Enter data aboard the survey vessel" begins.

FAST TRAVEL, OR SLOW SLOG TO THE SUPPLIES

Assuming you've visited enough Primary Locations in Point Lookout, you should be able to Fast Travel back to the *Ozymandias*. Or you can manually retrace your steps, heading roughly southeast from Soil Survey 03. Take a direct path, and you'll encounter the Jet Crash Site [LAT 03/LONG 02], where the remains of an American pilot and his belongings (listed below) can be scavenged. Continue to trek through this swamp, and you're likely to spot the Trapper's Shack [LAT 04/LONG 03], where Scrapper and Brawler (or their brethren) attempt to harm you to death. Fight or flee, and continue out of the swamp.

First Aid Box (2)
10mm Pistol and Ammo
Axe (3)
Shovel (3)
Personal Footlocker Blackbox Recorder

A decomposing barge yields her final secrets. The soil survey is now concluded.

You should spot the Point Lookout Lighthouse in the distance as you emerge from the swamp, before another series of wading maneuvers takes you across the delta, and toward the rusting remains of the USS *Ozymandias*. Clamber on deck, open the Hatch to Belowdecks, and access the Bysshe Company Terminal once again. For every Soil Survey Tape you've collected, you can authenticate the code of the same number. When all three codes are checked, the quest is complete, and you can open the Expedition Supplies Safe and take:

Advanced Radiation Suit (2)
Bio-Gas Canister (10)
Dirty Water
Pre-War Money (3)
Radiation Suit
Stimpak (4)
50 XP

POST-QUEST ACTIVITY

Bio-Gas Canisters don't inflict enough damage to choke a Roamer or Glowing One, but Swamp Ghouls are no match for this noxious Grenade.

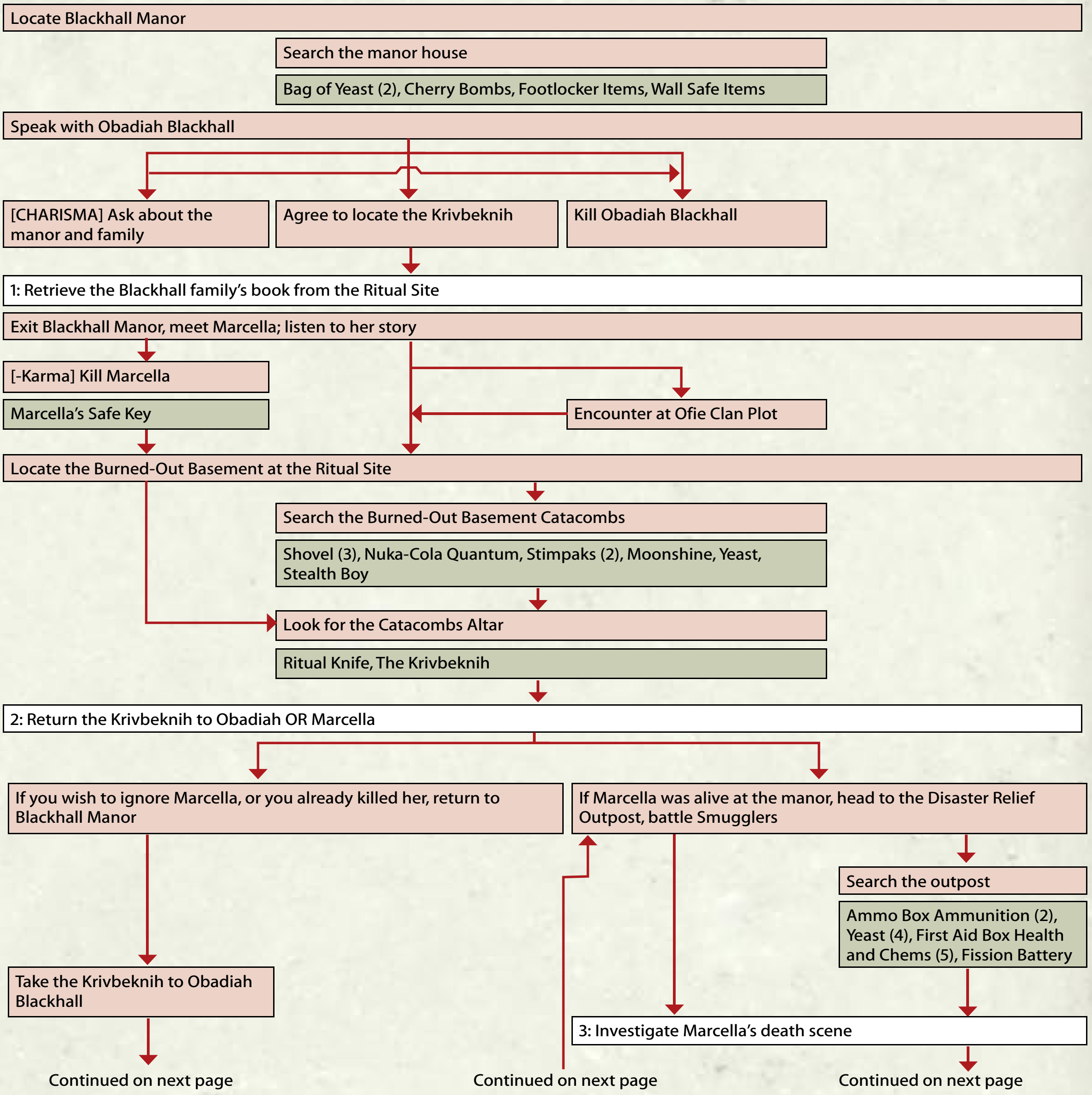
Bio-Gas Canister
DAM 6, WG 0.5, VAL 50

The biggest advancement to your cause in this quest is the accessibility to a new weapon type: the Bio-Gas Canister. Thrown like a Grenade, this is only lightly damaging until the foe steps into a cloud of noxious gas fumes (which causes constant damage), and is also flammable, which can lead to tremendous extra damage. Bio-Gas Canisters are lightweight and have a high value. Try a combo of lobbing in this Grenade to a group of enemies, then quickly swapping to another weapon to keep them at bay while they choke to death. Or, it might be wise to sell your Bio-Gas Canister collection; they are reasonably valuable considering their weight.

Miscellaneous Quest:
The Dark Heart of Blackhall

QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2
Main Characters	Obadiah Blackhall, Marcella	Obadiah Blackhall, Marcella, Jaime Palabras, Ug-Qualtoth
Locations	Blackhall Manor (Point Lookout), Disaster Relief Outpost (Point Lookout), Ritual Site (Point Lookout)	Blackhall Manor (Point Lookout), Disaster Relief Outpost (Point Lookout), Ritual Site (Point Lookout), Dunwich Building (Capital Wasteland)
Adv. Items/Abilities	Charisma	
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Ghouls	Brawler, Bruiser, Creeper, Scrapper, Tracker, Smugglers, Ghouls, Jaime Palabras



Locate Blackhall Manor

Search the manor house

Bag of Yeast (2), Cherry Bombs, Footlocker Items, Wall Safe Items

Speak with Obadiah Blackhall

[CHARISMA] Ask about the manor and family

Agree to locate the Krivbeknih

Kill Obadiah Blackhall

1: Retrieve the Blackhall family's book from the Ritual Site

Exit Blackhall Manor, meet Marcella; listen to her story

[-Karma] Kill Marcella

Marcella's Safe Key

Encounter at Ofie Clan Plot

Locate the Burned-Out Basement at the Ritual Site

Search the Burned-Out Basement Catacombs

Shovel (3), Nuka-Cola Quantum, Stimpaks (2), Moonshine, Yeast, Stealth Boy

Look for the Catacombs Altar

Ritual Knife, The Krivbeknih

2: Return the Krivbeknih to Obadiah OR Marcella

If you wish to ignore Marcella, or you already killed her, return to Blackhall Manor

If Marcella was alive at the manor, head to the Disaster Relief Outpost, battle Smugglers

Search the outpost

Ammo Box Ammunition (2), Yeast (4), First Aid Box Health and Chems (5), Fission Battery

Take the Krivbeknih to Obadiah Blackhall

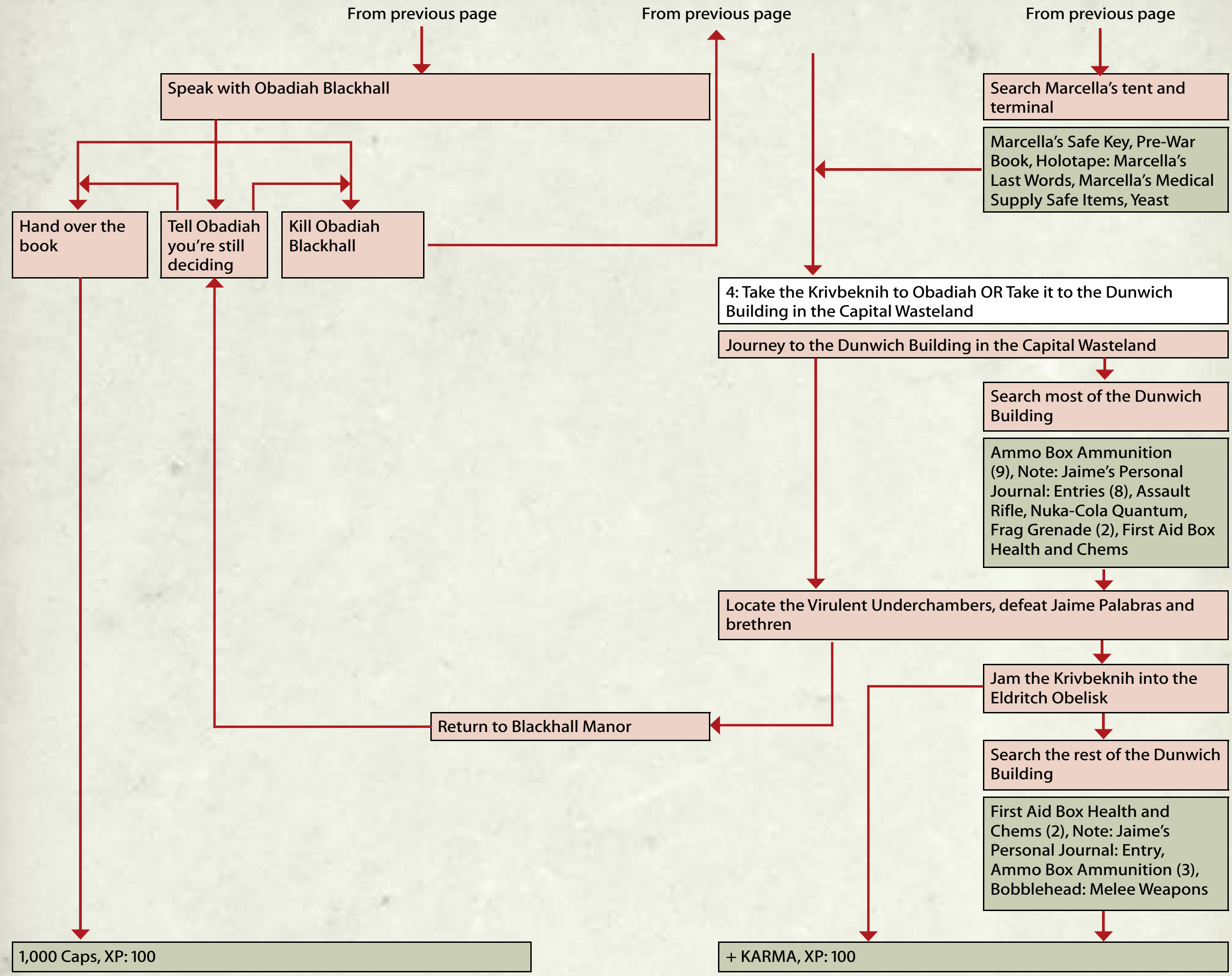
3: Investigate Marcella's death scene

Continued on next page

Continued on next page

Continued on next page

Color code: Objective Action Rewards


From previous page
From previous page
From previous page
Speak with Obadiah Blackhall
Hand over the book
Tell Obadiah you're still deciding
Kill Obadiah Blackhall
Search Marcella's tent and terminal
Marcella's Safe Key, Pre-War Book, Holotape: Marcella's Last Words, Marcella's Medical Supply Safe Items, Yeast
4: Take the Krivbeknih to Obadiah OR Take it to the Dunwich Building in the Capital Wasteland
Journey to the Dunwich Building in the Capital Wasteland
Search most of the Dunwich Building
Ammo Box Ammunition (9), Note: Jaime's Personal Journal: Entries (8), Assault Rifle, Nuka-Cola Quantum, Frag Grenade (2), First Aid Box Health and Chems
Locate the Virulent Underchambers, defeat Jaime Palabras and brethren
Jam the Krivbeknih into the Eldritch Obelisk
Return to Blackhall Manor
Search the rest of the Dunwich Building
First Aid Box Health and Chems (2), Note: Jaime's Personal Journal: Entry, Ammo Box Ammunition (3), Bobblehead: Melee Weapons
1,000 Caps, XP: 100
+ KARMA, XP: 100

ORATORY WITH OBADIAH BLACKHALL, AND A MEETING WITH MARCELLA

This quest begins after you search the dangerous and boggy terrain west of Point Lookout. There is a second, ominous mansion in these parts, which is easily found at the end of the trail leading off the main east-west road from town. Follow the meandering path. As you close in to the property, you may be attacked by a number of Yokel Swampfolk, gathered just to the east of the structure. It is wise to defeat all these violent and lumpy enemies now, because they like to strike down anything that moves, a problem that only becomes apparent when you leave the manor and may wish to speak to someone. Move up to either the front door on the southeast side, or the side door to the southwest, and enter.

Behold the lord of the manor, and last of the Blackhall line.

Enter the wood-paneled entrance chamber (if you opened the front door) or the adjacent kitchen (if you opened the side door) of this tumbledown mansion. You can thoroughly inspect the mansion, or seek an audience with its old owner. Either is viable, although it's more polite to try the latter plan. Head roughly northwest into the central hallway, and turn right (east) at the first opportunity, into a central library with a grand staircase in the middle. An old man is in his wheelchair, wondering why you're trespassing. You can:

React however you like, it won't change Obadiah's attitude toward you, or the "cretinous" Swampfolk that have absconded with a family heirloom. Agree to this plan, being sure to ask "What do I get in the bargain?" Blackhall offers 1,000 Caps. Apparently, the book is being held at a Ritual Site east of the boardwalk.

Use **Charisma** skill to ask about Blackhall Manor, specifically the age of the place; and the Blackhall family (who took the name when they arrived generations before the Great War).

Ask about the Swampfolk, who Blackhall isn't a fan of. You can ask whether these inbreds are dangerous; ask whether Obadiah means the Tribals in the cathedral; and most importantly, the reason the Swampfolk took his book (they think it has occult power!)

Or, you can easily gun Obadiah down, effectively ending this quest before it has even begun.

- Shoot the old man before the quest begins, and you cannot access the Ritual Site (the basement doorway is boarded up).
- Shoot the old man after the quest has started, and you fail. However, you can still speak with another interested party, and the basement doorway at the Ritual Site is open.

NEW OBJECTIVE

"Retrieve the Blackhall family's book from the Ritual Site" begins.

An optional plan, either before or after speaking with Obadiah, is to complete a thorough rummage of the manor itself. Start with the kitchen, which has the usual array of normal items, two bags of Yeast, and some goodies in the refrigerator. The entrance foyer has a wardrobe filled with clothing, like most of the other wardrobes. The Billiards Room has a table with balls and other debris, and a sturdy-looking bookcase. It can't be moved…at least, not by you. Across the hallway (to the northeast) is a dining room, which yields spectacular treasure, if you enjoy collecting forks. Head upstairs via the side staircase, picking up Cherry Bombs from the top of the steps and the pram. Along the corridor is a bedroom to the left (west) where you can sleep, and the upper hallway has a locked footlocker. At the corner of the hallway is another door to your left, leading to a bedroom with wardrobes and a queen-sized bed. The bathroom has a Chem, and the master bedroom has wardrobes and a Wall Safe. Despite the array of bookcases, the search yields no reading materials. Leave this place via either door.

Bag of Yeast (2)

Cherry Bombs

Footlocker Items

Wall Safe Items

A missionary, Marcella deems the Krivbeknih a bane to mankind, and demands it so she can burn this damned text!

Exit Blackhall Manor, and witness one of two occurrences. If you left Swampfolk shambling around the manor perimeter, they surround and mangle a female adventurer. This is a shame, because it doesn't allow you to speak with her. Or, if there are no enemies outside the building, Marcella quickly runs up and talks to you. She demands to know whether Obadiah has asked you to find his book. Whether you tell her or not, she informs you that the Krivbeknih is a work of dark arts. She doesn't offer the kind of reward Obadiah did. She tells you she'll be waiting at her tent on the beach, then runs off. Your future objectives update, assuming you don't gun her down. If you do, you'll find Marcella's Safe Key on her corpse.

Marcella's Safe Key

Tip

It is not necessary (or encouraged) to gun Marcella down in cold blood. It is more beneficial to at least locate her tent once the book is in your possession.

RITUAL CLEANSING

Start your hike eastward, across the southern perimeter of the marshes, optionally following the winding path from Blackhall Manor. A few hundred feet away, you come across a hill on the path's right (southeast) side. Climb through the tufts of grass, and you'll discover the Ofie Clan Plot [LAT 04/LONG 08], a landmark guarded by a group of Ghouls. Skirt around or attack these fiends, then continue east, toward the township outskirts. Move onto the remains of the main east-west road, and run past the rear of the Homestead Motel [LAT 07/LONG 08]. From here, it's a straight shot eastward, out of town to an area where you can tussle with a pair of Swampfolk. Then search for the Shack Door to Burned-Out Basement, and descend.

The entrance to the Burned-Out Basement is at the bottom of the steps, through a gap in the wall. If you haven't spoken to Obadiah and agreed to the quest the gap is boarded up. Otherwise, head on through (or grab a pair of Shovels). Creep forward (east), into the creepy (and empty) catacombs. Pass the alarming skeletons embedded into natural columns, and the dangling straw dolls, and follow the torches into the depths of this place. Head east until you reach the corner and turn left (north). Keep an eye on your map (or use the map of the Burned-Out Basement in this guide) and press onward, to a campfire under a rope of dangling dolls.

Turn southeast, and head toward the stone walls jutting from the natural cave system. Turn east around a large natural column, and poke your head north, up into a tiny alcove with a coffin. Take the Nuka-Cola Quantum and two Stimpaks inside. Head southward, investigating the catacombs with the gray stone walls and round columns in the middle. Step around the swamp gas, and pry open coffins along the eastern wall that has fallen away. Pass the Shovel, and check the open safe, grabbing Moonshine, Yeast, and a Stealth Boy. This area is a dead-end (literally; there's another coffin to open on the western wall), so retrace your steps northward.

Shovel (3)

Nuka-Cola Quantum

Stimpaks (2)

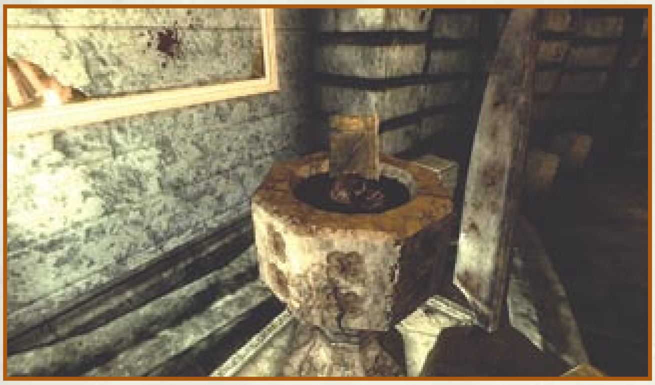
Moonshine

Yeast

Stealth Boy

Meet (from left to right) Skulls McGee, Kaukis, Skelly, and the Strawy twins. How very civilized.

Return to the campfire junction, and wander westward and downward. Almost immediately comes a natural passageway to your left (south). Descend to a lower crypt, and turn right (northwest) to investigate the dead-end, where someone has perversely set up a dinner table with various fetishes and skeletal parts. Take the Punga Fruit and Wine from the table if you wish.



Searchers after horror haunt strange, far places: The large tome set into this lectern is the fabled Krivbeknih!

Have you noticed how quiet it is down here? Head back up to the junction, and conclude your search of this godforsaken place by heading west, and then northward, into what appears to be a shocking sacrificial altar room! The altar holds the remains of something laying with straw dolls, Cherry Bombs, and Stimpaks strewn about, along with Punga Fruit. Embedded where the head was is a Ritual Knife. Extricate it from the altar, and you have a unique stabbing Knife. The real prize rests behind the altar; move to the Ceremonial Lectern and inspect it. A large, leathery book rests in what appears to be fresh blood. Take the Krivbeknih! Take it now!

Ritual Knife
DAM 12, WG 1, VAL 9

The Krivbeknih

ATTACK OF THE SWAMPFOLK

As soon as you steal their beloved book, the Swampfolk storm the sacrificial chamber! Expect heavy (and lumpy) resistance from this horde of about five Swampfolk. Use the strange columns and terrain as partial cover. Take down the Swampfolk systematically, and exit this place only after combat is over. Don't panic and dash around; the route out of here is rather simple. From the lectern, flee southward, turning left (east) at the corner, and running all the way to the top of the slope. At the stone wall with the campfire to your left (north), turn right (south), and sprint to the corner, spinning right (west), and fleeing under the white, round fungus clusters along the exit passageway to the Shack Door to Point Lookout.

NEW OBJECTIVE

"Return the Krivbeknih to Obadiah OR Marcella" begins.

DECISIONS, DECISIONS

Back on the surface, you have two options: You can bring this grimoire to its original owner, or the younger, more earnest adventurer. The choice is yours, and the quest splits into two paths:

DISASTER AT THE DISASTER RELIEF OUTPOST

Head west, and then slightly southwest as you pass the Wheel of Wonder Ferris wheel, heading toward the location Marcella gave you. As you head onto the sand dunes, arm yourself; a trio of Smugglers may be in this area. End their days. Now where is Marcella? Consult your Pip-Boy's Local Map, and you can see her specific tent. You may wish to rush over to it immediately. However, there are three other tents to check: Both Medical Tents have items to grab; one has a First Aid Box and a bed to sleep in, as well as Yeast bags, while the other has two more First Aid Boxes. The Administration Tent holds two Ammo Boxes, some Yeast, two First Aid Kits, a Stealth Boy, and a terminal with intriguing information on it. The entries roughly outline something called the New Plague. And a log reveals that the local population has always been anti-social (though possibly not always so homicidal).

Ammunition Box (2)

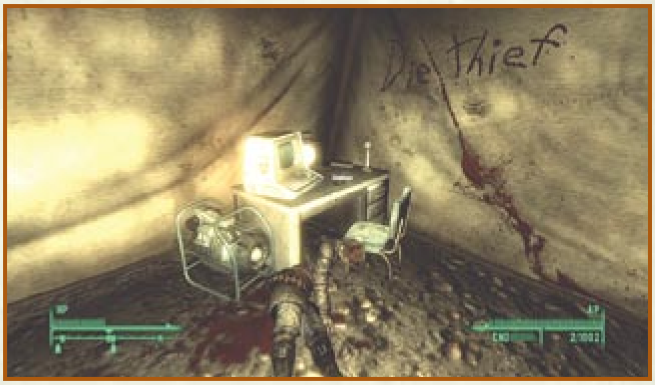
Yeast (4)

First Aid Box (5)

Fission Battery

NEW OBJECTIVE

"Investigate Marcella's Death Scene" begins.



A woman with a kind heart and a religious calling died here today. Will you honor her death, or are you in it for the Caps?

Begin by searching Marcella, who you find slumped against her table. She usually has armor, Stimpaks, weaponry, and a Safe Key. Check her desk for a Pre-War Book, and her Last Words in Holotape form. This concludes the objective, but you can listen to her final remarks and tear up, if you're sensitive. Your objective updates, and you can investigate her bed (where you can sleep), and more importantly, her terminal and safe, which holds a variety of medical supplies. There's a Sack to open, and Yeast to grab, too. The terminal contains the following entries:

It seems Marcella is a missionary; there's a quote from John 8:12 on her terminal, along with four sets of entries. Read them from the bottom to top if you're interested in digesting her adventures chronologically. They record her travels and some of the people she's met along the way. Yes, she mentions you, too.

Your quest updates, and you can finish the work that Marcella started, and find a way to destroy this book forever, or you can change your mind, and head to Blackhall Manor for a sizable prize, and the return of an old man's book.

Marcella's Safe Key

Pre-War Book

Holotape: Marcella's Last Words

Marcella's Medical Supply Safe Items

Yeast

NEW OBJECTIVE

"Take the Krivbeknih to Odadiah OR Take it to the Dunwich Building in the Capital Wasteland" begins.

Note

This quest is still in two paths, and you have an important Karmic (or Cap-based) decision to make!

BLACK ARTS AT BLACKHALL MANOR

The closer of the two remaining paths involves returning (either from the Ritual Site or the Disaster Relief Outpost) to Blackhall Manor. Head back to where you first found Obadiah; he remains on his chair near his breathing apparatus. Hand over the book, you roughneck!

You can oblige, while requesting your blood money. The following Caps are added.

Or, you can remain unsure, keep the book, and choose the other conclusion to this quest.

Or, you can inquire about Marcella's death.

Kill the old man if you wish, but only if you are sure you want to complete the quest with the other option.

Caps (1,000)

100 XP

Horror in the root cellar. Follow Obadiah to his underground shrine, and watch the old coot play with powers beyond your understanding.

Assuming you collect your reward, Obadiah wanders the halls of his mansion, moving into the Billiards Room, and through a secret entrance behind the bookcase, which leads down to a musty old root cellar. There's little in the way of items to grab, so watch Obadiah kneel before the headless corpse of a Creeper, and begin a strange chant. Interrupt his activities to receive a stern rebuke. Nothing's happening here, so bid goodbye to this maniac, or gun him down where he kneels. Your quest was done when the book was handed over.

DERRING DO AT THE DUNWICH BUILDING

Note

A map of the Dunwich Building interior is located on page 378.

You can attempt this other option as soon as you retrieve the Krivbeknih from the Ritual Site, once you find Marcella at the Disaster Relief Outpost, or if you second-guess yourself just before handing the book to Obadiah at the Blackhall Manor. To conclude this quest, you must leave Point Lookout. Head back to the *Duchess Gambit*, usually completing the **Freeform Quest: Tailing the Tomboy** in the process. Set course for the Capital Wasteland, arriving at the Mirelurk Jetty across from the Jefferson Memorial. From there, a colossal trek begins, all the way to the southwest corner of the Capital Wasteland, to the ominous Dunwich Building [LAT -26/ LONG -18].

An odd, cool air wafts about this place. Perhaps Ronald was right; this is no place for a Scavenger hunt….

In a remote and deserted promontory surrounded by rocky terrain in the southwest corner of the Wasteland is the Dunwich Building. Once a thriving complex forming part of the Dunwich Borers Corporation, it has fallen into ruins. Raiders and Scavengers are rarely ready to risk venturing into this structure, and those surviving a look inside are never quite the same again. Ronald Laren, over at Girdershade, mentions the strangeness of this structure. Still, who dares, wins, right? Enter the main (and only) entrance.

The Strange Case of Jaime Dexter Palabras

A skeleton, collapsed between two Ammo Boxes, greets you as you enter this godforsaken place. To the left (west) is a small foyer with scattered tables, a flickering Nuka-Cola machine, and a small table stacked with Holotapes. They reveal a man's desperate search for his father, who is searching for a building and carrying a strange book. There are five Holotapes to listen to. You may have already found these in earlier adventures. You can check the Dunwich Building (7.11) in the Zone 7 tour section on page 378.

Continue down the main corridor, until it ends in rubble. Retrace your steps to two doorways: one left (west) with a wooden door to open, the other on your right. Head right, listening to the odd background static and murmuring. There are stairs up, but don't head there yet. Instead, move around the corner into a small storage room under the stairs, and discover an Assault Rifle, four Ammo Boxes, and a Nuka-Cola Quantum.

Ignore the stairs for the moment, and head west, opening the wooden door. Bring out a close-assault weapon if you're not sneaking, and edge forward, through the doorway opposite or the hole in the wall. There's a Ghoul! Once it and its brethren are defeated, inspect the office area to the north, and another ahead with a radio; the source of the static. By the radio is Jaime's sixth Journal Entry.

Ammunition Box (6)

Note: Jaime's Personal Journal: Entry 01/09

Note: Jaime's Personal Journal: Entry 02/09

Note: Jaime's Personal Journal: Entry 03/09

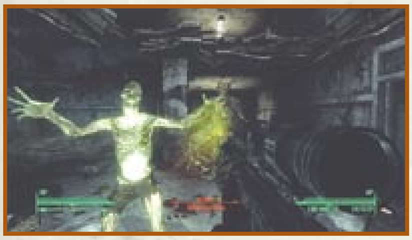
Note: Jaime's Personal Journal: Entry 04/09

Note: Jaime's Personal Journal: Entry 05/09

Note: Jaime's Personal Journal: Entry 06/09

Assault Rifle

Nuka-Cola Quantum



There are lurkers at this threshold; shambling corpses with eyes dead, but dreaming.

Head up the stairs, watching for a Ghoul attack from the fiend to your left. At the north-south corridor, stifle your fear at the odd gasping and panting, and turn right (south). Move down the corridor to the end, and around the corner. There must be a stiff breeze; that wooden door opened on its own! Deal with the Ghoul threat, check the end of the corridor (there's a Nuka-Cola machine), and then check the office to the left (north). There's nothing here except the bones of the dead. Continue northward, into an east-west connecting corridor, and choose either doorway and head north into the next pair of offices. Ahead, shafts of light pierce the gloom.

The working terminal to the east is a trap. Disarm it and claim the Frag Grenade. Ghouls are skulking about here. Move gingerly across the next office, taking care not to fall through the holes, then check the lone desk to the northwest. It too is booby trapped, so disarm it and pocket the Grenade. The door in the northwest corner of this office leads to the corridor to the north. You can now head to the stairwell, or drop through a hole to reach the next floor down.

Head (or drop) into a large chamber with a pile of debris and skeletons in the middle. Deal with the marauding corpse, and then locate the only exit: a door to the northwest on the same wall as the one you came in from. This leads to a gruesome office with scattered body parts. On the desk next to the human torso and head lies another Holotape. Listen to it, then open the Door to Forsaken Dunwich Ruins.

Tip

If you wear the Ghoul Mask that Roy Phillips gave you for helping him in Miscellaneous Quest: Tenpenny Tower, there will be neither suffering, nor death.

Frag Grenade (2)

Note: Jaime's Personal Journal: Entry 07/09

Violating the Forsaken Dunwich Ruins

Ug-Qualtoth knows the gate. Ug-Qualtoth is the gate. Ug-Qualtoth is the key and guardian of the gate!

Head through the rubble-filled corridors, heading west, into... What was THAT?! Shake off the hallucination, and draw your weapon to destroy a Glowing One. When the madness has receded, inspect the room. There's an exit and stairs to your left (southeast). There's a fallen area of ceiling where you saw...what you think you saw. This ceiling can be used as a ramp up to the next floor. Before you choose either means of ascension, you can grab another Holotape, and access a working terminal, which still has auto-dictation software for a man named Herman Granger. Mr. Granger, as you'll hear, went through some changes.

Move up to the next floor via the stairs or fallen floor, and locate the small storage room to the south. It has a First Aid Box in it. Carefully maneuver across the girders keeping the remains of the floor at this level, and locate the locked wooden door to the north. Open up the three Ammo Boxes, then access the terminal. It has the last note from a long-dead Scavenger (the skeleton at your feet):

The Scavenger is trapped here. He hears "those things" sniffing, screaming, and wandering outside. He thought this place was abandoned, but is now in here, scared out of his mind. He told Billy to meet him here with some extra ammo. That was three days ago....

Note

You might be using Billy's ammo. He's the skeletal remains at the front door you almost tripped over.

Note: Jaime's Personal Journal: Entry 08/09

First Aid Box

Ammunition Box (3)

When you're ready to press on, move to the north-south corridor with the giant hole on the east side that opens into the large office without the floor. There's a doorway here to the northwest. Follow it around, to the south, and peer through the gloom. Blast at the foes here, then leap into another large office with only a latticework of floor beams stopping you from dropping into the under-chamber below.

Carefully explore this top area first; there's a restroom with a skeleton and some Jets to the northwest, stairs leading down (to the west), and opportunities to blast Ghouls down below, instead of falling, and being ravaged by them. When you're done, drop down, head south, and locate the Door to Virulent Underchambers.

Interior Notes: Virulent Underchambers

The merging of two dangerous occult elements allows Jaime to finally rest, and you to savor the aroma of burnt Ghoul.

Enter another office space with precarious flooring, and move to the middle to claim another Holotape on the desk. Drop through to the next floor, carefully avoiding the gaping hole in the middle of this chamber, and drop again, using the perimeter flooring to find a First Aid Box near a fire hose box. The air is getting thicker and radioactive. Take the plunge into the final, rubble-filled basement room (you might want to tag the fire extinguisher from above and catch the Ghouls with the splash damage). There is one exit door to the southeast.

Enter a small concrete tunnel winding down to a stairwell, with a First Aid Box at the bottom, and another metal door. This leads to a short, U-shaped passage to another stairwell, with a doorway under it. Head north, to a final metal door, and pull it open. Stairs lead down through a natural tunnel that opens up into a cavern, where the cacophony of shrieking reaches a crescendo! Jaime Palabras and a contingent of Ghouls await and attack! You have two options:

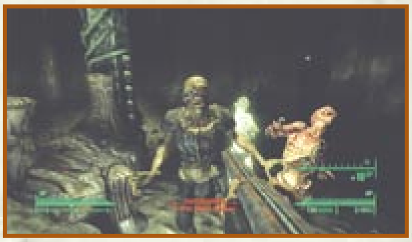
Fight them off, then inspect the chamber. It features a very odd carved obelisk in the middle, with a body and skulls fused to it. It also gives off radiation. There are three Ammo Boxes, but no sign of the "book" that Jaime ranted about.

Or, you can quickly and directly head for the carved obelisk itself. The power emanating from it is making you tremble. Without delay, produce the Krivbeknih, and jam it into the obelisk, burning it beyond recognition, and setting the Ghouls ablaze. Quickly rid yourself of the final foes.

You've Gained Karma!

100 XP

The Dunwich Obelisk shares its origins with the Krivbeknih, but only the Screaming Sound of Ug-Qualtoth can wield this power.



Your quest is over, but you still need to exit this terrifying place! Retrace your steps to the stairwell (the second one you found), and ascend to the small connecting passage. It leads to a chamber with a Bobblehead—Melee Weapons on the floor. Open the door that leads back into the Dunwich Building, to an upper office area you couldn't previously reach. Drop down; you're in the western offices, meaning you can exit, and never speak of this again.

First Aid Box (2)

Note: Jaime's Personal Journal: Entry 09/09

Ammunition Box (3)

Bobblehead—Melee Weapons

POST-QUEST ACTIVITIES

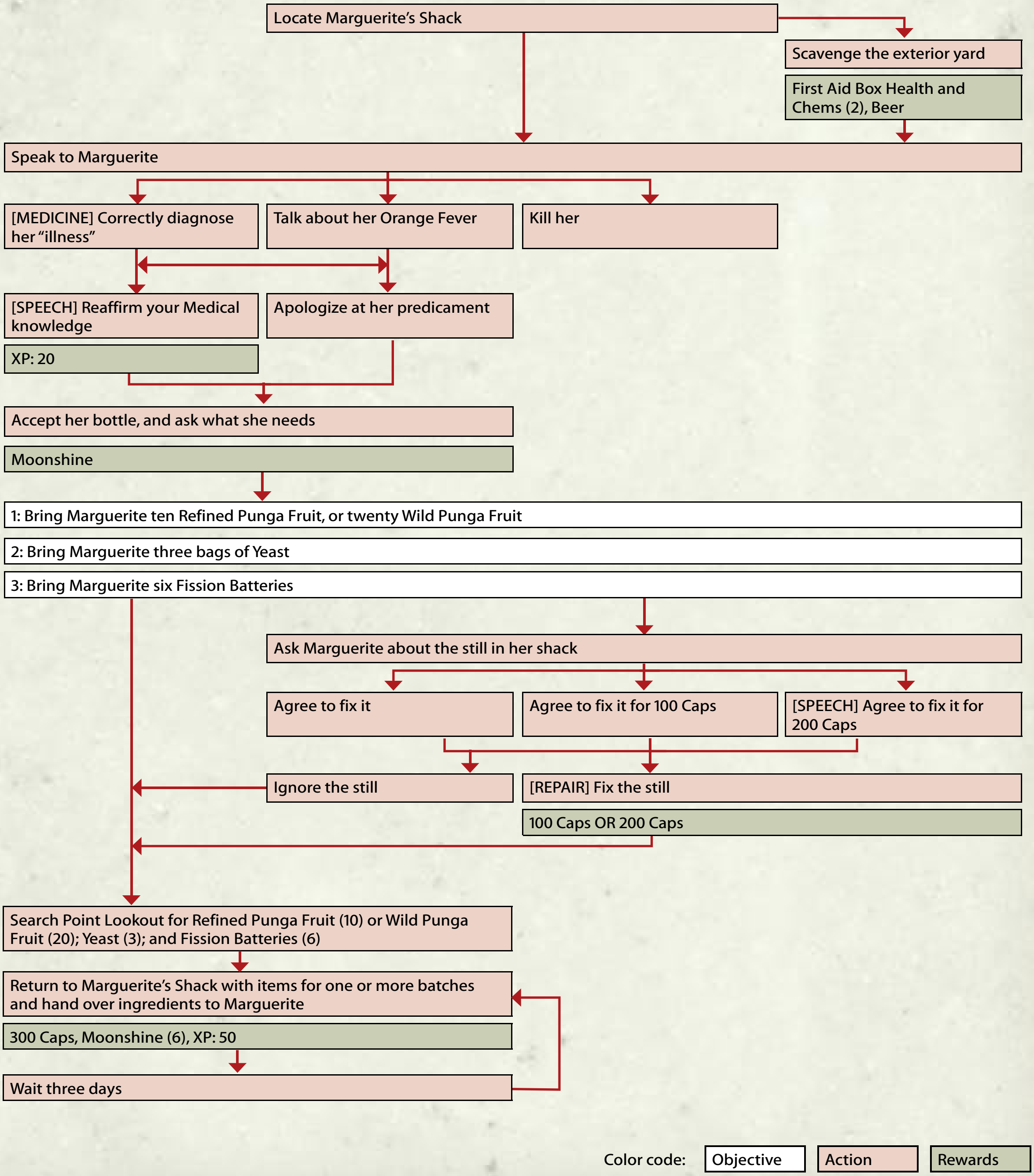
Ritual Knife
DAM 12, WG 1, VAL 9

Because the Krivbeknih cannot be sold, and isn't worth the leathery entrails it was bound in (the current climate for occult tomes is inclement), the main prizes for finishing this quest are the Ritual Knife, which is a good addition to your Melee Weapons, and a giant Karmic or Cap boost depending on your choices.

Miscellaneous Quest:
A Spoonful of Whiskey

QUEST FLOWCHART

	MISCELLANEOUS QUEST
Main Characters	Marguerite
Locations	Marguerite's Shack
Adv. Items/Abilities	Speech, Medicine, Repair, Refined Punga Fruit (10), Wild Punga Fruit (20), Yeast (3), Fission Battery (6)
Possible enemies	—


Locate Marguerite's Shack
Scavenge the exterior yard
First Aid Box Health and Chems (2), Beer
Speak to Marguerite
[MEDICINE] Correctly diagnose her "illness"
Talk about her Orange Fever
Kill her
[SPEECH] Reaffirm your Medical knowledge
XP: 20
Apologize at her predicament
Accept her bottle, and ask what she needs
Moonshine
1: Bring Marguerite ten Refined Punga Fruit, or twenty Wild Punga Fruit
2: Bring Marguerite three bags of Yeast
3: Bring Marguerite six Fission Batteries
Ask Marguerite about the still in her shack
Agree to fix it
Agree to fix it for 100 Caps
[SPEECH] Agree to fix it for 200 Caps
Ignore the still
[REPAIR] Fix the still
100 Caps OR 200 Caps
Search Point Lookout for Refined Punga Fruit (10) or Wild Punga Fruit (20); Yeast (3); and Fission Batteries (6)
Return to Marguerite's Shack with items for one or more batches and hand over ingredients to Marguerite
300 Caps, Moonshine (6), XP: 50
Wait three days
Color code:
Objective
Action
Rewards

TONIC TROUBLE

Tucked away in the wooded swamp glades is an old shack, eliciting the promise of illicit alcohol and inbreeding.

During your travels through the fearsome swamps, you occasionally encounter rural folk who don't immediately savage you for your pristine flesh and smooth skin. Marguerite's Shack is one such location. To reach it, begin at the east-west road remains just north of the Point Lookout Boardwalk. At the T-junction adjacent to the Homestead Hotel [LAT 07/LONG 08], head due north, passing across the remains of the Covered Bridge [LAT 08/LONG 06], pausing to grab two First Aid Boxes, and some Chems and Food provisions. Take what you need, then cross to the edge of the swamp. You're likely to be set-upon by a group of Swampfolk, although you can use some nearby Smugglers to your advantage and let them fight it out, with you mopping up the survivors.

From the point where the road bends to the northeast, step into the woods. It's a short hop, step, jump, swim, stagger, and splutter to a woodland shack that's seen better days. Aside from strung-up skeletons, a bathtub of old Whiskey bottles, and some Beer by the rocking chair on the riverside stoop, this place is deserted. Locate the Storm Door to Marguerite's Shack, and enter.

First Aid Box (2)

Beer

Enter the shack, and speak to a woman sitting on her bed. She explains that she's suffering from Orange Fever and needs your help. You can respond with the following:

Your **Medicine** skill tells you that Orange Fever isn't a real illness, and you inform her of this fact.

Or, you can ask how to treat Orange Fever.

Or, you can sarcastically remark that you've got the Mauve Plague, and that you shouldn't cough on each other.

If Marguerite responds that your utterances are "just an awfully rude thing to say, sweetie," you can:

Use **Speech** skill to reaffirm your knowledge that Marguerite is faking it.

Or, apologize at her illness, made up or not.

XP **20 XP**
With successful Medicine and Speech Challenge

Whether Marguerite deems you a hogsfool or not, you can speak to her about the tonic she wants you to make, the still that needs to be fixed up, or ask more about her. Do this in any order. Talk about the tonic to begin this quest: The tonic is a secret family recipe, but Marguerite needs your help gathering ingredients. She'll share each batch she makes, and sweeten the deal by paying you 300 Caps each time.

Ask what the stuff is, and Marguerite offers you a dose…er…bottle. Take the Moonshine.

Ask what she needs to concoct this potentially dangerous brew. When you're ready, ask what specifically is needed. She notes the following:

» You'll need Punga Fruit, Yeast, and some Fission Batteries for that extra kick. You can ask more specifically about each type, and receive more detailed answers. Your quest objective updates:

Moonshine

NEW OBJECTIVE
"Bring Marguerite ten Refined Punga Fruit, or twenty Wild Punga Fruit" begins.

NEW OBJECTIVE
"Bring Marguerite three bags of Yeast" begins.

NEW OBJECTIVE
"Bring Marguerite six Fission Batteries" begins.

If you want a brief history of Marguerite's lot, ask her. Then try asking about the still next. You can:

Fix it up for 100 Caps.

Or, use your **Speech** skill to sweet-talk her into agreeing to mend the still for 200 Caps.

Or, offer to fix it for free, if you have an aversion to wealth.

Move into the back room, and locate the still in the southwest corner. Activate the Moonshine Still, and you notice it has several loose fittings and some corrosion, but this could be repaired with sufficient skill. You can:

Leave the still alone. Marguerite can still make the Moonshine, but it isn't quite as potent.

Or, **Repair** the still. Return and tell Marguerite of your accomplishment, and she awards you the Caps you requested.

Moonshine

You can also steal Marguerite's food and drink items, and gun her down. The quest becomes untenable after this point. Marguerite has a Sawed-Off Shotgun and some clothing, but nothing worth bludgeoning her to death with a Shovel for.

WALKING FOR SPIRITS

Your task, which can take as long as you like, involves collecting a set number of ingredients that Mama Marguerite has instructed you to find. It is usually advisable to continue with other quests and activities, adding ingredients to your collection as you stumble across them. The following items are needed:

ITEM	NUMBER REQUIRED
Refined Punga Fruit	10 †
Wild Punga Fruit	20 †
Yeast	3
Fission Battery	6

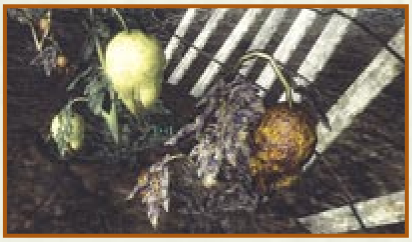
† Marguerite accepts either 10 Refined Punga Fruit, or 20 Wild Punga Fruit, but not a mixture of the two.

Tip

The Tour of Point Lookout section provides examples of where to find the three ingredients. Check every location for item references, so you can quickly find the missing items you need.

PART 1: A REFINED TASTE

A lonely cathedral on a blasted heath is home to a giant Punga collection, and a load of crazy cultists.



The delicious Punga comes in two varieties; Refined (on the left; bright green) or Wild (on the right; mottled green).

Punga Fruit comes in two forms: the Refined and Wild varieties. Wild Punga is easy to find. It grows naturally all across the swamps, is sold by merchants such as Haley at Haley's Hardware [LAT 09/LONG 07], and any size of fruit counts as one of the 20 you need. However, the largest concentration of plants around, and a place you can return to again and again for Punga, is the Ark & Dove Cathedral [LAT 12/LONG 03]. Head to this ominous building, but only after you've completed **Point Lookout Main Quest: Walking with Spirits**; otherwise the place is sealed. You can harvest Punga Fruit all around the garden, or inside the hydroponic enclosures inside the building. However, if you sided with Desmond during the Main Quest, the remaining Tribals aren't the friendliest bunch of lobotomized maniacs you've met....

Tip

There's easily enough Punga Fruit in the cathedral for a batch of Moonshine.

PART 2: FERMENTS? I'VE HAD A FEW

The second ingredient is Yeast, and Point Lookout has a plentiful supply. In fact, you'd be hard-pressed not to find Yeast at almost every location. A good plan is to pick up Yeast during your Main Quest activities, so you already have three bags when you start this Miscellaneous Quest. If you're short on Yeast, the cathedral is another great place to find all three bags in one spot: on one of the pews on the right (southwest) side of the cathedral interior. This means entering the building, and possibly incurring the wrath of the Tribals. Or, try any of the merchants.

PART 3: BATTERY INCLUDED

Excavated muck holes, where a long-dead geological survey team once prodded, is a good place to "go fission."

The most difficult item to find is the Fission Battery, because they aren't quite as numerous across Point Lookout as the other two ingredients. However, there is an easy way to have already obtained enough Fission Batteries for this quest, if you've already done some previous expeditions: Providing you've visited the Underground Lab beneath the Point Lookout Lighthouse during **Main Quest: A Meeting of the Minds**, you should have secured at least four Fission Batteries from the various rooms inside. Now complete **Miscellaneous Quest: An Antique Land**, as you'll find a Fission Battery at each of the soil survey sites (Ghoul-infested Excavated Muck Hole [LAT 06/LONG 05], Gas Shack and Excavated Muck Hole [LAT 06/LONG 01], Ghoul-infested Excavated Muck Hole [LAT 01/LONG 01). This should bring your total up to more than six. Or, you can always steal the three Fission Batteries on the outside shelves of Haley's Hardware [LAT 09/LONG 07].

Note

You don't have to follow this advice. Simply take your time and complete other quests while remembering to search everywhere for these objects. The previous locations are where to easily find the ingredients you need.

STILL GOT IT

When you've acquired all the ingredients you need, return to Marguerite's Shack, which may now be guarded by a Creeper or two. Dispatch foes or flee inside the shack, where Marguerite welcomes you. Ask her about the tonic once more, and then speak about each of the ingredients, using options only available once you've collected enough. Your items are removed, and your objectives updated. Then ask how the brew is going, and Marguerite tells you it's going to take about a day to mature. Why don't you come back in a piece? You can, or you can simply wait 12 hours, and speak with her again. You'll know when the brew is done, as Marguerite is taking a more relaxed position on the floor. You're given your reward, after which you can return to make another brew, but only after three days have passed.

300 Caps

Moonshine (6)

Note

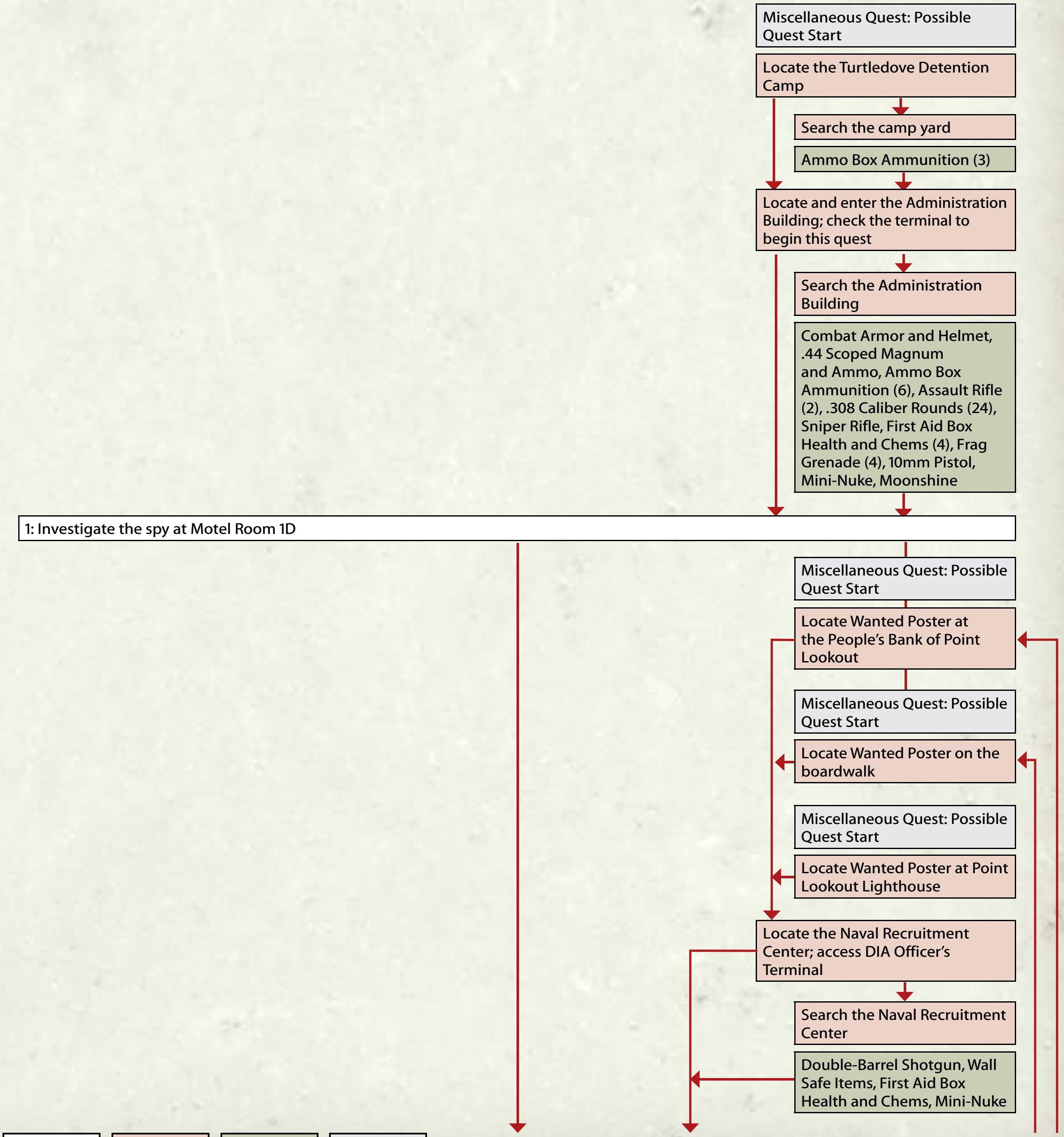
When imbibed, Moonshine affects your stats twice as much as regular alcohol, and you suffer the same withdrawal effects if you become addicted to it.

50 XP

Miscellaneous Quest: The Velvet Curtain

QUEST FLOWCHART

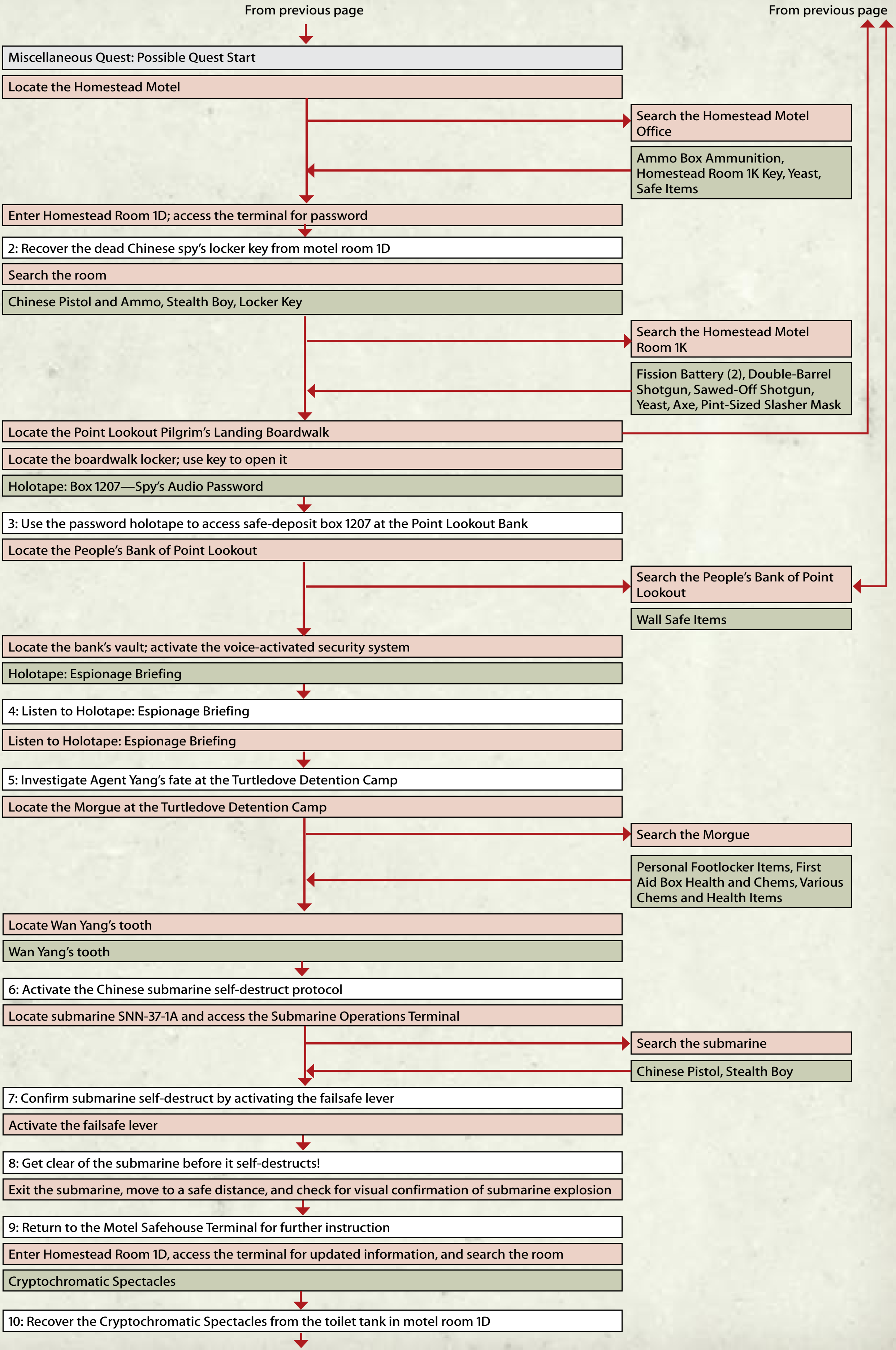
	MAIN PATH	OPTIONAL PATH
Main Characters	Wan Yang (Deceased), Agent Jiang (Deceased)	—
Locations	Turtledove Detention Camp, Sewer Entrance to Septic Tunnel Access, Point Lookout Lighthouse, People's Bank of Point Lookout, Naval Recruiting Center, SNN-37-1A, Calvert Hothouse (Chinese Intelligence Bunker), Hatch to Runoff Pipe	Turtledove Detention Camp, Sewer Entrance to Septic Tunnel Access, Point Lookout Lighthouse, People's Bank of Point Lookout, Naval Recruiting Center
Adv. Items/Abilities	—	
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Smuggler, Ghouls, Robobrain, Sentry Bot, Mole Rat, Vicious Dog, Radroach, Protectron	


Miscellaneous Quest: Possible Quest Start
Locate the Turtledove Detention Camp
Search the camp yard
Ammo Box Ammunition (3)
Locate and enter the Administration Building; check the terminal to begin this quest
Search the Administration Building
Combat Armor and Helmet, .44 Scoped Magnum and Ammo, Ammo Box Ammunition (6), Assault Rifle (2), .308 Caliber Rounds (24), Sniper Rifle, First Aid Box Health and Chems (4), Frag Grenade (4), 10mm Pistol, Mini-Nuke, Moonshine
1: Investigate the spy at Motel Room 1D
Miscellaneous Quest: Possible Quest Start
Locate Wanted Poster at the People's Bank of Point Lookout
Miscellaneous Quest: Possible Quest Start
Locate Wanted Poster on the boardwalk
Miscellaneous Quest: Possible Quest Start
Locate Wanted Poster at Point Lookout Lighthouse
Locate the Naval Recruitment Center; access DIA Officer's Terminal
Search the Naval Recruitment Center
Double-Barrel Shotgun, Wall Safe Items, First Aid Box Health and Chems, Mini-Nuke

Color code: Objective | Action | Rewards | Other Quest

Continued on next page

Continued on next page



From previous page

From previous page

Miscellaneous Quest: Possible Quest Start

Locate the Homestead Motel

Search the Homestead Motel Office

Ammo Box Ammunition, Homestead Room 1K Key, Yeast, Safe Items

Enter Homestead Room 1D; access the terminal for password

2: Recover the dead Chinese spy's locker key from motel room 1D

Search the room

Chinese Pistol and Ammo, Stealth Boy, Locker Key

Search the Homestead Motel Room 1K

Fission Battery (2), Double-Barrel Shotgun, Sawed-Off Shotgun, Yeast, Axe, Pint-Sized Slasher Mask

Locate the Point Lookout Pilgrim's Landing Boardwalk

Locate the boardwalk locker; use key to open it

Holotape: Box 1207—Spy's Audio Password

3: Use the password holotape to access safe-deposit box 1207 at the Point Lookout Bank

Locate the People's Bank of Point Lookout

Search the People's Bank of Point Lookout

Wall Safe Items

Locate the bank's vault; activate the voice-activated security system

Holotape: Espionage Briefing

4: Listen to Holotape: Espionage Briefing

Listen to Holotape: Espionage Briefing

5: Investigate Agent Yang's fate at the Turtledove Detention Camp

Locate the Morgue at the Turtledove Detention Camp

Search the Morgue

Personal Footlocker Items, First Aid Box Health and Chems, Various Chems and Health Items

Locate Wan Yang's tooth

Wan Yang's tooth

6: Activate the Chinese submarine self-destruct protocol

Locate submarine SNN-37-1A and access the Submarine Operations Terminal

Search the submarine

Chinese Pistol, Stealth Boy

7: Confirm submarine self-destruct by activating the failsafe lever

Activate the failsafe lever

8: Get clear of the submarine before it self-destructs!

Exit the submarine, move to a safe distance, and check for visual confirmation of submarine explosion

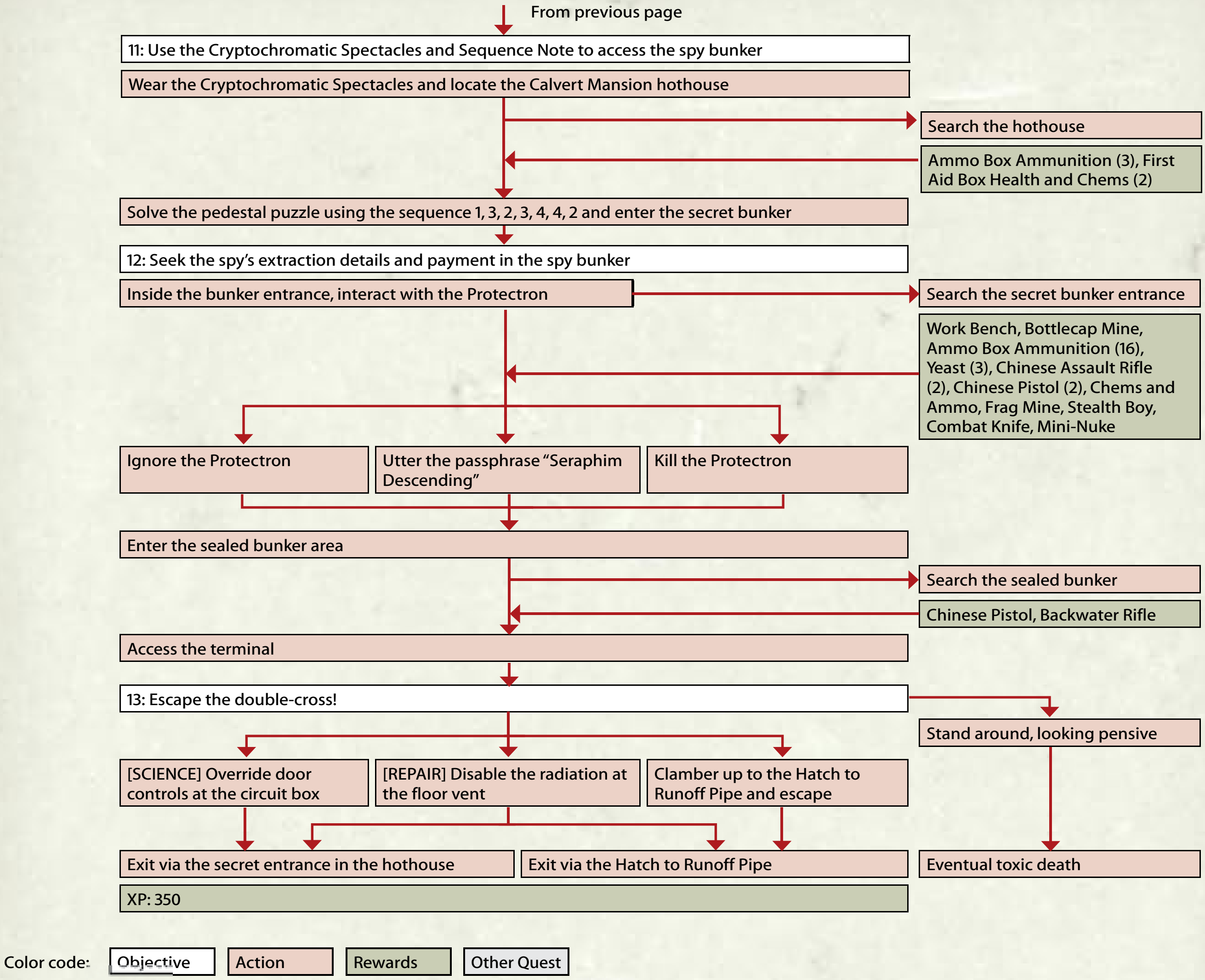
9: Return to the Motel Safehouse Terminal for further instruction

Enter Homestead Room 1D, access the terminal for updated information, and search the room

Cryptochromatic Spectacles

10: Recover the Cryptochromatic Spectacles from the toilet tank in motel room 1D

Continued on next page


From previous page
11: Use the Cryptochromatic Spectacles and Sequence Note to access the spy bunker
Wear the Cryptochromatic Spectacles and locate the Calvert Mansion hothouse
Search the hothouse
Ammo Box Ammunition (3), First Aid Box Health and Chems (2)
Solve the pedestal puzzle using the sequence 1, 3, 2, 3, 4, 4, 2 and enter the secret bunker
12: Seek the spy's extraction details and payment in the spy bunker
Inside the bunker entrance, interact with the Protectron
Search the secret bunker entrance
Work Bench, Bottlecap Mine, Ammo Box Ammunition (16), Yeast (3), Chinese Assault Rifle (2), Chinese Pistol (2), Chems and Ammo, Frag Mine, Stealth Boy, Combat Knife, Mini-Nuke
Ignore the Protectron
Utter the passphrase "Seraphim Descending"
Kill the Protectron
Enter the sealed bunker area
Search the sealed bunker
Chinese Pistol, Backwater Rifle
Access the terminal
13: Escape the double-cross!
Stand around, looking pensive
[SCIENCE] Override door controls at the circuit box
[REPAIR] Disable the radiation at the floor vent
Clamber up to the Hatch to Runoff Pipe and escape
Exit via the secret entrance in the hothouse
Exit via the Hatch to Runoff Pipe
Eventual toxic death
XP: 350
Color code:
Objective
Action
Rewards
Other Quest

Note

Optional investigations provide an informative overview of a clandestine operation in this part of Maryland. It is purely optional, although you need to return to the Turtledove Detention Camp later in this quest, and can face (or avoid) any enemies then.

[OPTIONAL INVESTIGATION]: INTERNMENT AT TURTLEDOVE CAMP

The Turtledove Detention Camp is through the swamps, directly north of Point Lookout Township. Trek through the marshes, brandishing your finest yokel-hunting weaponry, and bring out pulse-based weaponry for a final assault as you close in on the Detention Camp grounds. Target turrets and Sentry Bots as you head through either the open main gate to the south, or the gap in the fence to the west. There are also Ghouls nearby, making combat even more frantic; you are advised to let the Robots and Ghouls attack each other while you take out the turrets and any remaining entities. During combat, you may wish to seek cover on the lookout tower to the northeast. Here, you'll find a trio of Ammo Boxes. The real reason you're here is to investigate the Administration Building, on the west side of the camp.

Ammunition Box (3)

There is a stealthy method of maneuvering to the Administration Building: Head to the Sewer Entrance to Septic Tunnel Access [LAT 07/LONG 02], open the hatch, and **Sneak** along the tunnel, into the Morgue, and open the Morgue doors that lead outside, just south of the Administration Building. From here, you can sprint or **Sneak** to the door and enter without engaging hostiles.

Open the door and head northwest to the administrator's cubicle, where you'll find Combat Armor and a Helmet, a .44 Scoped Magnum and ammo, and two Ammo Boxes. Activate the terminal, and check out the entries on Camp operations, interrogations, and their efforts to locate a suspected spy.

NEW OBJECTIVE

"Investigate the spy at Motel Room 1D" begins.

Now head southeast to a weapons table and gather two Assault Rifles, .308 Caliber Rounds, a Sniper Rifle, four Ammo Boxes, and three First Aid Boxes on the wall. Don't forget to check the wall shelf for four Frag Grenades, various ammo, a 10mm Pistol, and a Mini-Nuke. Make a quick check of each of the Bunkhouses outside, in the main camp itself. Bunkhouse A has a couple of footlockers and a First Aid Box. Bunkhouse B has an Axe near a long-dead skeleton. Interrogation Room A has a Stimpak and a skeleton. Interrogation Room B has some Moonshine, Mentats, cutting implements, and a Stimpak.

- **Combat Armor and Helmet**
- **Ammunition Box (6)**
- **.308 Caliber Rounds (24)**
- **First Aid Box (4)**
- **10mm Pistol**
- **.44 Scoped Magnum and Ammo**
- **Assault Rifle (2)**
- **Sniper Rifle**
- **Frag Grenade (4)**
- **Mini-Nuke**

[OPTIONAL INVESTIGATION]: POINT LOOKOUT'S MOST WANTED

Another way to gain initial clues to this quest, but without starting it specifically, is to look for a Most Wanted Poster around these parts. There's one on the noticeboard to the right, just as you enter Point Lookout Lighthouse. There's another if you're facing south, heading down the boardwalk. There's a third inside the People's Bank of Point Lookout. All give the same information, which is most of what you read on the Administrator's Terminal: Wan Yang is a suspected communist and Chinese sympathizer. Any suspicious activity should be reported to Lt. Krumfolz at the Recruitment Station in town.

If you're an obedient citizen, you can check in at the Naval Recruitment Center adjacent to the bumper cars. Head inside and knock the thorax off the scuttling Radroaches before checking on the skeleton slumped behind the desk. He carried a Double-Barrel Shotgun with ammunition. There's other debris on the desk, but the side room to the east provides more information and items. Open the Wall Safe tucked next to the lockers. There's First Aid on the wall and a Mini-Nuke on the table next to the DIA Officer's Terminal. Access this computer for some basic information on Wan Yang; essentially a limited version of the notes available on the Turtledove Administrator's Terminal. This doesn't begin the quest, though.

- **Double-Barrel Shotgun**
- **First Aid Box**
- **Wall Safe Items**
- **Mini-Nuke**

Note

It's not strictly necessary to complete either of the previous two options to begin this quest, but you receive copious clues to future actions if you thoroughly read the notes on the Administrator's Terminal at the detention camp. Simply head to Room 1D when you wish to begin the critical path of this quest.

BREAKING AND ENTERING AT THE HOMESTEAD MOTEL

The Homestead Motel might have been a picturesque place for a weekend getaway, but it's a rotting pile of a structure, with debris and Vicious Dogs roaming the yard. Your detention camp instructions mention Room 1D, which should be your next main location to break into. But before you shove your way into the room, check the Homestead Motel Office next to the "Free Breakfast" sign on the roadside. Once inside, check below the cash register for an Ammo Box, and Homestead Room 1K Key on the counter itself. There's Yeast in a back cubbyhole opposite a TV with a Safe under it. Take what you want, and leave. The three other rooms in this motel are 1D, 1G, and 1K.

- **Ammunition Box**
- **Yeast**
- **Homestead Room 1K Key**
- **Safe Items**

It seems the Chinese were actively plotting in this region; your foraging is turning up more about this clandestine operation.

The quest begins in earnest when you open the (unlocked) door to Room 1D, and rummage around inside. A skeleton lies on the bed (which can be slept on). Next to the bed is a dresser with a Chinese Pistol and Ammo. The suitcase has an item of interest, but there's little else except some clothing to find in this room. On the other side of the bed though, is a Safehouse Terminal next to a Stealth Boy. Access it, and you are greeted as if you're Doctor Jiang (who you surmise is on the bed). The terminal plays a message thanking Jiang for defecting, and instructing him to use the key he was given to open a public rental locker on the boardwalk. This gives Jiang a password to a mission dossier.

- **Chinese Pistol and Ammo**
- **Stealth Boy**

NEW OBJECTIVE

"Recover the dead Chinese spy's Locker Key from motel room 1D" begins.

After your objective updates, ransack the room for the Locker Key, which you'll eventually find inside the luggage case.

- **Locker Key**

NEW OBJECTIVE

"Recover the dead Chinese spy's mission debriefing from the locker in Point Lookout" begins.

The Ten-Gallon Sized Slasher: One of two masks available in Point Lookout. Pair it with a Ritual Knife for a gruesome get-up.

Before you investigate the locker, you can optionally check the other two available rooms inside the Homestead Motel. Farther along the exterior to the east is Room 1G. Once you pry open the door, you can sift through the remains of an ancient firefight. A skeleton lies crumpled by the queen-sized bed; grab the Fission Battery and Double-Barrel Shotgun. The other skeleton is in the bathroom, slumped by a Sawed-Off Shotgun. The Storm Door to Room 1K is to the rear of the premises. Once you open the door, or use the Homestead Room 1K Key, you can step inside and witness what was likely to be an abomination of hideousness!

Fortunately, everything is skeletal, but blood's splattered everywhere, skeletons and bones are skewered on a variety of poles, and there's general horror throughout. Check the area for a trunk with goods inside it, Yeast, an Axe on the bed (naturally), a Fission Battery by the TV, and a Pint-Sized Slasher Mask in the bathtub! Now you can relive your Tranquility Lane nightmares!

Fission Battery (2)

Double-Barrel Shotgun

Sawed-Off Shotgun

Yeast

Axe

Pint-Sized Slasher Mask
DR 1, WG 2, VAL 3, PER -1, Melee Weap. +5

TAKE IT TO THE BANK

Then it's off to the bank.

Leave the motel, and head toward the boardwalk, taking a stroll down toward the pier itself, while brandishing a favored weapon. A group of Smugglers appears as you reach the oceanside promenade—deal with them violently. When the coast is literally clear, inspect the set of lockers nearby, one of which requires the Locker Key to open. Inside is a Holotape vital to your investigation; it contains an audio password. Listen to the Holotape, which gives you a clue to a safe-deposit box at the nearby People's Bank of Point Lookout. Retrace your steps northward along the boardwalk to the main east-west road. The bank itself is adjacent to the bumper cars, on the eastern side compared to the Naval Recruitment Center, and the third Wanted Poster is adjacent to the bank building, too. Head inside.

Holotape: Box 1207—Spy's Audio Password

NEW OBJECTIVE
"Use the password Holotape to access safe-deposit box 1207 at the Point Lookout Bank" begins.

Enter the bank, pausing to ransack the loan officer's desk, and then head behind the counter, battling Radroaches as you go. Access the Wall Safe behind the desk, then the desk terminal, and optionally check the three information notes on the computer. Most importantly, you can learn about the bank's voice-recognition security program; it's experiencing some problems. Perhaps using a Holotape recording would work?

Wall Safe Items

Open the cell door, and step into the vault at the rear of the bank. Before you begin shouting at the voice-activated security system, check the vault for other treasure. When you activate the security system, you have two usual options, but saying the password "xin tian weng" doesn't open the deposit box because you aren't the specific owner of the box. Instead, use your Pip-Boy 3000 to play the Spy's Audio Password to the machine, then access it again. Your workaround results in Deposit Box 1207 swinging open! Unless you like collecting useless paper, ignore the Pre-War Money, and take the Holotape: Espionage Briefing from the box.

Holotape: Espionage Briefing

NEW OBJECTIVE
"Listen to Holotape: Espionage Briefing" begins.

As you're walking out of the bank, optionally checking out the Most Wanted Poster, listen to the Holotape you just picked up. It appears (as you'll know if you consulted the Administrator's Terminal at the Turtledove Detention Camp) that Agent Yang is being held at the camp itself. Naturally, this was 200 years ago, so any evidence of this is likely to be a bit "bony."

NEW OBJECTIVE
"Investigate Agent Yang's fate at the Turtledove Detention Camp" begins.

THE WHOLE TOOTH, AND NOTHING BUT THE TOOTH

Leave the relative safety of Point Lookout and travel the backroads, turning the Swampfolk into steaming ash piles as you trek northward to the Turtledove Detention Camp. If you've been here before you can use the Sewer Entrance to Septic Tunnel Access [LAT 07/LONG 02] to access the camp's Morgue (there's a footlocker to ransack in the tunnel itself), or head in via the main entrance or gap in the fence, as before. If you didn't read the Administrator's Terminal, now is the time to digest this information. Either way, you're looking for the Shack Door to the Morgue. Take the Septic Tunnel and you reach the Morgue without appearing at ground level. Either way, your investigation of the Morgue is cut short as you have two vicious Ghouls to subdue.

Begin a thorough inspection of the Morgue. There's a First Aid Box and Buffout on one wall, as well as Rad-X, a Stimpak, a Blood Pack, and a crematorium you can flick on and off. But the main reason to be here is the wall of trays, once used to hold the recently expired. There are three Chinese corpses here: Mei Shen, A. Cheng, and, in the bottom-left corner, Wan Yang. Inspecting the remains closely, you discover a false molar. The microfilm within must contain the Self-Destruct Codes for the Chinese submarine! Remove the codes.

Tip

You can simply ignore all of the hints in the admin office, and enter the Septic Tunnel, appear in the Morgue, and check the corpses without the additional investigation.

Personal Footlocker Items

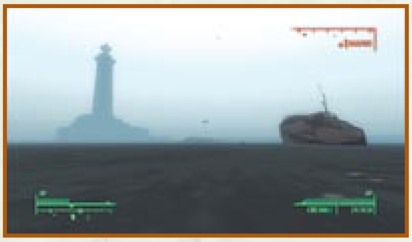
First Aid Box

Various Chems and Health Items

NEW OBJECTIVE

"Activate the Chinese submarine self-destruct protocol" begins.

A RED MENACE BENEATH THE WAVES



Swim to this part of the irradiated ocean, and dive down near the rusting boat. A Chinese submarine lies dormant down here.

The submarine (which has always been in this location) is found to the south, near a rusting boat close to the lighthouse. Its dubious designation is SSN-37-1A, and you must trek through the marshes, down the boardwalk, and dive into the ocean near to the Calvert Mansion, looking out for a nearby rusting boat (as shown in the picture). Once you've reached this point, dive down and peer into the murky water for the rusting hulk of this submarine. Your Pip-Boy updates and lets you know you've discovered the Sub Recovery Site. Dive down again, and open the Hatch to SSN-37-1A.

Stifle the feeling of claustrophobia as you lurch down the narrow passageway making up the entirety of this vessel, which is listing alarmingly to one side. Optionally open the personal footlocker by the naval cot. Check the lockers, but ignore the Self-Destruct Switch at the eastern (aft) end of the vessel. Instead, move to the opposite end, grabbing the Chinese Pistol and Stealth Boy if you wish, and accessing Submarine Operations Terminal. There are two options to check:;Access the Initiate Self-Destruct option to begin the protocol. You are instructed to activate the failsafe switch.

Chinese Pistol

Stealth Boy

NEW OBJECTIVE

"Confirm submarine self-destruct by activating the failsafe lever" begins.

This metal tomb is beginning to fill with water.... Head to the Self-Destruct Switch, and pull it. Confirm the self-destruct protocol when instructed. Klaxons blare; this submarine is set to self-destruct!

NEW OBJECTIVE

"Get clear of the submarine before it self-destructs!" begins.

Climb the exit ladder, and immediately swim away from the submarine. Look back so you can see the massive plumes of water spray the sky as the entire vessel is destroyed. The submarine is no more (which you can check if you dive down again). Your objective updates:

NEW OBJECTIVE

"Return to the Motel Safehouse Terminal for further instruction" begins.

A BUNKER MENTALITY

Clamber back onto dry land, and return to the Homestead Motel, Room 1D. The terminal by the bed has been updated, so access the new menu item—"Extraction Details"—which is a message from another Chinese agent allowing access to their own private bunker, hidden among the grounds of the Calvert Mansion. Coordinates are provided for your Pip-Boy. The bunker entrance is hidden, and a pair of Cryptochromatic Spectacles have been hidden in the water tank of the toilet for you. Furthermore, you are given a code to unlock the Bunker: 1, 3, 2, 3, 4, 4, 2. Once inside, you can utter the passphrase "Seraphim Descending." Quickly check the toilet, peering into the water tank and snatching the Spectacles. Your job is done here.

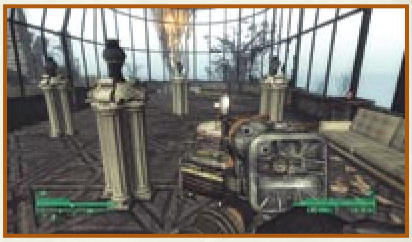
Cryptochromatic Spectacles
DR 1, VAL 8

NEW OBJECTIVE

"Recover the Cryptochromatic Spectacles from the toilet tank in motel room 1D" begins.

NEW OBJECTIVE

"Use the Cryptochromatic Spectacles and Sequence Note to access the spy bunker" begins.



Having problems accessing a secret hatchway? Your Spectacles are on, right?

Trek up toward the Calvert Mansion, prepared to deal with a possible Smuggler and Swampfolk pitched battle. Usually, you have a couple of bulky foes to finish off before the coast becomes clear. Don your Spectacles, or the bunker unlock never occurs, and move into the remains of the hothouse. Inside, there are four urns, each on a pedestal. Ignore these momentarily, and check the southern end of the hothouse for three Ammo Boxes and two First Aid Boxes. Now return to carefully inspect each pedestal. Activate one, and you hear a faint clicking. Activate the correct one, and you hear a shorter click. The trick here is to face south, and give each of the pedestals a number. The one nearest you is 1. The one to the left is 2. The one ahead is 3. The one to your right, nearest the couch, is 4. Then slowly, and methodically, press each pedestal using the sequence code provided: 1, 3, 2, 3, 4, 4, 2. If you hear an "incorrect" clicking, start again. A star-shaped hatch appears by pedestal 2 once you complete this puzzle.

NEW OBJECTIVE

"Seek the spy's extraction details and payment in the spy bunker" begins.

GO WITH DIGNITY, HONORABLE SOLDIER!

Open the circular Hatch to Chinese Intelligence Bunker in the star-shaped opening, and descend the stairs into the bunker itself. A wandering Protectron offers no immediate threat, so leave him and inspect the chamber; now is definitely the best time to do this! There's a Work Bench with a Bottlecap Mine on it, and a massive ammo stockpile to wade through. Grab everything right now! There's a freezer with Yeast, a Chinese Assault Rifle and Pistol, and the Protectron's Pod. When the tin man finally reaches you, you can attack it, or utter the passphrase "Seraphim Descending." Do so, and you are instructed to follow it. Do this once you've ransacked the Tool Cabinet, and grabbed yet more ammunition, Chems, and a Mini-Nuke from the shelving. What a haul!

Work Bench

Ammunition Box(16)

Chinese Assault Rifle (2)

Chems and Ammo

Stealth Boy

Bottlecap Mine

Yeast (3)

Chinese Pistol (2)

Frag Mine

Mini-Nuke

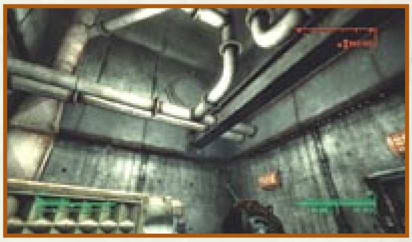
Head down the stairs, where the Protectron has ushered you (if you didn't shoot it), and Activate the Electrical Switch. This opens a hatch door leading to the sealed bunker itself. Now, where is the payment? Don't access the aptly named terminal yet. Conduct a sweep of the room, which yields a Chinese Pistol, some ammo and Mentats, and a Unique Backwater Rifle! Now access the terminal, and read the Extraction Briefing, with an increasing sense of fear. The reward is apparently being sent to Agent Jiang's next-of-kin; it's a trap!

Chinese Pistol

Backwater Rifle
DAM 42, WG 7, VAL 116, 10mm

NEW OBJECTIVE

"Escape the double-cross!" begins.



Oh no, you're doomed! Doomed to slowly irradiate to...wait, isn't that a hatch up there?

Face this ultimate betrayal with a clear head, and a choice of three options:

Stay here, and slowly die as the room fills with toxic radiation. Not a particularly well-thought-out plan.

If you've got a nominal **Repair** skill (score some Mentats on a nearby trunk if not) you can disable the flow of radiation from the vent at the center of the floor. That should give you some more time to collect your wits and escape this death trap!

Move immediately to the circuit box next to the door. The circuitry is wired directly into the door. While it's quite complicated, a technician with sufficient **Science** skill could override the door controls from here. Do so, and the door slides open, allowing you to flee back up the ladder to the hothouse. The quest ends.

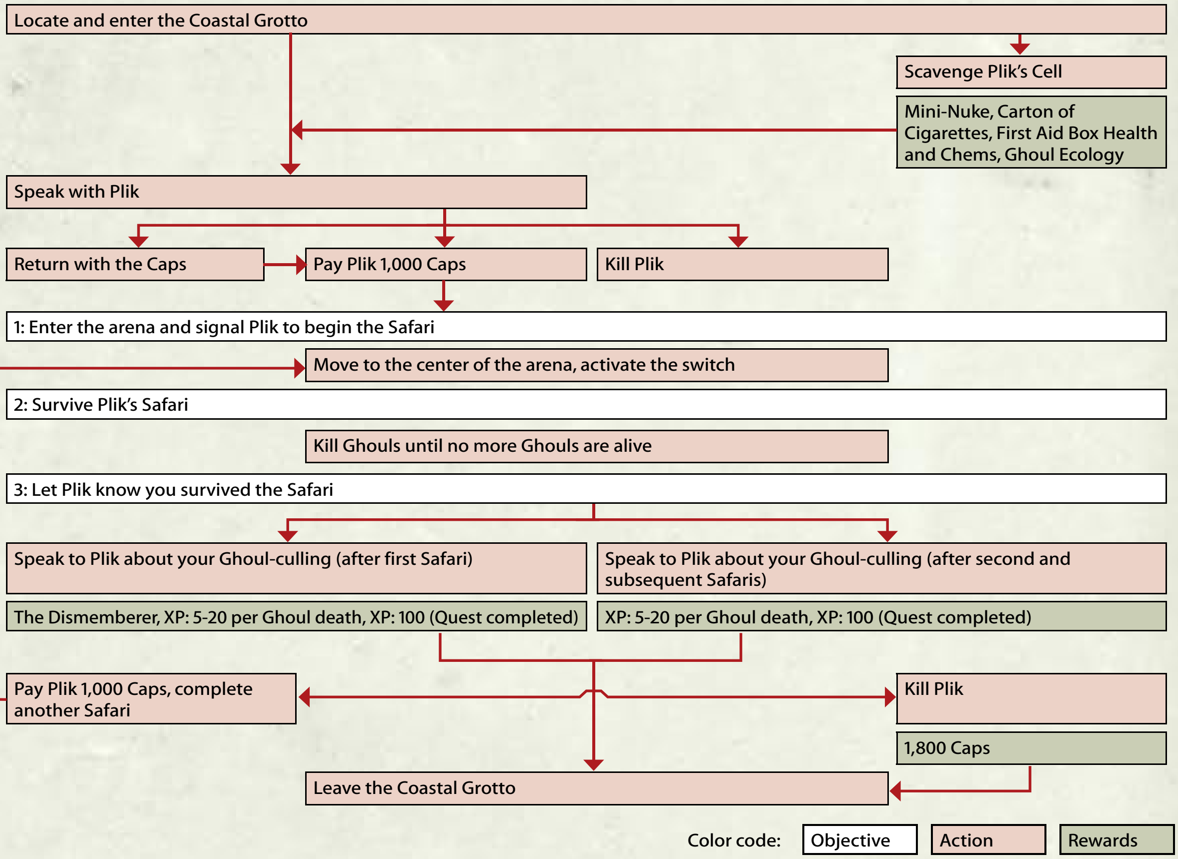
Better yet, there's a less technical, more dexterity-based exit to try. Look up and northeast, and you'll spot a hatch near this trap chamber's ceiling. To reach there, climb up the footlocker leaning against the north wall, onto the large container. Turn left (south), and leap above the terminal, landing on the sloping pipe. Jump again, turning east and edge along the narrow pipe. Then turn left (north), walk along the steel girder, and immediately open the Hatch to Runoff Pipe. This leads along a winding metal overflow pipe, passing a skeleton with a handy RadAway and some ammo, to a second Hatch to Point Lookout, depositing you in the water near the lighthouse. The quest ends.

XP 350 XP

Miscellaneous Quest: *Plik's Safari*

QUEST FLOWCHART

	MISCELLANEOUS QUEST
Main Characters	Plik, Jacob Humboldt, Rip Smithy
Locations	Coastal Grotto
Adv. Items/Abilities	1,000 Caps
Possible enemies	Ghouls


Locate and enter the Coastal Grotto
Scavenge Plik's Cell
Mini-Nuke, Carton of Cigarettes, First Aid Box Health and Chems, Ghoul Ecology
Speak with Plik
Return with the Caps
Pay Plik 1,000 Caps
Kill Plik
1: Enter the arena and signal Plik to begin the Safari
Move to the center of the arena, activate the switch
2: Survive Plik's Safari
Kill Ghouls until no more Ghouls are alive
3: Let Plik know you survived the Safari
Speak to Plik about your Ghoul-culling (after first Safari)
Speak to Plik about your Ghoul-culling (after second and subsequent Safaris)
The Dismemberer, XP: 5-20 per Ghoul death, XP: 100 (Quest completed)
XP: 5-20 per Ghoul death, XP: 100 (Quest completed)
Pay Plik 1,000 Caps, complete another Safari
Kill Plik
1,800 Caps
Leave the Coastal Grotto
Color code: Objective Action Rewards

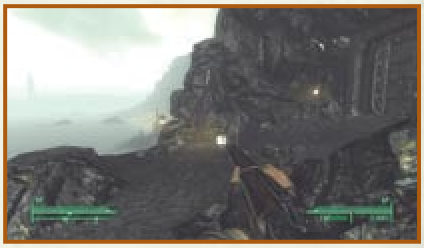
TRAVERSING THE CRAGGY COASTLINE

Tip

Not flush with cash? Don't even attempt to locate the Coastal Grotto until you're carrying 1,000 Caps. The following quest requires a certain type of privileged gentleperson who also enjoys exotic sport hunting. Plik doesn't accept bartering either, so bring the entire amount in Caps.

Caution

This Miscellaneous Quest involves a large amount of combat. Come prepared for a protracted firefight or bludgeoning, including your favored Chem and Health enhancements. Failure to fully prepare could end this Maryland walkabout.


So *this* is Tobar's recommended locale: It's harder to find than that hidden rock stash outside Megaton!

From the river delta that lies between the Ark & Dove Cathedral to the north, and the Calvert Mansion to the south, begin a beachcombing expedition armed with your favored Mirelurk-hunting implements. Stave off any aquatic attackers, and journey around the rugged rock formations to the east of the cliffs below the cathedral. Use the Point Lookout World Map to pinpoint the Coastal Grotto, which is hidden away halfway up the cliff-side. The winding pathway is very easy to miss. Look for the large pile of broken planks, scrap metal, and a red racer tricycle; the entrance is above this point, to the northwest. Trudge up the path that loops back to the southwest until you reach the hatch door with three lanterns. Open it, and head inside.

Follow the procession of lit torches along the winding rock tunnel until the place brightens up and ends at a hatch door. A Ghoul with an impressive monitor sits on a fancy chair, and introduces himself as Plik. He welcomes you to his extraordinary Safari! Do you want to get registered? Naturally, there's the matter of the 1,000 Caps fee. You can:

Pay the Ghoul the piffling 1,000! Now where's your game? Meet the other contestants inside the arena, and good luck!

Or mention you're a little light at the moment. Plik says you might be in the wrong place.

You can remark on the expense, prompting Plik to question whether you're riff-raff.

You can ask about the Safari. Plik explains that the participants assemble in an arena, signal him with a button, after which Feral Ghouls are released—not too many at once—and you're welcome to mow them down with whatever offensive weapon you're carrying. You're on your own regarding being overwhelmed (which should be seen as excitement, not danger!) or weaponry (you should be using your favored Ghoul-killing implements).

You can kill Plik, but then you'll never experience the thrill of being mauled to death by dozens of sprinting corpse-men!

Whatever your decision, you should definitely back up and investigate Plik's cell, nearby to your right (west). Inspect the table and procure a Mini-Nuke, Carton of Cigarettes, some scattered Caps, a First Aid Box, and most importantly, Plik's Journal. This journal contains a number of observations and insights specific to hunting and fighting Ghouls. Read the journal, and gain a Perk!

Mini-Nuke

First Aid Box

Ghoul Ecology
You have learned to exploit the specific weaknesses of Ghouls, and gain +5 Damage Bonus when attacking one.

NEW OBJECTIVE

"Enter the arena and signal Plik to begin the Safari" begins.

DRIFTING INTO THE ARENA OF THE UNWELL

Enter the hatch door, and pass the cell door with three Ghouls behind it. This doesn't open yet, although you can shoot or lob a Grenade in to kill the Ghouls if you don't want to give them a sporting chance. Move across the rope bridge to a central "island" of the arena, and give it a thorough inspection. Two other adventurers, Rip Smithy and Jacob Humboldt, are ready to enjoy this "sport." They aren't particularly fearsome, die easily under a hail of bullets, and don't have any major items on their corpses, so you might want to leave them to the Ghouls. Still, it's every man for himself down here, and if one of them *accidentally* gets raked with Minigun fire, so be it!

Before combat begins, a wise adventurer would check where to expect incoming Ghouls, and the answer is everywhere! Spin and face southeast, northeast, and northwest; there are visible bridges or rock platforms linking the central area (where you are) to Ghoul release pens. Don't forget to check southwest, as a sloping path that winds around and down below to the northwest is the fourth Ghoul entry point. You can search the base of the arena below the central platform if you wish, but there are no items down here. When you're ready for action, simply activate the switch on the metal box with the flashing light, and the battle begins!

NEW OBJECTIVE

"Survive Plik's Safari" begins.

GHOUL AND THE GANG

Once the Feral Ghoul assault begins, use the arena's terrain to your advantage:

Attacked from the northeast: This features a natural bridge and escaping swamp gas, which is flammable, so use this to your advantage!

Mauled from the northwest: This natural bridge offers good line-of-sight. Pick off these fiends from a distance.

Savaged from the southeast: This rope bridge is where you came from. Again, there's great line-of-sight so keep looking!

Raked from the southwest: Around to the right, behind the natural columns, is a lower bridge where you're usually ambushed.

Surviving a Ghoul onslaught is your preferred method of completing this quest, as dying isn't an option (although it's likely to occur to your fellow hunters). To remain as unscathed as possible, try a few of the following combat techniques:

Before you activate the switch, conduct a cunning and thorough mine-laying expedition. Place a single Mine (optionally with placed Grenades near to it) next to every Ghoul incursion point. Then take a few steps across each bridge, and do the same again. The results are a series of Mines that waylay the first few Ghoul waves before they even reach you!

Finish your Mine-laying with clusters at the near-end of each natural or rope bridge, but well enough away so you aren't caught in the blast radius.

Then quickly deactivate all the Bear Traps in the vicinity, so you don't cripple yourself during the combat to come.

When combat actually begins, it's always amusing to wear the Ghoul Mask, and let Rip Smithy and Jacob Humboldt fend for themselves while you watch. The only drawback is that you don't gain any experience from their kills.

Specific body-part aiming is the key when you're being swamped by Ghouls. Prevent the Ghouls from reaching you quickly by aiming at and crippling their legs. If you have a choice, aim for Roamers first, as they are the toughest. Then tackle the lowly Swamp Ghouls.

Otherwise, headshots take care of these charging menaces quickly and effectively.

Continue to use your compass Perception scanner (which shows enemies as red blips) as you always have; this is particularly useful because you can see enemies encroaching from behind.

Another option is to move the camera back as far as possible, so you can see Ghouls charging you from the sides or rear well before they reach you.

With these cunning plans in mind, continue to slay Ghouls until all of them have been defeated. You usually must kill 26 before the hunt is over.

NEW OBJECTIVE

"Let Plik know you survived the Safari" begins.

Return to Plik, and speak with him about your tremendous showing. Plik is rich, and you've received a sizable experience boost. To celebrate, Plik gives you the Dismemberer, a highly dangerous melee weapon that was "misplaced" by one of his other patrons. Take this weapon of gruesome distinction. Your quest completes, although you can repeat the Safari in a few days' time. Now, you can leave, or assault Plik, optionally using the Dismemberer. You won't be able to go on Safari again, but Plik's body contains a massive number of Caps.

The Dismemberer
DAM 28, WG 6, VAL 39

Bottle Caps (1,800)
If you kill or Pickpocket Plik.

XP **5–20 (x26) XP**
You receive 5, 10, or 20 XP for each Ghoul killed.

XP **100 XP**
For completing the quest.

Freeform Quest: Latchkey Kenny

GAINING PASSAGE TO MINER'S REST

If you spotted a man being shoved off a gangplank, this is where most of him ended up: an easily overlooked mine entrance.

Below the Ark & Dove Cathedral, halfway up the cliff-face and accessed via the edge of the cliffs on the northern side of the river delta, is a rough section of ground that could just be classified as a path. Look for the Dead Man's Plank [LAT 13 / LONG 05]; it's almost directly above the entrance to the Herzog Mine. The exterior sports a rusting mine cart and a Shovel. They say this mine is haunted, and the dead spirit of the old owner still stalks the empty shafts and gloomy workings.

Shovel

Lead by a Damaged Garden Gnome, the doll head avalanche threatens to engulf… no wait, everything's fine.

Step into the mine and follow the tracks forward. Pass the skeleton with the Hammer near the lantern, and try to ignore the faint laughter from an unknown source. Continue vaguely northwest, then look to the right; there's a dead-end with two mine carts. Check a nearby Ammo Box for some Mines. The upright mine cart features a skeleton, as well as a Teddy Bear and Beer. This Teddy Bear doesn't seem to have been hugged by a wayward mine dweller, however. Turn westward, and edge forward along the thin passage. Aaagh! You're caught in an avalanche of doll heads!

Fortunately, the trap isn't lethal. Turn right (north) and quickly check a miners' resting area. As you head up the small steps you realize it's a final resting place; find Beer and two skeletons as well as crates and boxes to scavenge. Return to the main shaft and head west, passing the metal shelving containing the Buffout and Dirty Water. Then check the mine cart just ahead, to your right. There's another Ammo Box with Mines in it. Then take a step farther west and look left, at your feet. There's another Mine Box near the cart with the skeleton sprawled on it.

Mine Box Ammunition (3)

Buffout

This is one of the few safe areas in this funhouse of traps that gradually turn from frightening to downright deadly!

Keep looking down as you reach the gap between the two boulders by the glowing fungus; there are Bear Traps to avoid. Squeeze between the boulders heading north, and you're blinded by a camera flash and pelted by a unique Baseball Pitcher trap (in addition to baseballs, this one pitches a Grenade or two)! The trick to avoid a wounding is to look at your feet. When you reach the Bear Trap to your right, between the boulders, and the flash activates, step back, and avoid the remaining traps. Once the pitcher has stalled out, head between the boulders, and turn left (west).

Ahead, a Scrapper is investigating some barrels. Leave him to inspect them, and he's blown into pieces by a massive explosion. Edge forward, checking the skeletal remains by the lantern on your right (northwest); there's more Beer here as well as a nook with a metal shelf and some implements, including two Sledgehammers, some apparel, and two Mine Boxes. Then head down the main shaft, through the scattered barrels, continue to the right and look for a cart, a lantern and more implements, and a Mine Box. After the lantern are two sitting skeletons near more hardware. Quickly step toward the Door to Miner's Rest.

Mine Box (3)

TALL TALES FROM A SMALL BOY NOT BORN RIGHT

Stoop and head through the low entrance in the rickety wooden reinforcements, and look left (southwest). Ahead of you, the mine passage splits into two, with one route leading to a watery dead-end, while the other ends at a Door to Blackdamp Shaft. Ignore these routes for a moment, and head southwest into a large cavern with a ramp. As you head up the ramp, you see a kid shooting a BB Gun at a variety of targets. He greets you, initially shocked that you negotiated his traps. After some initial remarks, you can speak with Kenny about himself, why he lives in the mine, and the mine's history. The conversation leads to several options:

You can figure out that this is a great place to crash and stash your gear. Kenny agrees, but he's suspicious of you.

You can use **Speech** to persuade him that you aren't going to be violent, but that you want this as a hideout from time to time. Succeed, and Kenny agrees. You won't need to prove your trustworthiness.

- You can ask Kenny if there's a way to prove you're Kenny's new best friend. Kenny tells you he used to have Kenny-Bear around, but the little fella fell down the big Blackdamp shaft. Can you retrieve it?
- You can agree, and tell Kenny you can't be trusted, which ends the conversation.

Hurting Kenny isn't wise. You can't access the ladder behind him, and he simply runs off.

Leave Kenny to his pot-shots, although there are a variety of interesting items to steal if you wish (which jeopardizes this quest), including the Pint-Sized Slasher Mask (one of two in Lookout Point). Instead, head roughly northward and open the Door to Blackdamp Shaft.

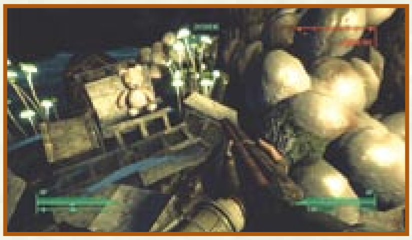
Pint-Sized Slasher Mask

Yeast

KENNY-BEAR SEARCH: MINE THE GAP

Enter the Blackdamp Shaft and head northward, toward the lantern with the Sledgehammer and Shovel resting on two rickety tables. Carefully peer into the Blackdamp Shaft, which reveals a nasty drop to water down below. You can fall through this shaft, ideally landing on the corner wooden platforms to help break your fall. However, it is risky and leaves you open to Mirelurk attacks. A much better plan is to methodically explore this place. Head west and around to the north, down past some Brahmin bones, and into a large and rugged natural cavern.

The trail of lanterns gives you a clue where to go. Head northeast down the sloping rock to a shallow pool of water, pausing to eliminate any Mirelurks scuttling about down here. Remain on dry land, because there's a Mirelurk nest to the north, and Hunters are your usual prey here. Inspect any Egg Clutches you wish, then head eastward, clambering over the mound of rock, then down and across to the two lanterns on the other side. Adjust your direction and move eastward. At the next pair of lanterns, you can view the skeletal remains of Old Man Herzog. It seems Kenny's stories may have had a ring of truth to them! You can grab his shovel or Pre-War hat before you continue:



Kenny-Bear is the cutest, but not the largest hairy beast in Point Lookout. Have you met Ruzka yet?

Continue to follow the winding passage and it weaves into a shallow water tunnel; ready yourself for more combat with Mirelurks; a couple charge you in this confined space. Deal with them, then follow the remainder of the passage until you reach a single lantern on your right (north). Look up and you should be able to see the Blackdamp Shaft above you. Nearby is a natural rock column, a cluster of Mirelurk Eggs, and Kenny-Bear sitting on a concrete block. Grab him!

Kenny-Bear

CARING AND SHARING IN KENNY'S CAVE

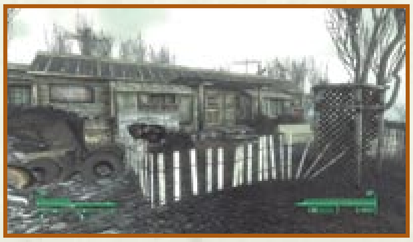
With Kenny-Bear tucked in your inventory, backtrack all the way to Kenny's stilt home, and present the furry fellow to the boy. He's pleased with the results of your search, and he allows you to use this place as your hideout if you want. You can stash your stuff in the Trunk by the naval cot (which you can sleep on), too. For the professional adventurer this is exceptionally useful, as you now have a "base camp" to return to. Store collectibles, Punga Fruit, items for other quests, and anything valuable in the Trunk, picking through what you need before you leave for the Capital Wasteland.

Behind Kenny is a ladder, which is finally accessible. It leads up to Point Lookout. Your Pip-Boy's World Map updates to pinpoint this as "Kenny's Cave," which is just southwest of the Ark & Dove Cathedral. This is handy for accessing any objects you need quickly; simply descend this ladder from the hill the cathedral sits on.

Furthermore, you can elect to play "tag" or "hide and seek" with Kenny, which helps to pass the time. You have bigger problems if you need tactical advice for playing either of these games....

Freeform Quest: The Seafarer's Friend

HALEY'S COMMENT

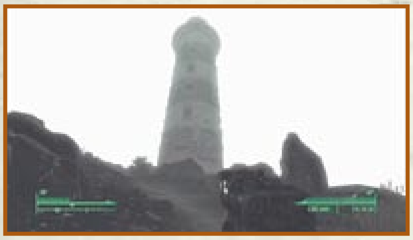


Scale the very front of Haley's Hardware store for a long-forgotten problem you can figure out.

While wandering the outskirts of town, you may come across Haley's Hardware store. He's a trusting sort, and displays a wealth of items outside his cottage store. Take what you need, but pay particular attention to the front stoop. Just right of the entrance you use to enter the premises is a Holotape Note, next to the Damaged Garden Gnome. Read the Note on your Pip-Boy; it details a delivery to the store that never made it, and mentions the delivery truck in question crashed somewhere close to the Ark & Dove Cathedral. This is the same note as the one at Point Lookout Lighthouse.

Holotape Note

PLAYING FOR KEEPERS



Scale the very top of the impressive Point Lookout Lighthouse for a long-forgotten problem you can solve.

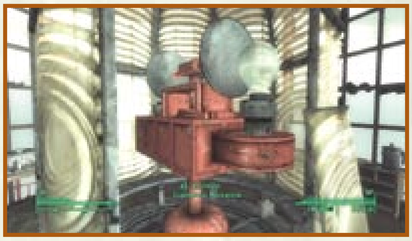
There's a second note hidden in Point Lookout, and this one involves scaling the Lighthouse itself. Cross the Mirelurk-infested bay between the Lighthouse and the Calvert Mansion, and enter the Lighthouse. Scale the spiral stairs all the way to the top. Exit onto the balcony at the top of the Lighthouse, and try not to leap off to your doom. Climb the exterior steps and enter the chamber with the Lighthouse Mechanism in it. Both bulbs have been smashed, and nothing works. Amid the detritus (and Beer) there's a small table with a Ham Radio and a Holotape Note on it. This is the same note as the one at Haley's Hardware.

Holotape Note

LET THERE BE LIGHT

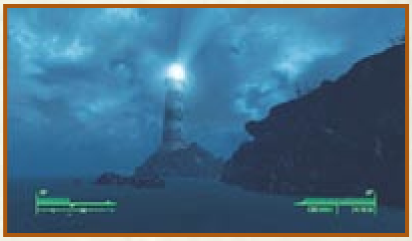
The overturned truck is located north of the Smugglers' Camp on the main winding road that runs from the Covered Bridge around to the hill and eventually the cathedral. Set off northward, prepared for a fight with a group of Smugglers before you reach the red and rusting container truck. Carefully step through the debris at the rear of the container, and rummage around until you find the Lighthouse Bulb. Then return to the lighthouse at your earliest convenience.

Lighthouse Bulb



Expect a vast improvement, and a beacon to chart your position by, when you return here with the biggest bulb in Maryland!

Return to the lighthouse, climb the spiral stairs, and affix the Lighthouse Bulb to the mechanism. Nothing happens. Fortunately, that's because you haven't turned to the southeast and found the Beacon Switch; pull this lever and the lighthouse grinds into life, the mechanism begins to rotate, and this landmark becomes even more prominent. Just like seafarers of old, you should use the light of this building to judge where you are, especially as you traipse through the marshy swampland. Other than a working lighthouse, there are no other rewards for finishing this Freeform Quest.



"The rocky ledge runs far into the sea, and on its outer point, some miles away, the lighthouse lifts its massive masonry, A pillar of fire by night, of cloud by day."
—Henry Wadsworth Longfellow.

Freeform Quest:
Tailing the Tomboy

MUM'S THE WORD

Note

Most of this Freeform Quest is attempted during the Main Quest in Point Lookout.

Catherine is a worrier, fearing for her only daughter. Fortunately, these fears are completely unfounded; her daughter is an adventuress to rival Sydney!

This occurs during Main Quest: The Local Flavor

Back in the Capital Wasteland, when you first set eyes on the *Duchess Gambit*, you are waylaid by a slightly disheveled and distraught woman named Catherine, who informs you that her daughter Nadine stowed away on the *Duchess Gambit* a few weeks ago. Agree to find her, and a Note appears in your Pip-Boy to remind you of this task.

Note to Nadine

GIVING YOU BRAINACHE

This occurs during Main Quest: Hearing Voices

Once you've completed the Mother Punga hallucination walk, and woken up with a pounding headache, and you've returned to the Ark & Dove Cathedral to be welcomed into the Tribals' cult, your have your first encounter with Nadine. She's in the cathedral's southeastern corner. She begins with a series of incredibly confusing utterances, talking about Tribals getting their heads cut open! She tells you to check your head for a scar; everyone got one after heading into the Sacred Bog. Nadine reckons this is what these maniacs meant about "freeing your mind."

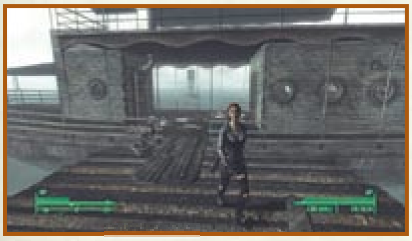
You retrieve the Sea Cave Key from her, but the relevant plan for this Freeform Quest is to ask Nadine whether she can get rid of your scar: Nadine succeeds with some invisible mending, although she's quick to point out that you're still missing a chunk of your brain. Fortunately, it looks like you didn't need it. Then ask who's responsible for this surgery, and she tells you she's got a hunch and you should meet her by the Riverboat in a "day or so."

Caution

You can't wear any headgear (except the super-comfy Policeman's Hat found in the bank in Point Lookout) while you have a scar. You cannot complete this quest until you ask Nadine to remove it and ask who was responsible.

Scar removed

WHAT A LONG, STRANGE TRIP IT'S BEEN



Free trips to and from Point Lookout to the Capital Wasteland? It pays to have a friend like Nadine.

Note

This occurs once your scar is removed, any time you want to leave for the Capital Wasteland.

The final part of this Freeform Quest occurs when you approach the *Duchess Gambit*. If you haven't spoken to Nadine about your scar yet, Tobar is on the boat but isn't ready to set off. You must return and meet Nadine. She tells you the shocking truth: Tobar was responsible for your mini-lobotomy, and she's locked him in the Engine Room. She's commandeered the boat, and recommends you introduce Tobar to the sharp end of your favorite knife. Meanwhile, Nadine is claiming his boat and the load of Punga that Tobar earned plying his amateur surgery, and she has a "wicked scar" to prove her mettle. Furthermore, she tells you that any time you want a trip to and from the Capital Wasteland, the fee is free!

Enter the engine room, thanks to the key Nadine has (she opens the room for you), and meet Tobar, who's remarkably calm considering what he's done to your brain. He tries to justify his amateur lobotomizing by saying he's just the same as you. Well, except he doesn't kill as many people.... No matter what you say, he becomes hostile and draws his Magnum; pummel him to death as quickly as you can, so you can be reunited with your piece of gray matter. A quick look around this freak's collection room reveals dozens of jars of brains, a Fission Battery, a load of items on Tobar's body (Caps, a *Duchess Gambit* Key that opens this room, and his outfit, called Grifter's Fit)

Fission Battery

Scoped .44 Magnum

Caps

***Duchess Gambit* Key**

Grifter's Fit
DR 2, WG 2, VAL 3, CHR +1, Sm. Guns +5

Riverboat Ticket

This is your Lump of Brain. There are many like it, but this one is yours.

When you've finished looting Tobar's corpse, check the small table. For some reason, you feel a terrible sense of loss as you look at the familiar lump of gray matter in a jar. It might be wise to pick up the Lump of Brain here; it doesn't weigh anything, or help you, but it makes a sentimental keepsake, so you know never to trust a Punga Fruit spore shower again....

Lump of Brain

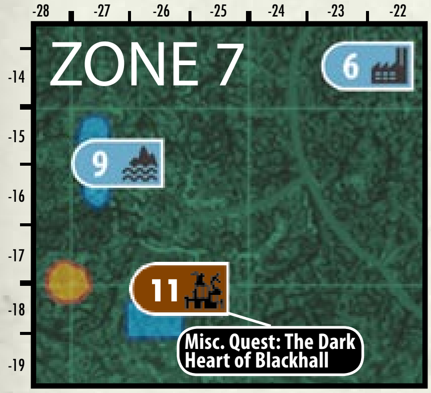
TOUR OF POINT LOOKOUT

Point Lookout: D.C. Locations

TOPOGRAPHICAL OVERVIEW

Close to the Tidal Basin where the Citadel [9.11] and the Jefferson Memorial [9.14] are sits a Riverboat Landing, near a small cluster of Mirelurks. They prove to be little threat, allowing you to reach a fancy old paddleboat named the *Duchess Gambit*, and its one-man crew, a slightly suspicious character called Tobar. Across the Capital Wasteland is the fearsome Dunwich Building [7.11], which is tied mysteriously to an old book you may find on your travels, after an encounter with an old man named Obadiah Blackhall [PL:1.02].

D.C. Locations — Zone 7: Southwest Territories



PRIMARY LOCATIONS

POINT LOOKOUT

7.11: Dunwich Building (LAT -26/LONG -18)

ZONE 7

7.06: VAPL-66 Power Station (LAT -23/LONG -14)

7.09: F. Scott Key Trail & Campground (LAT -27/LONG -15)

SECONDARY LOCATIONS

None

Primary Locations

7.11: DUNWICH BUILDING (LAT -26/LONG -18)

- Threat Level: 4
- Faction: Ghoul
- Danger: Low Radiation, Terminal Trap
- Collectible: Bobblehead, Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostile: Feral Ghoul Genus

In a remote and blasted heath surrounded by rocky terrain in the southwest corner of the Wasteland is the Dunwich Building. Once a thriving complex forming part of the Dunwich Borers Corporation, it has fallen into ruins. Raiders and Scavengers are rarely ready to risk venturing into this structure, and those surviving a look inside are never quite the same again. Ronald Laren, over at Girdershade, mentions the strangeness of this structure. Still, who dares, wins, right? Enter the main (and only) entrance. For a complete tour of the Dunwich Building, refer to page 378.

VIRULENT UNDERCHAMBERS

14 Office with Precarious Flooring

- Note: Jaime's Personal Journal (Entry 09/09)

15 Fire Hose

The air is getting thicker and radioactive.

- First Aid Box

16 Stairwell

- First Aid Box

17 Shrieking Cavern

A cacophony of shrieking reaches a crescendo! Jaime Palabras and a contingent of Ghouls await and attack! Fight them off, then inspect the chamber.

- Ammunition Box (3)

17-B Carved Obelisk

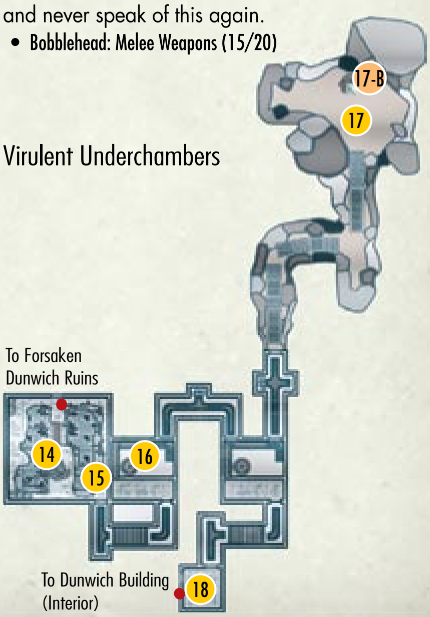
Legend states that pressing the fabled Krivbeknih into this eldritch obelisk forces those of impure blood to face a fiery death! Unless you have the Krivbeknih, located over at Point Lookout's Ritual Site [5.25], you won't know, will you?

18 Lone Chamber

Retrace your steps to the stairwell (the second one you find), and ascend to the small connecting passage and back into the Dunwich Building. It opens into an upper office area you couldn't previously reach. Drop down into the western offices; from here you can quickly exit and never speak of this again.

- Bobblehead: Melee Weapons (15/20)

Virulent Underchambers



D.C. Locations — Zone 9: Exterior D.C. Metropolitan Ruins

PRIMARY LOCATIONS

POINT LOOKOUT

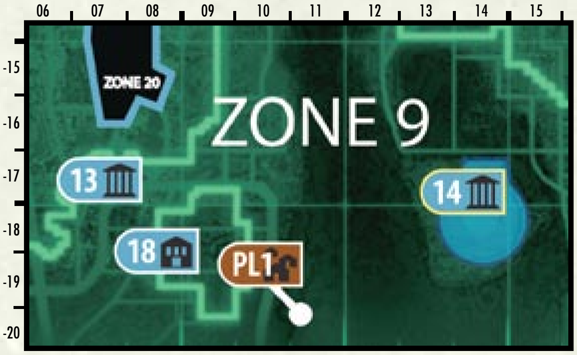
PL1: Riverboat Landing (LAT 11/LONG -20)

ZONE 9

9.13: Alexandria Arms (LAT 07/LONG -17)
9.14: Jefferson Memorial (LAT 15/LONG -17)
9.18: Arlington Library (LAT 08/LONG -19)

SECONDARY LOCATIONS

None



Primary Locations

PL1: RIVERBOAT LANDING
(LAT 11 / LONG -20)

- Main Quest: The Local Flavor
- Freeform Quest: Tailing the Tomboy
- Threat Level: 2
- Faction: Wastelander
- Services: Trader
- Danger: Low Radiation
- Area Is Locked
- Interior Exploration
- Sleep Mattress
- Inhabitants: Catherine, Tobar

Tobar's ferry, known as the *Duchess Gambit*, is always moored here, just south of the Mirelurk Jetty [9.Z]. Here, you can set a course for Point Lookout after Catherine beseeches you to locate Nadine, her daughter. The first time you enter the boat, you must purchase a ticket from Tobar for around 445 Caps, depending on your Barter skill. He then unlocks the Cabin Door. The Storm Door to Engine Room is currently inaccessible (check the other mooring spot in Point Lookout for further information). When you board, the ferryboat eventually reaches Point Lookout and docks at 5.21: Point Lookout Pier (PL: LAT 07/LONG 11).

- Riverboat Ticket

Point Lookout Locations

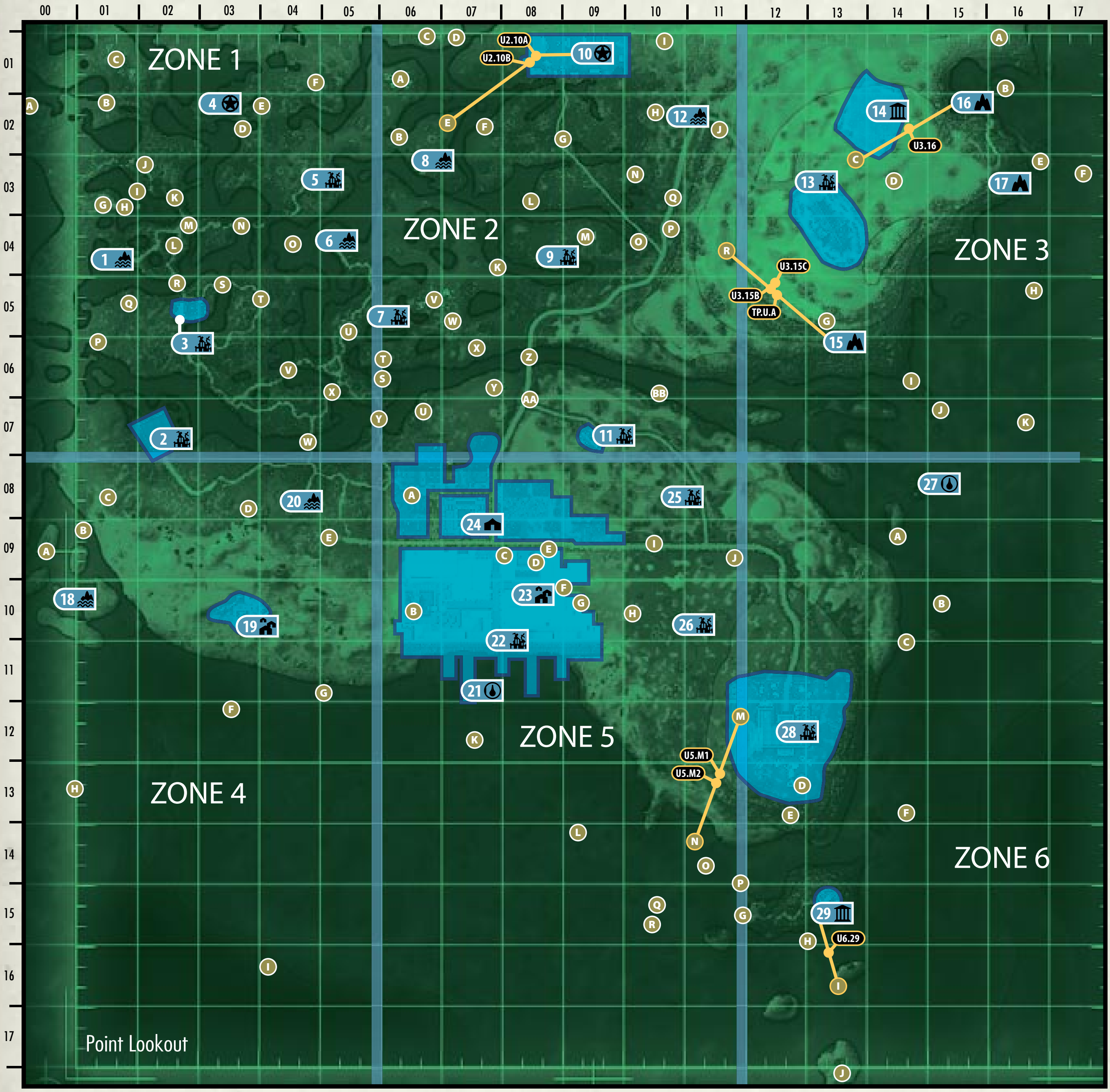
Zone 1: Northwestern Swamps

TOPOGRAPHICAL OVERVIEW

Northwestern Point Lookout is one huge mire of muddy earth, relatively faint trails, a series of interwoven bridges across the mainly shallow swamps, and various outposts, shacks, and small farmsteads dotted throughout the foggy and damp environment. To the far south is the mysterious Blackhall Manor, a grand building that stands in sharp contrast to the ramshackle Grower's Shack to the north. Study this map closely, and you can see trails to all but one of the Primary Locations, which helps you situate yourself. Battles with the Swampfolk are commonplace, but even these toughened yokels don't venture too far north, where Feral Ghouls roam, and the faint sounds of a lone Yao Guai can be heard....

PRIMARY LOCATIONS

1.01: Sacred Bog Entrance (LAT 01/LONG 04)
1.02: Blackhall Manor (LAT 02/LONG 07)
1.03: Grower's Shack (LAT 02/LONG 05)
1.04: Jet Crash Site (LAT 03/LONG 02)
1.05: Trapper's Shack (LAT 04/LONG 03)
1.06: Flooded Sinkhole (LAT 05/LONG 04)
1.07: Lil' Tyke Playhouse (LAT 05/LONG 05)



SECONDARY LOCATIONS

1.A: Ruzka's Alcove (LAT 00/LONG 02)
1.B: Yokel's Campfire (LAT 01/LONG 02)
1.C: Excavated Muck Hole (LAT 01/LONG 01)
1.D: Rusting Car Campfire (LAT 03/LONG 02)
1.E: Jettisoned Parachute (LAT 04/LONG 02)
1.F: Rundown Shack (LAT 04/LONG 01)
1.G: Ruined House (LAT 01/LONG 03)
1.H: Rickety Bridge (Flooded) (LAT 01/LONG 03)
1.I: Rickety Bridge (LAT 02/LONG 03)
1.J: Rundown Shack (LAT 02/LONG 03)
1.K: Rickety Bridge (Barrels) (LAT 02/LONG 03)
1.L: Jetty Bridge (LAT 02/LONG 04)
1.M: Jetty Bridge (Barrels) (LAT 02/LONG 04)
1.N: Jetty Bridge (LAT 03/LONG 04)
1.O: The Floating Gnome (LAT 04/LONG 04)
1.P: Rundown Shack (LAT 01/LONG 06)
1.Q: Dearly Departed (LAT 01/LONG 05)
1.R: Grower's Rickety Bridge (LAT 02/LONG 05)
1.S: Straw Doll Rickety Bridge (LAT 03/LONG 05)
1.T: Ponderer's Log (LAT 04/LONG 05)
1.U: Parent's House (LAT 05/LONG 05)
1.V: Jetty Bridge (Barrels) (LAT 04/LONG 06)
1.W: Rickety Bridge (LAT 04/LONG 07)
1.X: Rickety Bridge (Clutches) (LAT 05/LONG 06)
1.Y: Rickety Bridge (LAT 05/LONG 07)

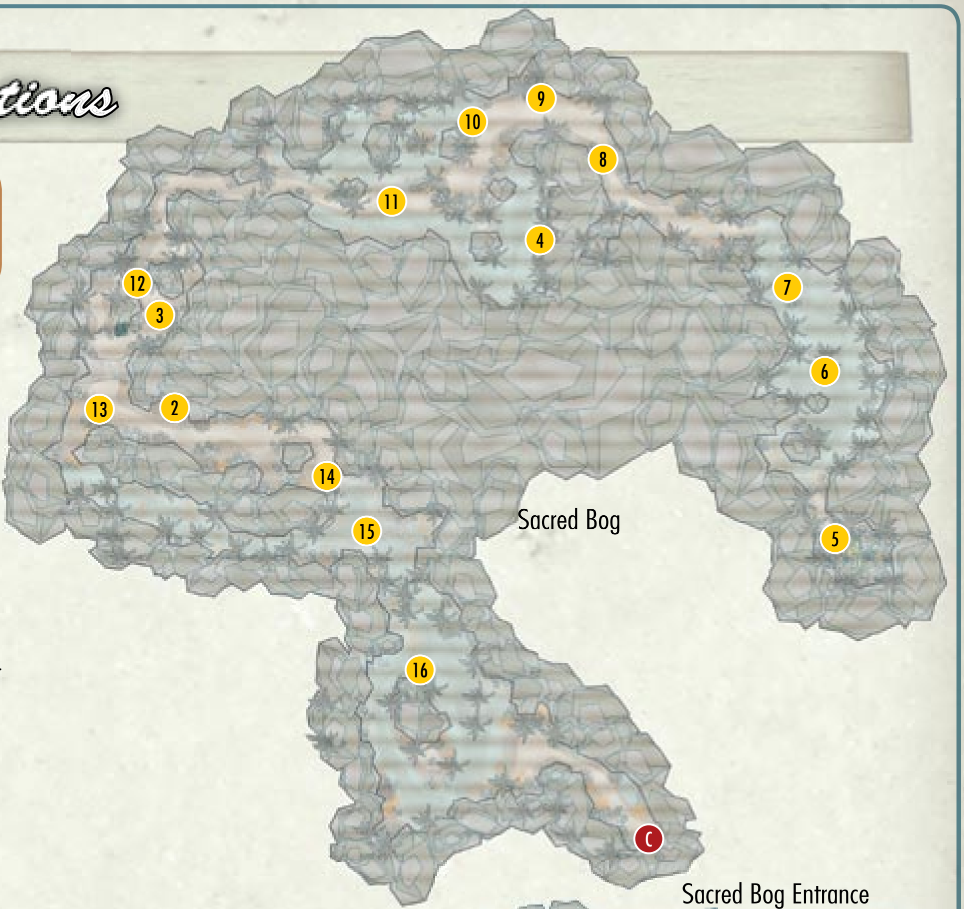
Primary Locations

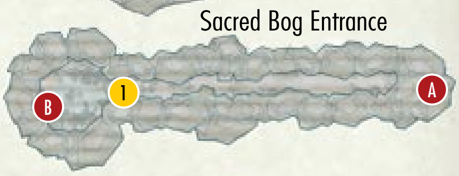
1.01: SACRED BOG ENTRANCE
(LAT 01/LONG 04)

- Main Quest: Walking with Spirits
- Threat Level: 4
- Faction: Tribals
- Area Is Locked
- Interior Exploration
- Sleep Mattress
- Inhabitant: Mother Punga

South of the Ruined House [1.G] and at the far western edge of the winding swamp trails that links many of this zone's Primary Locations is a rickety alcove entrance to a hidden bog sacred to the Tribals. You can enter this place during **Main Quest: Walking with Spirits**. Check the front entrance for a straw bed and the following:

- Wild Punga
- First Aid Box
- Sack Items





BOG ENTRANCE

Ⓐ Door to Point Lookout

① Skeleton

- Axe
- Wild Punga

Ⓑ Door to Sacred Bog

SACRED BOG

Ⓒ Door to Bog Entrance

② Swamplurk's Alcove

- Beer and Pork N' Beans
- Stimpak

③ Warning! Bear Traps

④ Mirelurk Egg Clutch

- Hatchling Mirelurk Meat

⑤ Mother Punga

The hallucinations begin as soon as you gather her seeds. The remaining locations can be ignored, but the "Bubbleheads" can be picked up. They do not survive the Mister Break's bomb explosion.

- Wild Punga

⑥ ⑦ ⑧ ⑪ ⑫ ⑭ Bubblehead Encounters (Hallucination)

- Bubblehead: Intelligence
- Bubblehead: Strength
- Bubblehead: Endurance
- Bubblehead: Agility
- Bubblehead: Perception
- Bubblehead: Charisma

⑨ Giant Surgical Saw (Hallucination)

⑩ Falling Quantums (Hallucination starts)

⑬ Giant Stitching Needle (Hallucination)

⑮ Floating Friends

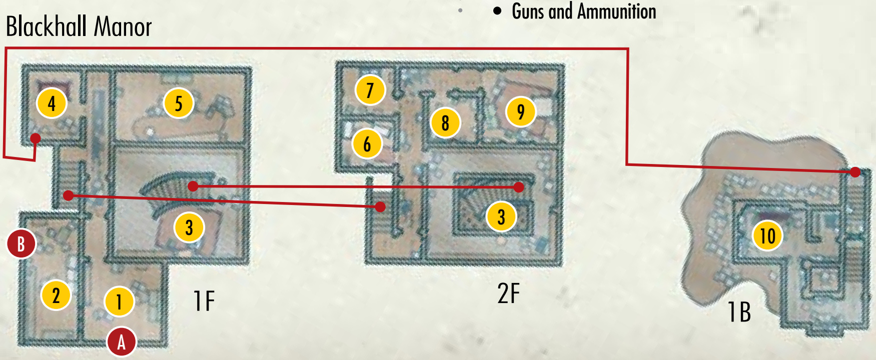
⑯ Mister Break and his Atom Bomb

Whether or not you encounter Mister Break, the hallucination ends with you slipping into unconsciousness and waking up with a splitting headache. Unbeknownst to you, Tobar the Ferryman has removed a small piece of your brain between the time the hallucination ended and when you woke up on the straw bed just outside the Sacred Bog Entrance.

- Bubblehead: Luck

1.02: BLACKHALL MANOR (LAT 02/LONG 07)

- Miscellaneous Quest: The Dark Heart of Blackhall
- Threat Level: 2
- Faction: Swampfolk
- Guns and Ammunition
- Area Is Locked
- Interior Exploration
- Inhabitant: Obadiah Blackhall



Constance Blackhall was obsessed with the occult. She turned her newfound wealth into a means of acquiring archaic texts and artifacts. The most notorious of these was the Krvibeknih. Constance drew a small circle of devotees to herself, styling herself a priestess of an obscure sect based around the book. Constance lived an unnaturally long life, even in the radiation soaked marshes of Point Lookout. Local legend states that the Krvibeknih was stolen from her, and without it the woman succumbed to a death that should have found her generations before. Her legacy, having permeated the provincial culture of Point Lookout, persisted, but what little structure existed within that group deteriorated with no form of leadership. Theirs is not so much a faith as a collection of incoherent chants and rituals, their meanings long forgotten.

The Blackhalls have stubbornly clung to existence, but Obadiah appears to the last of their line. He knows that the Krivbeknih has found its way back to Point Lookout, and intends to reclaim it, with the hopes of restoring power over the swampfolk to his family.

BLACKHALL MANOR EXTERIOR

Located at the end of the east-west trail that runs along the northern part of Zone 4, this ancient and foreboding structure has two entrances (one on the front porch, and the other on the southwestern wall). Both are accessible without problems (assuming you don't count wandering yokels with a bloodlust as "problems").

BLACKHALL MANOR GROUND FLOOR

A Door to Point Lookout

This door allows access out to the main porch.

1 Wood-Panelled Entrance Foyer

There are only clothes in the wardrobe

2 Kitchen

The kitchen holds a well-stocked refrigerator.

- Yeast (2)

B Door to Point Lookout

This door enables you to step out of the side entrance to the manor, assuming the front way has roaming Swampfolk you don't wish to encounter.

3 Central Library [1F and 2F]

All of the reading materials in this grand, two-floor library are useless to your needs. Obadiah Blackhall sits in his bath-chair here.

4 Billiards Room

Find only balls and a bookcase in here. There's a hidden door to the basement behind the bookcase in the corner, but Obadiah accesses it only if you deliver the Krivbeknih to him.

5 Dining Room

This room contains little but a collection of forks.

BLACKHALL MANOR UPPER FLOOR

6 Hallway and Small Bedroom

Find Cherry Bombs, a baby carriage, and a locked footlocker along the hallway. There's a small bed to sleep on in the bedroom.

- Cherry Bombs
- Footlocker Items
- Teddy Bear

7 Corner Bedroom

There's a larger bed to sleep on in here, and wardrobes to check for clothing.

8 Bathroom

- Buffout
- Psycho

9 Master Bedroom

This grand but dilapidated chamber has vines running across the floor, a bed to sleep on, and a safe in the wall.

- Wall Safe Items

BLACKHALL MANOR BASEMENT

10 Altar to Krivbeknih

This secret altar is accessible only if Obadiah is alive and possesses the Krivbeknih. Obadiah begins an eldritch chant on the body of a mangled Creeper. Nothing happens.

- Yeast

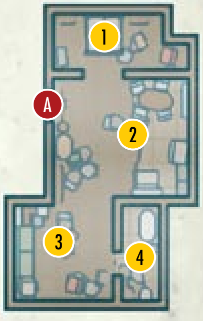
1.03: GROWER'S SHACK (LAT 02/LONG 05)

- Threat Level: 4
- Hostile: Swampfolk
- Collectible: Mini-Nuke
- Guns and Ammunition
- Interior Exploration
- Sleep Mattress

On the trail that winds randomly northwest from Point Lookout to the Sacred Bog lies a small farming operation that does business with Tobar the Ferryman. It is the westernmost point in the middle of the "Trapper's Triangle," which stretches from the Grower's Shack [1.03] in the west to the Trapper's Shack to the north [1.05] to the Lil' Tyke Playhouse to the southeast [1.07]. A small dock and outbuilding (which cannot be entered) and two rickety bridges allow access to this growing operation. Rows of flickering bulbs keep the Bloatflies away, and provide visual cues. Also find numerous Wild Punga to pick, and a number of Swampfolk ready to defend their livelihood. You can sip water from the Water Tower Valve after thirsty combat. The main attraction however, is the Grower's Shack itself. Access the Storm Door to Run-down Shack on the north side, near the rusting swings.

- Wild Punga

Grower's Shack



A Storm Door to Point Lookout

This door allows easy access if you're set upon by a Creeper in here.

1 Grower's Bedroom

There's a variety of choice items here, and you can sleep on the queen-sized bed if that skeleton makes room. Be sure to pick up the Holotape. This opens a safe-deposit box at the People's Bank of Point Lookout [5.C].

- Holotape: Box 1213—Bern's Voice
- Mini-Nuke (83/92)
- .32 Pistol and Ammo
- Fission Battery
- Wild Punga Fruit

2 Vittles Station

This place is well-stocked with various items, including some rather intoxicating Moonshine. Don't forget to check the fridge and cabinets.

- Food and Beer
- Wild Punga Fruit
- Moonshine

3 Living Room

There's Beer in here and some Jet, but your biggest find is a Police Hat on the television.

- Beer
- Police Hat

4 Terlit

Your attacker usually charges in from here. This bathroom is devoid of items, except a plunger.

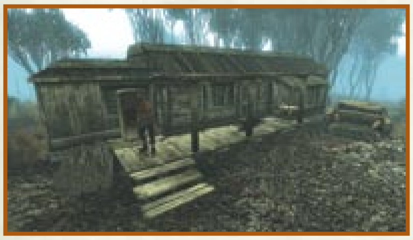
1.04: JET CRASH SITE (LAT 03 / LONG 02)

- Threat Level: 4
- Ghouls
- Guns and Ammunition
- Health and Chems

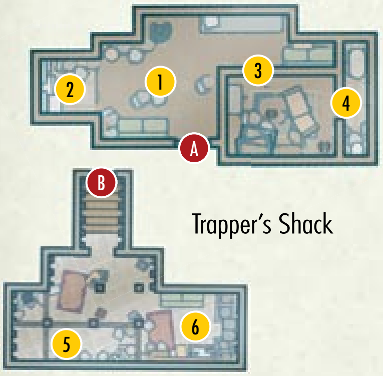
These are the remains of a U.S. Navy jet aircraft that impacted the site back in 2077. The pilot ejected and is hanging from a tree to the east (Jettisoned Parachute [1.E]). Check that location for additional items. This area is crawling with Ghouls, and the jet itself has seven skeletons, nearly all armed with Axes. Inspect the cockpit for an Ammo Box, and check the ground by the plane's left wing for a Blackbox Recorder, close to a variety of other items. The recorder has a recording, so you can listen to the last moments of the pilot's flight.

- Holotape: Blackbox Recording
- Ammunition Box
- First Aid Box (2)
- Axe (4)
- Combat Helmet
- Shovel (3)
- Personal Footlocker Items
- 10mm Pistol and Ammo
- Stimpaks and Chems
- Fission Battery (2, one inside Blackbox Recorder)
- Wild Punga

1.05: TRAPPER'S SHACK (LAT 04 / LONG 03)



- Threat Level: 5
- Faction: Swampfolk
- Danger: Bear Trap, Mines
- Collectible: Nuka-Cola Quantum
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Work Bench



This is the northernmost point in the middle of the "Trapper's Triangle," which stretches from the Grower's Shack [1.03] in the west to the Trapper's Shack to the north [1.05] to the Lil' Tyke Playhouse to the southeast [1.07]. Not only are there Swampfolk to fear, but the entire place is a gigantic trap, with Frag Mines and Bear Traps dotted about the perimeter of the house. The north side of the shack has a ground trapdoor entrance to the cellar. The south side has a covered porch and a table with a Double-Barrel Shotgun on it. Take this, watch out for the Bear Trap, and enter the shack.

- Double-Barrel Shotgun and Ammo
- Frag Mines

Ⓐ Storm Door to Point Lookout

① Living Room

Find scattered skeletons, a caged skeleton near a Bear Trap (careful!), and access to the Vittles Station and Tirlet.

- Fission Battery
- Double-Barrel Shotgun

② Vittles Station

The fridge is well-stocked with alcohol. Check under the sink for Yeast.

- Yeast (2)

③ Bench and Bedroom

The bench has Bear Traps, Beer, and a Jet on it. Check the suitcase and trunk in the bedroom.

- Stealth Boy
- Chinese Pistol and Ammo

④ Tirlet

Expect enemies to attack from this point. The bathtub has Beer and Whiskey in it.

Ⓑ Shack Door to Point Lookout

⑤ Captured Ghouls and Swamplurk

This is where the Trapper gets his jollies by pitting captured mutations against each other! At the moment, six Swamp Ghouls are caged in one area, and a Swamplurk in the other. Flick the Electrical Switch to start the fight. Mop up any survivors, then open the door to reach the Swamplurk's cell with two Safes and a Quantum to gather.

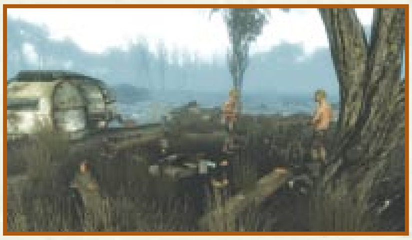
- Safe Items (2)
- Nuka-Cola Quantum (102/110)

⑥ Trapper's Cache

There's a Work Bench here, and caches of different and exotic foodstuffs in the freezers. Check the shelving for ammo.

- Work Bench
- Bottlecap Mine
- Punga Fruit
- Chems and Ammo
- Frag Mine (2)
- Melee Weapons
- Various Meats
- Deathclaw Hand
- Strange Meat Pie
- Radscorpion Poison Gland
- Mirelurk Egg Clutch

1.06: FLOODED SINKHOLE (LAT 05 / LONG 04)

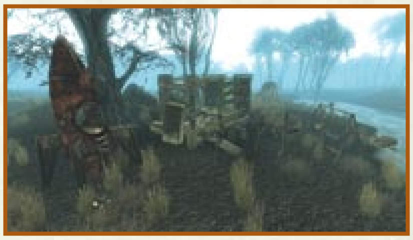


- Threat Level: 3
- Faction: Swampfolk
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum (2)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress

In the middle of the "Trapper's Triangle," which stretches from the Grower's Shack [1.03] in the west to the Trapper's Shack to the north [1.05] to the Lil' Tyke Playhouse to the southeast [1.07] is a large, flooded sinkhole. On the water's edge is a rusting caravan and a mattress to sleep on. There's a campfire and small jetty both strewn with junk. Of greater interest is the collection of small objects floating in the middle of the water, hinting at treasures deeper below the surface. Swim to the Floating Gnome [1.O], and use him as the place to dive from. At the bottom among submerged rocks and junk are three Safes and a First Aid Box. Check the bottom or the surface for two Nuka-Cola Quantums, too.

- First Aid Box
- Safe Items
- Nuka-Cola Quantum (103–104/110)

1.07: LIL' TYKE PLAYHOUSE (LAT 05 / LONG 05)



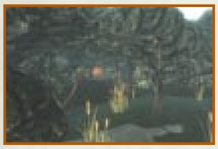
- Threat Level: 3
- Faction: Swampfolk

The southeastern tip of "Trapper's Triangle," which stretches from the Grower's Shack [1.03] in the west to the Trapper's Shack to the north [1.05] to the Lil' Tyke Playhouse to the southeast [1.07]. The Playhouse itself is a ramshackle affair with rusting play equipment dotted around the earth, and is defended by vicious Swampfolk, so expect combat. Close by is the Parent's House [1.U]. Check the area inside the Playhouse shack for various toys and Makeshift Bedding to sleep on. The ironing board outside has the only item of interest (which gives you a +5 Repair):

- Red Racer Jumpsuit

Secondary Locations

1.A: RUZKA'S ALCOVE (LAT 00 / LONG 02)

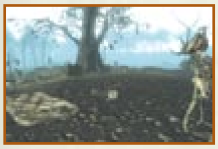


- Threat Level: 3
- Low Radiation
- Guns and Ammunition
- Health and Chems
- Inhabitant: Ruzka the Wonder Bear

Ruzka lives in a small alcove at the end of a small inlet channel, and she's dangerous and threatening unless you have the Animal Friend perk. Slay or flee from her if you wish; there's some scattered junk, two Stimpaks, and a small weapons cache in her cave alcove.

- Stimpak (2)
- Axe
- Double-Barrel Shotgun
- Lever-Action Rifle

1.B: YOKEL'S CAMPFIRE (LAT 01 / LONG 02)



- Threat Level: 1
- Sleep Mattress

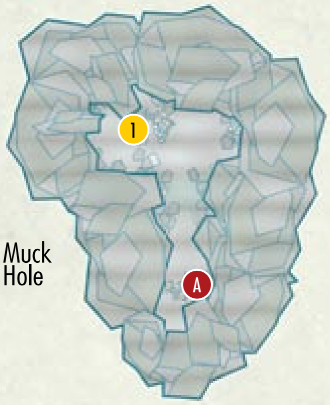
Placing a few pieces of wood in a tire isn't the best way to make a fire. The place is deserted (except for enemies you've attracted here). Nearby trees are adorned with straw dolls, there's a rusting car, and a mattress to sleep on. This is at the start of the inlet leading to Ruzka's Alcove [1.A].

- Wild Punga

1.C: EXCAVATED MUCK HOLE (LAT 01 / LONG 01)

- Miscellaneous Quest: An Antique Land
- Threat Level: 4
- Faction: Ghouls
- Gas Leak
- Interior Exploration
- Guns and Ammunition

Also known as the "Ghoul-infested Excavated Muck Hole," this area was probed by the Bysshe Company for resources, but has long-since been abandoned. The surface has a rusting shack with a ham radio in it, a nearby sofa and small concrete block campfire to the west, and a number of interesting items in the hole itself. There's escaping gas in the hole, so don't fire off any shots!



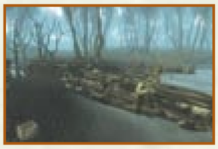
Ⓐ Ladder to Point Lookout

① Bysshe Company Skeleton

This long-dead skeleton is likely to be one of the Bysshe Company scientist interns led by Doctor Caroline Saunders (Deceased). He lies in a small chamber of escaping gas, near the following items:

- Shovel
- Bio-Gas Canister (2)
- Holotape: Soil Survey Tape 03

1.D: RUSTING CAR CAMPFIRE (LAT 03 / LONG 02)



- Threat Level: 1

Here lies a pitiful attempt to start a fire in a barrel. You can destroy the two cars and pick nearby Wild Punga, but this is mainly a route marker to help you visualize where you are; in this case, close to the Jettisoned Parachute [1.E] and Jet Crash Site [1.04]. You can sit on a log and ponder your own mortality, though.

- Wild Punga

1.E: JETTISONED PARACHUTE (LAT 04 / LONG 02)

- Threat Level: 3
- Faction: Ghouls
- Guns and Ammunition

Here are the remains of the parachute and pilot from the jet that dove into the swamp at the Jet Crash Site [1.04]. The chute is draped over the top of a dead tree, and the pilot is hanging from a low branch, close to the following items:

- Assault Rifle
- Axe
- Combat Helmet
- Wild Punga

1.F: RUNDOWN SHACK (LAT 04 / LONG 01)

- Threat Level: 2
- Faction: Swampfolk

1.G: RUINED HOUSE (LAT 01 / LONG 03)

- Threat Level: 2
- Faction: Swampfolk
- Guns and Ammunition

Almost directly north of the Sacred Bog Entrance [1.01], this pile of rubble with a chimney was once a small farmhouse. Wild Punga grows here (including in the bath), and a hapless ancient adventurer has left some equipment by the fireplace.

- Ammunition Box (2)
- RadAway (2)
- Chinese Assault Rifle
- Wild Punga

1.H: RICKETY BRIDGE (FLOODED) (LAT 01 / LONG 03)

- Threat Level: 2
- Faction: Swampfolk

This is the first of two rope and wooden bridges spanning the swamp ponds, leading from the Rundown Shack [1.J] to the Ruined House [1.G].

1.I: RICKETY BRIDGE (LAT 02 / LONG 03)

- Threat Level: 2
- Faction: Swampfolk

The second of two rope and wooden bridges spanning the swamp ponds leads from the Rundown Shack [1.J] to the Ruined House [1.G].

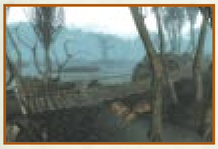
1.J: RUNDOWN SHACK (LAT 02 / LONG 03)

- Threat Level: 3
- Faction: Swampfolk

This is the northwest edge of where the swamp trails peter out. There are bridges nearby, and the threat of inbred violence.

1.K: RICKETY BRIDGE (BARRELS)

(LAT 02 / LONG 03)

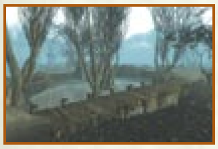


- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

Close to another bridge with discarded radioactive barrels [1.M], this is a route marker when you're plodding along the swamp trails.

1.L: JETTY BRIDGE

(LAT 02 / LONG 04)

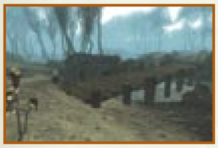


- Threat Level: 2
- Faction: Swampfolk

A series of small ponds in this trail area has this small, low bridge connecting pathways. To the north is a trail junction with a small straw doll marker, and another Jetty Bridge [1.M]. To the south is a discarded shopping trolley and trunk.

1.M: JETTY BRIDGE (BARRELS)

(LAT 02 / LONG 04)

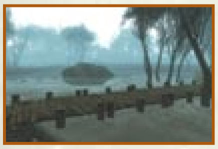


- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

This bridge connects the path junction that leads south to the Jetty Bridge [1.L], and east to another Jetty Bridge [1.N]. There are radiation barrels by the junction where the straw dolls marker is.

1.N: JETTY BRIDGE

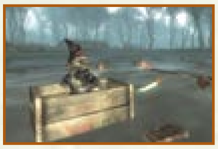
(LAT 03 / LONG 04)



- Threat Level: 2
- Faction: Swampfolk

This bridge lies in the middle of one of the east-west trails that stretches from the Trapper's Shack [1.05] to the Sacred Bog Entrance [1.01]. Follow this trail and the bridge across a large pond to easily reach either destination.

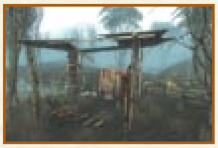
1.O: THE FLOATING GNOME (LAT 04 / LONG 04)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation
- Interior Exploration

Gnomes seem to be taking on some increasingly strange guises. This one is floating on a crate in the middle of a pond. The "pond" is actually a giant Flooded Sinkhole [1.06] with some major items to discover if you swim down. Check the Primary Location for more information.

1.P: RUNDOWN SHACK (LAT 01 / LONG 06)

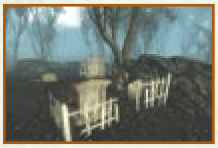


- Threat Level: 2
- Faction: Swampfolk

With Blackhall Manor's ominous widow's walk visible in the distance [1.02], you can investigate this rarely visited area. Two skeletons lie inside a rusting shack, near some ruined books and a Teddy Bear. Evidence of Swampfolk fetishes can be spotted (straw dolls and bone totems).

1.Q: DEARLY DEPARTED

(LAT 01 / LONG 05)



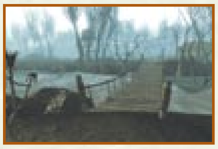
- Threat Level: 2
- Faction: Swampfolk
- Interior Exploration

A lonely grave reveals evidence of two things: that Wild Punga grows anywhere, and (if you check the burial mound) that some Confederate soldiers are buried here. Items found here usually include the following:

- Confederate Hat
- Hunting Rifle
- Yeast
- Wild Punga

1.R: GROWER'S RICKETY BRIDGE

(LAT 02 / LONG 05)

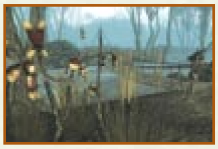


- Threat Level: 4
- Faction: Swampfolk

Part of the main winding trail, this leads north toward the Sacred Bog but is adjacent to the shack sharing its name. Beware of Swampfolk!

1.S: STRAW DOLL RICKETY BRIDGE

(LAT 03 / LONG 05)

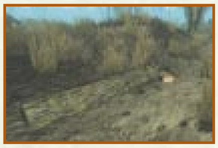


- Threat Level: 4
- Faction: Swampfolk

The numerous hanging dolls and bone totems should give you some idea that you're approaching a Swampfolk stronghold. Just west of here is the Grower's Shack [1.03]

- Wild Punga

1.T: PONDERER'S LOG (LAT 04 / LONG 05)

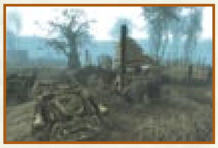


- Threat Level: 3
- Faction: Swampfolk

Along the winding trail that leads to and from the Grower's Shack [1.03] is a log you can sit down to rest on. There's a nearby bone totem, and a Carton of Cigarettes by the log itself.

- Wild Punga
- Carton of Cigarettes

1.U: PARENT'S HOUSE (LAT 05 / LONG 05)

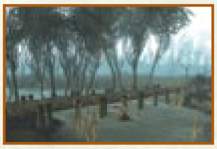


- Threat Level: 3
- Faction: Swampfolk
- Sleep Mattress

Aside from the inbred welcoming committee, there's little to entice you in the building adjacent to the Lil' Tyke Playhouse, although there are Punga plants around the perimeter and a dirty mattress to rest on.

- Wild Punga

1.V: JETTY BRIDGE (BARRELS) (LAT 04 / LONG 06)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation

Close to a crop of Wild Punga and among the bullrushes is a wooden jetty bridge with radioactive barrels under it. This is a good route marker to remember when you're traversing the main trail. Head southwest, and you can see the looming shadow of Blackhall Manor [1.02].

- Wild Punga

1.W: RICKETY BRIDGE (LAT 04 / LONG 07)

- Threat Level: 2
- Faction: Swampfolk

Crossing a large swampy pool, this bridge allows you to access the start of the northwestern swamp trails. Continue on the trail south of the bridge, heading west, and you'll reach Blackhall Manor [1.02]. Head north, and you'll encounter some straw doll fetishes, warning you who rules this marshy hellhole.

1.X: RICKETY BRIDGE (CLUTCHES) (LAT 05 / LONG 06)

- Threat Level: 2
- Faction: Swampfolk

Another bridge allowing access across a pond along the swamp trail, this has two clutches of some new and disgusting fungi. It is close to a T-junction where the trails meet by a large dead tree surrounding by Punga plants.

- Wild Punga

1.Y: RICKETY BRIDGE (LAT 05 / LONG 07)

- Threat Level: 3
- Faction: Swampfolk

This is the other bridge that begins your access to the northwestern swamp trails. South is some Wild Punga and a path straight into Point Lookout itself. North is a trail junction leading to a clearing with Swampfolk and an overturned shopping trolley full of gore. The trail continues north to the Rusting Caravan [2.S].

- Wild Punga

Zone 2: Northern Marshes

TOPOGRAPHICAL OVERVIEW

Not quite as wet as the northwestern swamplands, the wilderness to the north of Point Lookout Township is still a dank and dangerous place. Although Ghouls roam the northern parts, sometimes battling the robotic guardians of the Turtledove Detention Camp (the largest Primary Location in this zone), the main swampland is wooded, and the realm of the Swampfolk. When you're not battling inbred yokels, you'll be looking at their strange totems and doll fetishes, finding a hidden route into the Detention Camp, exploring a wrecked truck, and dealing with Smugglers on the western road. There's even an old Moonshiner's Shack with a lady named Marguerite inside, and you can to help her brew a strange concoction. This area doesn't have a trail, so follow the path of the river, or note the Secondary Locations so you don't get lost. Don't forget to check out Haley's Hardware too; Haley's the most skilled Repairer in Point Lookout.

PRIMARY LOCATIONS

2.08: Trash Heap (LAT 06/LONG 03)
2.09: Marguerite's Shack (LAT 08/LONG 04)
2.10: Turtledove Detention Camp (LAT 09/LONG 01)
2.11: Haley's Hardware (LAT 09/LONG 07)
2.12: Truck Wreckage (LAT 10/LONG 02)

SECONDARY LOCATIONS

2.A: Excavated Muck Hole and Gas Shack (LAT 06/LONG 01)
2.B: Submerged Boxes (LAT 06/LONG 02)
2.C: Swamp Gas Pools (LAT 06/LONG 01)
2.D: Detention Camp Perimeter Sign (LAT 07/LONG 01)
2.E: Sewer Entrance to Septic Tunnel Access (LAT 07/LONG 02)
2.F: Detention Camp Perimeter Sign and Coffin Swamp (LAT 07/LONG 02)
2.G: Detention Camp Perimeter Sign (LAT 08/LONG 02)
2.H: Detention Camp Perimeter Sign (LAT 10/LONG 02)
2.I: Detention Camp Perimeter Sign (LAT 10/LONG 01)
2.J: Ark & Dove Cathedral Sign (LAT 11/LONG 02)
2.K: Rusting Car (LAT 07/LONG 04)
2.L: Dearly Departed (LAT 08/LONG 03)
2.M: Earthen Closet Outhouse (LAT 09/LONG 04)
2.N: Smugglers' Camp (LAT 10/LONG 03)
2.O: Swamp Trail (Start) (LAT 10/LONG 04)
2.P: Ark & Dove Cathedral Sign (LAT 10/LONG 04)
2.Q: Smugglers' Road Block (LAT 10/LONG 03)
2.R: Ladder to Miner's Rest (Kenny's Mine) (LAT 11/LONG 04)
2.S: Rickety Bridge (Flooded) (LAT 06/LONG 06)
2.T: Rusting Caravan (LAT 06/LONG 06)
2.U: Picnic Table Vista (LAT 06/LONG 07)
2.V: Ghoul-Infested Excavated Muck Hole (LAT 06/ LONG 05)
2.W: Dearly Departed (LAT 07/LONG 05)
2.X: Swamp Gas Pool (LAT 07/LONG 06)
2.Y: Swamp Gas Pool (LAT 07/LONG 06)
2.Z: "Help Us" Covered Bridge (LAT 08/LONG 06)
2.AA: Town Outskirts T-Junction (LAT 08/LONG 07)
2.BB: Creeper's Fishing Spot (LAT 10/LONG 06)

Note

The map for the following locations appears on page 660.

Primary Locations

2.08: TRASH HEAP
(LAT 06 / LONG 03)

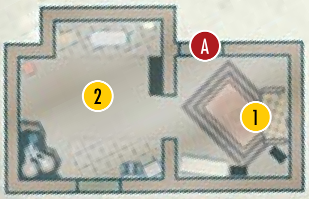
- Threat Level: 3
- Factions: Ghouls, Swampfolk
- Danger: Low Radiation
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark

The Swampfolk deposit potentially harmful debris in this Trash Heap, located near the northwestern edge of the swampland. A local landmark, this is mainly used as a geographical reference when you're traversing this region. However, this mound of rubble, radioactive barrels, and rusting vehicles holds some secrets. Head around to the southern edge, near the water and bullrushes, and face north. There should be a safe in front of you, First Aid, and at the top near the bed frame, there's an open safe with a Mini-Nuke in it, near a Bag of Yeast and two Ammo Boxes. Continue down the other side of the heap for a third safe, and more First Aid hidden in the grass near a Cherry Bomb.

- Trash Safe Items (2)
- Mini-Nuke (84/92)
- First Aid Box (2)
- Ammunition Box (2)
- Cherry Bomb

2.09: MARGUERITE'S SHACK
(LAT 08 / LONG 04)

- Miscellaneous Quest: A Spoonful of Whiskey
- Threat Level: 5
  Faction: Swampfolk
- Danger: Low Radiation
- Interior Exploration
- Lots o' Caps
- Inhabitant: Marguerite



Marguerite's Shack is deep in the Swampfolk's woodland, on the riverbank. It's highly dangerous: Swampfolk patrol the exterior property, which features the odd Bear Trap. This yard is festooned with straw dolls and bone totems. There's some Beer by the rocking chair on the riverside stoop. Enter the shack via the Storm Door to Moonshiner Shack.

A Door to Point Lookout

1 Marguerite's Room

Marguerite is faking an illness on the bed. Don't accidentally shoot her; she's less demented than her cousins outside. Complete **Miscellaneous Quest: A Spoonful of Whiskey** to access her Moonshine.

- Beer
- Moonshine

2 Moonshine Still

This moonshine still isn't functioning properly, but you can Repair it and receive Caps for your prowess. There's a small kitchen with Food and Alcohol, but all must be stolen if Marguerite is alive.

- Food and Alcohol
- Moonshine

2.10: TURTLEDOVE DETENTION CAMP
(LAT 09 / LONG 01)

- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 4
- Faction: U.S. Army
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection

This lonely detention camp on the northern border of this zone was once used by the U.S. military to "detain" those suspected of being Chinese espionage agents, and a fair amount of interrogation work occurred here. Robotic guards, usually Robobrains, Mister Gutsy models, and Sentry Bots, still patrol the exterior courtyard, and can be attacked or coaxed into a battle with nearby Ghouls. Evidence of torture, detailed administrative information, and a secret sewer pipe to an exit out in the swamps are all available to those who infiltrate this military stronghold.

A Camp Gates

B Access Gap in Fence

1 Escaping Gas Pool

2 Outhouse

3 Northeast Watchtower

- Ammunition Box (3)

C Storm Door to Bunkhouse A

4 Bunkhouse A Interior

This consists of bunk beds you can sleep on.

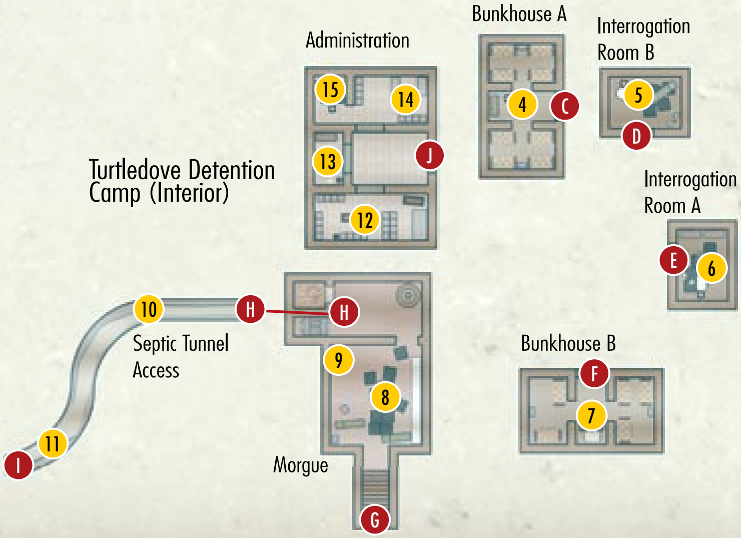
- First Aid Box
- Stealth Boy
- Footlocker and Cherry Bombs (2)

D Storm Door to Interrogation Room B

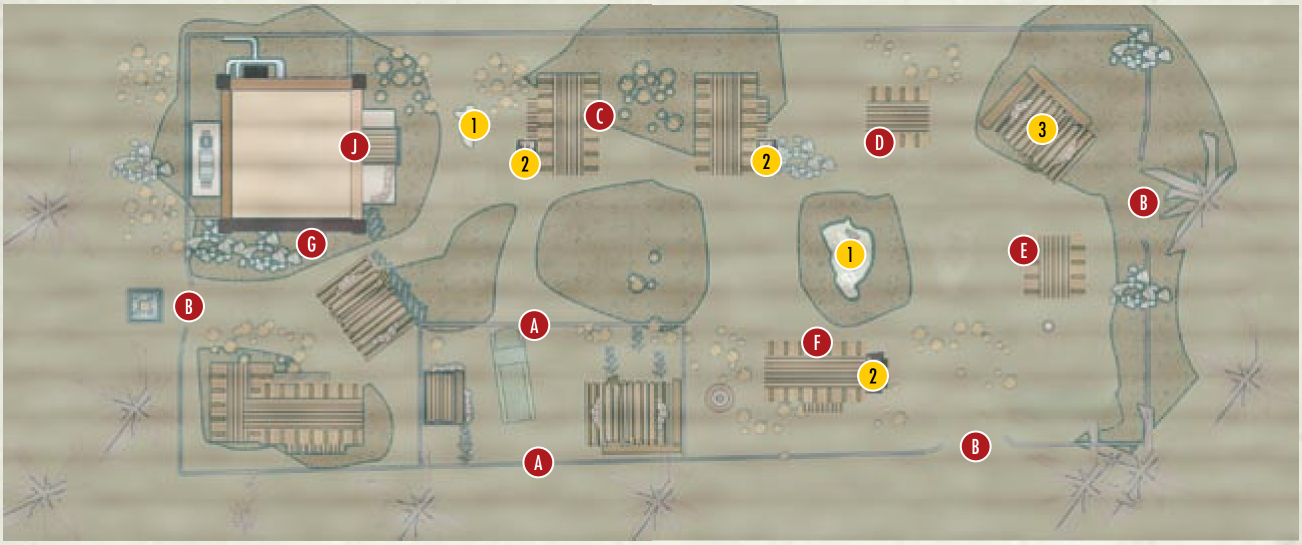
5 Interrogation Room B Interior

A slumped skeleton on a gurney, and bright interrogation lights.

- Moonshine
- Stimpak and Mentats



Turtledove Detention Camp (Exterior)



E Storm Door to Interrogation Room A

6 Interrogation Room A Interior

A large transistor and interrogation lighting.

- Fission Battery
- Stimpak

F Storm Door to Bunkhouse B

7 Bunkhouse B Interior

Ransacked bunk beds and scattered skeletons.

- Confederate Hat
- Footlocker

MORGUE

G Shack Door to Morgue

8 Skeleton on Gurney

- Stimpak (3)
- RadAway

9 Remains Locker

This bank of lockers holds some skeletons of the ancient dead. A few lockers hold remains:

» TD-0831: Cheng, A

» TD-0204: Shen, Mei

» TD-0181: Yang, Wan: This locker holds the remains of a Chinese Spy pertinent to **Miscellaneous Quest: The Velvet Curtain**. You can extract a tooth from the skeletal corpse, but only after realizing it is there, during the quest.

H Crematorium and Manhole to Septic Tunnel Access

Activate the switch to turn the crematorium off and on.

- Rad-X (2)
- Stimpak (2)
- Fission Battery

SEPTIC TUNNEL ACCESS

H Grate to Morgue

10 Personal Footlocker

- Footlocker Items

11 First Aid Box

- First Aid Box

I Grate to Point Lookout

This leads to [2.E] Sewer Entrance to Septic Tunnel Access (LAT 07/LONG 02), and can be accessed at either side.

ADMINISTRATION BUILDING

J Door to Administration

12 Weapons Storage

- Assault Rifle (2)
- .308 Caliber Rounds (24)
- Sniper Rifle
- Ammunition Box (4)
- First Aid Box (3)
- Frag Grenade (4)
- 10mm Pistol
- Mini-Nuke (85/92)

13 Restroom

- 10mm Pistol
- Assault Rifle
- Psycho

14 Office

- Fission Battery

15 Administrator's Office

Head northwest to the administrator's cubicle, and check out the terminal for information relevant to **Miscellaneous Quest: The Velvet Curtain**.

- Combat Armor and Helmet
- .44 Scoped Magnum and Ammo
- Ammunition Box (2)

2.11: HALEY'S HARDWARE

(LAT 09 / LONG 07)

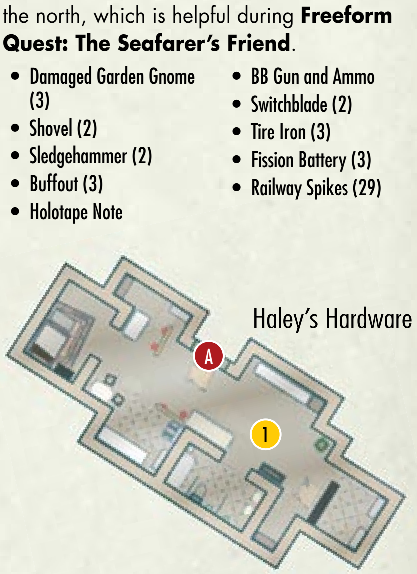
- Freeform Quest: The Seafarer's Friend
- Threat Level: 2
- Faction: Swampfolk
- Services: Repairer
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Lots o' Caps
- Work Bench
- Inhabitant: Haley

Haley's Hardware is a small, one-story shack on the northern outskirts of Point Lookout Township, and northwest of the eldritch torment of the Ritual Site [5.25]. It is run by Haley the merchant, a man with a unique-looking jumpsuit (which you'll have to pry off his corpse). The hardware store itelf is on the road that runs from the T-junction [2.AA] around and south of the Ritual Site. There's apparently a big sale on, if the signs are to be believed.

A fearsome enlarged Gnome guards the entrance door, and you can take various items without stealing them, before heading inside. These include a Holotape Note, giving information on a Wrecked Truck [2.12] to the north, which is helpful during **Freeform Quest: The Seafarer's Friend**.

- Damaged Garden Gnome (3)
- Shovel (2)
- Sledgehammer (2)
- Buffout (3)
- Holotape Note
- BB Gun and Ammo
- Switchblade (2)
- Tire Iron (3)
- Fission Battery (3)
- Railway Spikes (29)

Haley's Hardware



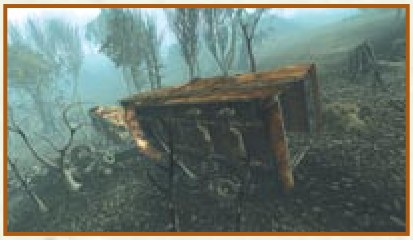
Ⓐ Storm Door to Point Lookout

① Store Floor

Haley is always in here. You can purchase a wide variety of junk, Ammo, Health, and other items of interest. He can Repair any items you wish. This store has enough junk inside and out to build a number of Custom Weapons, and there's a Work Bench in here to help, assuming you have the Schematics. Slay Haley (the best Repairer in Point Lookout), and you have access to the following items:

- Work Bench
- Haley's Inventory Key
- Handyman Jumpsuit (117/152)
- Roving Trader Hat
- Safe Items
- Haley's Inventory
- Confederate Hat (2)

2.12: TRUCK WRECKAGE (LAT 10 / LONG 02)



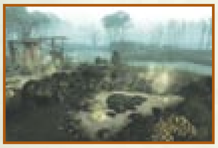
- Freeform Quest: The Seafarer's Friend
- Threat Level: 3
- Faction: Smugglers
- Rare or Powerful Item

Guarded by a couple of Smugglers who like to use Grenades, this abandoned truck is referenced in a Holotape Note found in two places: Haley's Hardware store [2.11], and a table at the top of Point Lookout Lighthouse [6.29]. Once you head into the back of the container, ignoring the creepy doll heads, there's little to take except a single, intact Lighthouse Bulb.

- Lighthouse Bulb

Secondary Locations

2.A: EXCAVATED MUCK HOLE AND GAS SHACK (LAT 06 / LONG 01)



- Miscellaneous Quest: An Antique Land
- Threat Level: 3
- Faction: Ghouls
- Low Radiation
- Gas Leak
- Guns and Ammunition

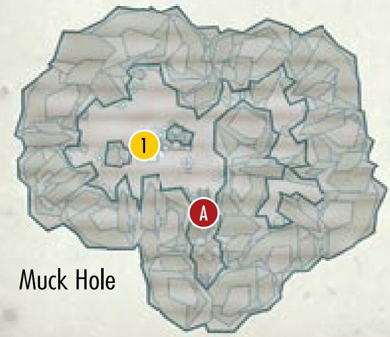
A large collection of bubbling swamp gas pools along with a tumbledown shack is lightly patrolled by Ghouls, so expect combat with them before searching the area, which is devoid of items. Continue your expedition by heading down the Ladder to Excavated Muck Hole, where you find a Holotape that helps you in a Miscellaneous Quest.

Ⓐ Ladder to Point Lookout

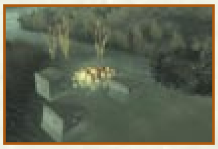
① Bysshe Company Terminal

Beware of escaping gas; do not use firearms unless you want to be caught in the explosion. The skeleton of a company intern lies in pieces down here, along with the following equipment:

- Holotape: Soil Survey Tape 01
- Bio-Gas Canister (2)
- Fission Battery
- Advanced Radiation Suit



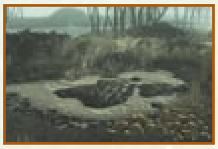
2.B: SUBMERGED BOXES (LAT 06 / LONG 02)



- Threat Level: 1
- Low Radiation

Three empty crates lie half-submerged in water on the outskirts of the Trash Heap [2.08]. They don't contain anything, but it's worth remembering that you can't store items in empty containers if you're over-encumbered, because they've been stolen by the time you return to them. Sell them, leave them in your house, or drop them instead.

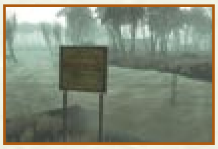
2.C: SWAMP GAS POOLS (LAT 06 / LONG 01)



- Threat Level: 3
- Faction: Ghouls
- Low Radiation

Use the sound of the two bubbling pools here as an audible clue that you're close to the northern border of this zone.

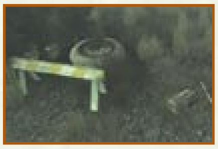
2.D: DETENTION CAMP PERIMETER SIGN (LAT 07 / LONG 01)



- Threat Level: 2
- Faction: Ghouls
- Low Radiation

This is one of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10].

2.E: SEWER ENTRANCE TO SEPTIC TUNNEL ACCESS (LAT 07 / LONG 02)

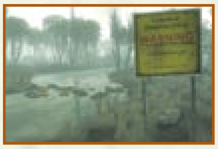


- Threat Level: 3
- Faction: Ghouls
- Guns and Ammunition
- Health and Chems
- Underground Connection

Close to a low thicket of scrub and a low road sign is the Sewer Entrance to Septic Tunnel Access. The map for the Sewer Tunnel [U2.10B] is covered in the section on Turtledove Detention Camp [2.10]. Use this exit to come and go into the camp's morgue without being seen by the robots patrolling the camp's main yard. By the manhole cover you'll find the following:

- Ammunition Box (2)
- First Aid Box (2)

2.F: DETENTION CAMP PERIMETER SIGN AND COFFIN SWAMP (LAT 07 / LONG 02)

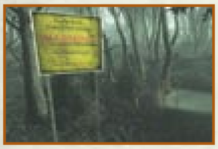


- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

This is one of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10]. The sign reads "Warning: Military Clearance Alpha: Trespassers will be shot." Take no notice; the military perished here a couple of centuries ago. Trace a line between here and 2.D to see the camp's other perimeter signs. Floating (and empty) coffins in the water nearby suggest that someone has been robbing graves.

- Wild Punga

2.G: DETENTION CAMP PERIMETER SIGN (LAT 08 / LONG 02)



- Threat Level: 2
- Faction: Ghouls
- Rare or Powerful Item

This is one of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10]. Trace a line to 2.D and 2.E for a clearer view of the perimeter. This is also on the main trail that goes southwest from the camp, then southeast, right into Point Lookout Township. Before you leave this area, head west from the sign, and peer over the scrub bushes to a small crate with a Hockey Mask and a unique Toy Knife: the perfect accompaniment to a Pint-Sized Slasher Mask you might find!

- Hockey Mask
- Toy Knife (118/152)

2.H: DETENTION CAMP PERIMETER SIGN (LAT 10 / LONG 02)

- Threat Level: 2
- Faction: Ghouls

This is one of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10]. You can now see the different signs and perimeter; robot defenders at the camp don't follow you past these points. This sign is off the road, near the Truck Wreckage [2.12]

2.I: DETENTION CAMP PERIMETER SIGN (LAT 10 / LONG 01)

- Threat Level: 3
- Faction: Ghouls

This is the last of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10]. You can now join points 2.C, 2.D, 2.F, 2.G, 2.H, and 2.I to see just where the perimeter is. Look west, and you can see a gap in the western perimeter fence.

2.J: ARK & DOVE CATHEDRAL SIGN (LAT 11 / LONG 02)

- Threat Level: 3
- Faction: Ghouls

Just above the switchback in the main road that runs from Point Lookout Township all the way to the Ark & Dove Cathedral, there's a sign prompting you that you're nearing the cathedral, which you can see through the mists at the top of the hill. Beware of Ghouls!

2.K: RUSTING CAR (LAT 07 / LONG 04)

- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

A rusting car with a steel gauge assembly on its roof slowly disintegrates at the bend in the river. Use this to orient yourself. This is the western edge of the more forested part of this zone, and to the west lies more open marshland.

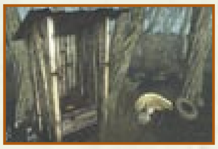
2.L: DEARLY DEPARTED (LAT 08 / LONG 03)

- Threat Level: 2
- Faction: Swampfolk
- Low Radiation
- Guns and Ammunition

Two graves lie in the middle of this swamp, and this is a route marker to find if you're taking a direct path from the Ark & Dove Cathedral [3.13] to the Sacred Bog Entrance [1.01] during **Main Quest: Walking with Spirits**. This is purely optional, however. Check the graves; there's a Shovel propped up by one, and both contain some random equipment, including these possible items:

- Confederate Hat
- Hunting Rifle

2.M: EARTHEN CLOSET OUTHOUSE (LAT 09 / LONG 04)



- Threat Level: 3
- Faction: Swampfolk

Marking the eastern perimeter of Marguerite's Shack [2.09], this outhouse is surrounded by junk, including the obligatory car on bricks. Expect Swampfolk to attack from the shack to the west.

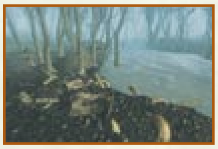
2.N: SMUGGLERS' CAMP (LAT 10 / LONG 03)

- Threat Level: 4
- Factions: Ghouls, Smugglers
- Guns and Ammunition
- Health and Chems

Northwest and down the hill from the Roadblock [2.Q] these three Smugglers have erected is their camp itself. It isn't much, but at least they've got a fire going. Deal with the Smugglers, then inspect the camp and make off with whatever you need:

- Assorted Alcohol (15)
- Ammunition Box (4)

2.O: SWAMP TRAIL (START) (LAT 10 / LONG 04)



- Threat Level: 3
- Factions: Ghouls, Smugglers, Swampfolk

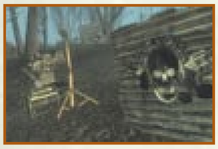
This is the junction where the main road that loops around to the cathedral splits up, and a walking trail through the swamps begins. This runs almost directly northwest, then north to the Turtledove Detention Camp [2.10]. Expect Smugglers to the north, Swampfolk to the east, and Ghouls to the west. There are no items of note here.

2.P: ARK & DOVE CATHEDRAL SIGN (LAT 10 / LONG 04)

- Threat Level: 3
- Factions: Ghouls, Smugglers

Just past the speed limit sign and the left turning for the trail leading to the Turtledove Detention Camp [2.10], there's a sign telling you you're on the right path to reach the Ark & Dove Cathedral [3.13]. Of course, you aren't using a vehicle, so you can simply head west up the hill. Scavenge the area for a Teddy, and watch out for Smugglers.

2.Q: SMUGGLERS' ROADBLOCK
(LAT 10 / LONG 03)

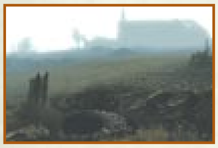


- Threat Level: 4
- Factions: Ghouls, Smugglers
- Guns and Ammunition

The sign of the skull and crossed weapons is a signal Smugglers are about, and they have blocked this road, killing anyone passing and bringing them into their camp [2.N], which is where most of the fighting takes place. Expect some pitched battles between Smugglers and Ghouls in this area. Finish off any stragglers. Check the skeletons for items.

- Double-Barrel Shotgun
- Axe
- Lever-Action Rifle
- Ammunition Box

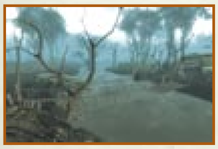
2.R: LADDER TO MINER'S REST (KENNY'S MINE)
(LAT 11 / LONG 04)



- Threat Level: 2
- Faction: Ghouls
- Underground Connection

This pile of black igneous rock is halfway down cathedral hill and offers great views of the marshland, if you can see it through the fog. At the beginning of your exploration, the ladder down to Miner's Rest is sealed and cannot be entered. However, if you complete **Freeform Quest: Latchkey Kenny**, you can use this exit, and come and go to the Herzog Mine (which Miner's Rest is part of) via this secondary entrance. For maps of the underground area accessed from here, check the entry for Herzog Mine [3.15].

2.S: RICKETY BRIDGE (FLOODED)
(LAT 06 / LONG 06)

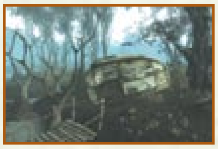


- Threat Level: 3
- Faction: Swampfolk
- Low Radiation

Expect some rough combat with the local yokels just south of this bridge, which leads to the Rusting Caravan, before the trail goes cold.

- Wild Punga

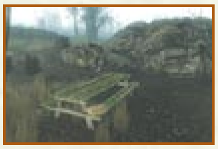
2.T: RUSTING CARAVAN
(LAT 06 / LONG 06)



- Threat Level: 2
- Faction: Swampfolk
- Sleep Mattress

As you traverse the Rickety Bridge and trails along the western edge of Zone 1, you can see this rusting caravan, with a skeletal occupant and a mattress. Use this as a small landmark so you remember how far you need to go to reach Point Lookout while on your travels.

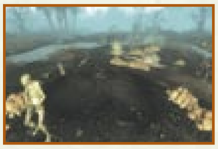
2.U: PICNIC TABLE VISTA (LAT 06 / LONG 07)



- Threat Level: 1
- Faction: Swampfolk
- Highly Visible Landmark

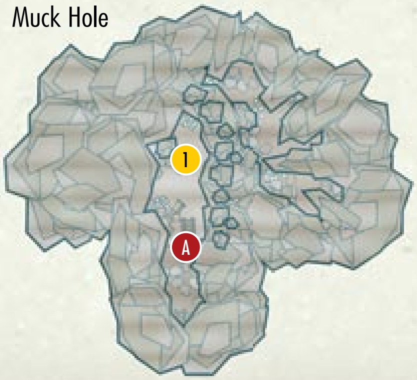
If you stand on the rocks adjacent to this riverside picnic table, you can see almost every part of Point Lookout on the horizon, from Blackhall Manor [1.02] to the west, the Ark & Dove Cathedral [3.13] on the hill to the northeast, and a glimpse of the Calvert Mansion [6.28] and Point Lookout Lighthouse [6.29] through the trees to the southeast. This rock is a great place to fend off attackers, too! Grab the goods from the table:

2.V: GHOUL-INFESTED EXCAVATED MUCK HOLE (LAT 06/ LONG 05)



- Miscellaneous Quest: An Antique Land
- Threat Level: 3
- Faction: Ghouls
- Low Radiation
- Gas Leak
- Interior Exploration

Muck Hole



On the flat marshland to the west of the forested area are a number of Ghouls that bathe and breathe in the escaping gas of the swamp pools. This area was once excavated, and a subterranean area is still accessible for part of **Miscellaneous Quest: An Antique Land**. There's little except muck holes and pools on the surface. Enter the Ladder to Excavated Muck Hole.

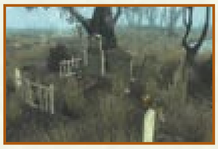
Ⓐ Ladder to Point Lookout

① Ladder to Point Lookout

Beware of escaping gas! Holster firearms, and inspect the table near the skeletons of the Bysshe Company's interns. Find the following here:

- Fission Battery
- Holotape: Soil Survey Tape 02
- Footlocker Items

2.W: DEARLY DEPARTED
(LAT 07 / LONG 05)

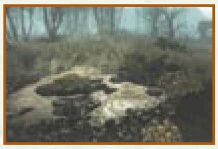


- Threat Level: 2
- Faction: Swampfolk

Three headstones (but only two graves) lie in the middle of this swamp; could they be from the Civil War? Check the graves; there's a Shovel propped up by one, and both contain some random equipment, including these possible items:

- Double-Barrel Shotgun
- Yeast

2.X: SWAMP GAS POOL (LAT 07 / LONG 06)

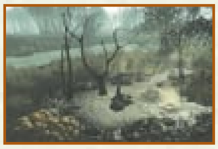


- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

Another small gaseous pool produces bursting bubbles. Listen for it if you decide to go off the trail and into the wilds of the main swamp.

- Wild Punga

2.Y: SWAMP GAS POOL (LAT 07 / LONG 06)



- Threat Level: 2
- Low Radiation

The greasy, plopping sound of escaping gas bubbles alerts you of this swamp gas pool. Watch the bubbles bounce around and pop on your way to or from the Covered Bridge.

2.Z: "HELP US" COVERED BRIDGE
(LAT 08 / LONG 06)

- Threat Level: 2
- Faction: Swampfolk
- Guns and Ammunition
- Health and Chems
- Sleep Mattress
- Highly Visible Landmark

Some hapless soul has painted the roof of one of Maryland's famous covered bridges with the words "Help Us." This landmark basically shows where the township of Point Lookout, beach, and ocean begins (south of here), and the swampland (to the north) ends. Check the bridge for a few supplies:

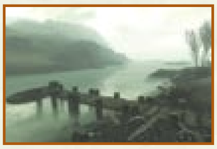
- First Aid Box (2)
- Ammunition Box (2)
- Whiskey and Chems
- Wild Punga Fruit

2.AA: TOWN OUTSKIRTS T-JUNCTION
(LAT 08 / LONG 07)

- Threat Level: 2
- Faction: Swampfolk

This junction allows you to stay on the beaten track instead of wandering off to your doom. You can head east, around past Haley's Hardware [2.11], south into town, or north along the main road to the cathedral.

2.BB: CREEPER'S FISHING SPOT
(LAT 10 / LONG 06)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation
- Guns and Ammunition

A perfect place to sit, fish, shoot, and think about an unholy union with your cousin, this is usually populated by two Swampfolk. When they've burbled their last whoop and holler, check the end of the jetty. Aside from the super-cute Teddy fisherman, there's a Rifle and Ammo under the chair

- Lever-Action Rifle and Ammo

Zone 3: The Shrouded Promontory

TOPOGRAPHICAL OVERVIEW

One landmark dominates the skyline and the top of this rugged clifftop promontory: the Ark & Dove Cathedral, which is the hub and hallowed grounds of the local Tribals. Aside from the cathedral, there's the adjacent resting grounds where Ghouls roam, and ancient citizens suffer even after death as their coffins slowly fall down into a large Sea Cave below, accessed via a Wrecked Seatub (assuming you have the key). Along the south and east sections of coastline, find a couple of key locations once you've massacred the Mirelurks. The not-quite-abandoned Herzog Mine is home to a particularly wily new friend, while Tobar's recommendation, a Ghoul named Plik, runs a special hunting club for high rollers. You can even try a spot of archaeology; rumor has it there's a *T. rex* skeleton hidden somewhere in this zone!

Note

The map for the following locations appears on page 660.

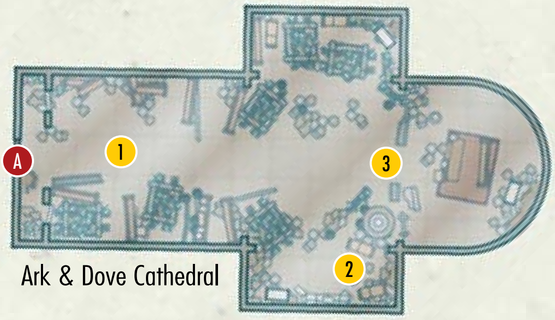
PRIMARY LOCATIONS

3.13: The Ark & Dove Cathedral (LAT 12/LONG 03)
3.14: Ark & Dove Resting Grounds (LAT 13/LONG 01)
3.15: Herzog Mine (LAT 13/LONG 05)
3.16: Wrecked Seatub (LAT 15/LONG 02)
3.17: Coastal Grotto (LAT 16/LONG 03)

SECONDARY LOCATIONS

3.A: The Unlucky Adventurer (LAT 16/LONG 01)
3.B: Egg Clutch Rock (LAT 16/LONG 01)
3.C: Ark & Dove Well (LAT 13/LONG 03)
3.D: Lookout Spot (LAT 14/LONG 03)
3.E: The Rugged Rocks (LAT 16/LONG 03)
3.F: Sunken Treasure Buoy (LAT 17/LONG 03)
3.G: Dead Man's Plank (LAT 13/LONG 05)
3.H: Sunken Treasure Buoy (LAT 16/LONG 05)
3.I: The Jagged Rocks (rusting speedboat) (LAT 14/LONG 06)
3.J: The Jagged Rocks (rusting boat) (LAT 15/LONG 07)
3.K: Sunken Treasure Buoy (LAT 16/LONG 07)

Primary Locations



3.13: THE ARK & DOVE CATHEDRAL

(LAT 12 / LONG 03)

- Main Quest: Walking with Spirits
- Main Quest: Hearing Voices
- Freeform Quest: Tailing the Tomboy
- Threat Level: 2
- Faction: Tribals
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Sleep Mattress
- Rare or Powerful Item
- Inhabitants: Croatoa, Jimson, Nadine

This cathedral, named after the two sailing ships landing in Maryland to establish the English colony in 1633, is now the main hideout for the Tribals, a cult group that believes in the power of the Punga plant. They are generally docile, unless their leader—Professor Calvert—orders them to attack. The cathedral grounds and gate are inaccessible until you've completed the Ritual of Mother Punga, during **Main Quest: Walking with Spirits**. Beware of Ghouls in the entrance area, which features a sealed gate and an intercom you can use to question Jimson. Don't forget the Ark & Dove Well [3.C] if you need a quick entrance down into the Sea Cave [U3.16], but only after you've opened it from the underground.

Check to the right (southwest) of the main gate for a straw bed, Ammo, and Stimpaks on a tree stump.

- Ammunition Box (2)
- Stimpak (2)
- Wild Punga

Enter the walled garden between the perimeter wall and cathedral to pick a variety of Punga.

- Punga Fruit
- Wild Punga Fruit

Ⓐ Doors to Point Lookout

① Conversation with Croatoa

- Fertilizer Shovel (119/152)

② Conversation with Nadine

You should ask Nadine to remove your scar, allowing you to wear headgear again. You also receive the Sea Cave Key from her, allowing you to enter via the rusting boat [3.16]. You can talk to her about matters concerning **Freeform Quest: Tailing the Tomboy**.

- Scar Removed
- Sea Cave Key

③ Conversation with Jimson

Jimson makes little to no sense, so gather the items, including the masses of Punga Fruit.

- Yeast (3)
- Sack Items (7)
- Punga Fruit
- Health and Chems

> **Caution**
>
> If you become violent toward Tribals later in the Main Quest, and then return here, you must fight the Cathedral's Tribals the moment you step through the doors.

3.14: ARK & DOVE RESTING GROUNDS

(LAT 13 / LONG 01)

- Threat Level: 5
- Factions: Ghouls, Smugglers

The final resting place of many ancient inhabitants of Point Lookout, this eerie and windswept place is also a highly dangerous because numerous Ghouls (including Reavers) wander this area. Wear the Ghoul Mask to prevent combat with them, and try to coax any nearby Smugglers into fighting the Ghouls, while you mop up the stragglers. Close to this cemetery is the Ark & Dove Well [3.C] leading down to the Sea Cave [U3.16]. Note that some of the coffins have fallen into the Sea Cave below.

- Wild Punga

3.15: HERZOG MINE

(LAT 13 / LONG 05)

- Freeform Quest: Latchkey Kenny
- Threat Level: 3
- Faction: Swampfolk
- Danger: Baseball Pitcher, Bear Trap, Grenade Bouquet, Low Radiation
- Guns and Ammunition
- Home Sweet Home
- Interior Exploration
- Underground Connection
- Inhabitant: Latchkey Kenny

The entrance to Herzog Mine is along the rocky cliffs under the Dead Man's Plank [3.G], and you can spot a mine cart near the partially hidden door. The door is accessible at any time.

HERZOG MINE

Ⓐ Door to Point Lookout

① Slumped Skeleton

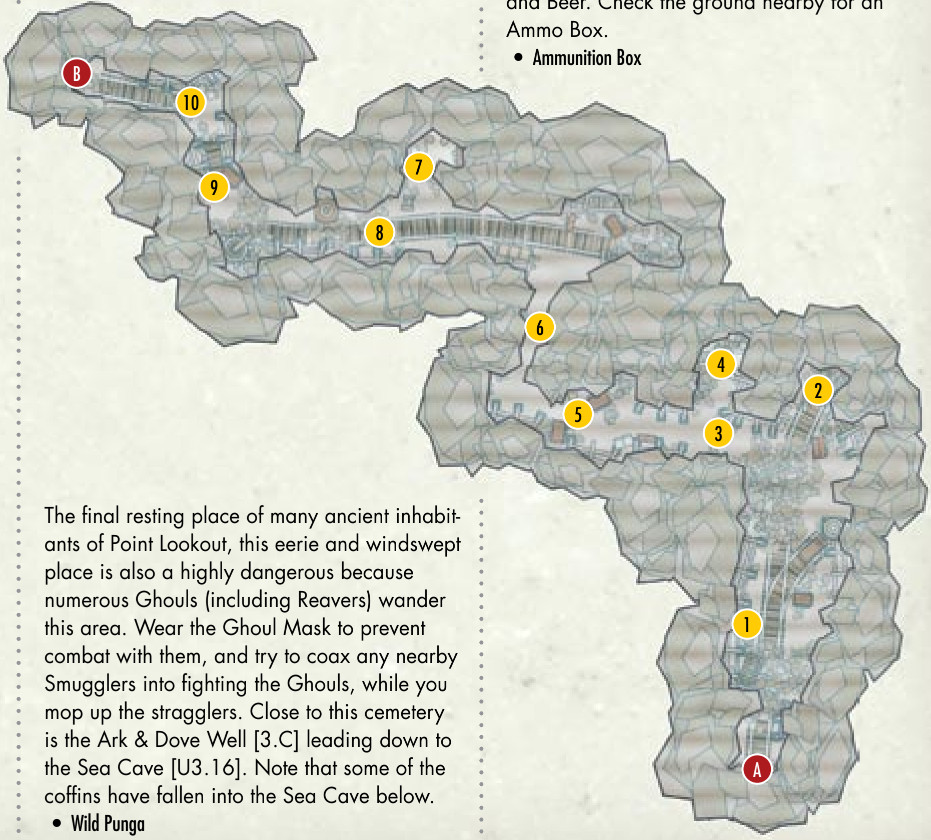
Sprawled near a lantern and a hammer. You can hear faint laughter from an unknown source.

② Mine Cart

Containing a skeleton with a Teddy Bear and Beer. Check the ground nearby for an Ammo Box.

- Ammunition Box

Herzog Mine



3 Doll Head Avalanche

4 Miner's Recreation Area

5 Mine Carts

Behind is metal shelving with Buffout on it. Nearby there are Ammo Boxes.

- Mine Box (2)

6 Kenny's Trap

Beware of Bear Traps as you enter this narrow passage, then the blinding flash of a camera followed by incoming baseballs—and Grenades!—from a pitching machine.

7 Miner's Nook

- Mine Box (2)

8 Creeper's Curiosity

A Creeper heads into some barrels and is blown into pieces.

9 Mine Cart

- Mine Box

10 Mining Tools

B Door to Miner's Rest

MINER'S REST

B Door to Herzog Mine

11 Dead-End Pool

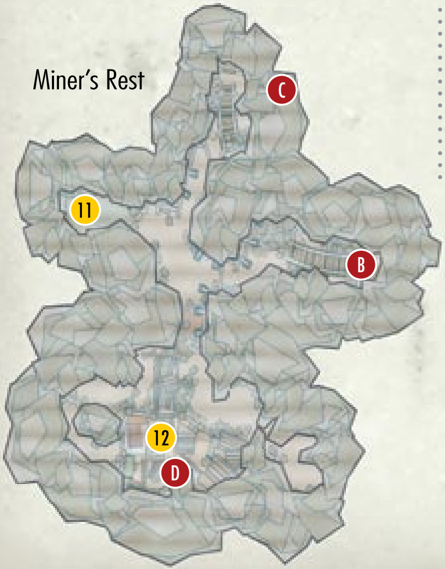
C Door to Backdamp Shaft

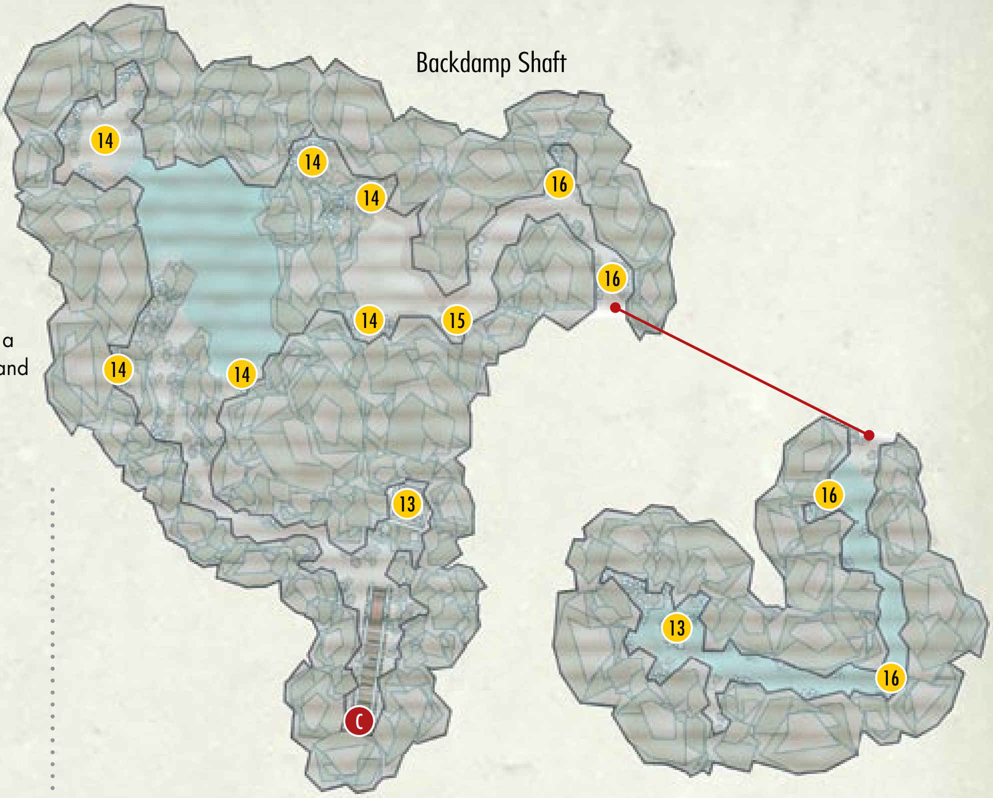
12 Kenny's Cave House

Here you meet Kenny, who is surprised you survived all of his traps. He asks you to find his Kenny Bear. If you bring this back to him, you can use the containers in this chamber to store any appropriated equipment. You can also access the Ladder to Point Lookout, a shortcut back down here, that leads up to Ladder to Miner's Rest (Kenny's Mine) [2.R]. You can steal two items of interest here, too:

- Yeast
- Pint-Sized Slasher Mask (120/152)

D Ladder to Point Lookout





BACKDAMP SHAFT

C Door to Miner's Rest

13 Mine Shaft to Kenny Bear

Beware of Swamplurks and Mirelurks throughout your investigation of this dangerous area. Drop down the shaft and risk crippling yourself, or move along the rocky path to reach this prize.

- Mining Tools (shaft hole)
- Kenny Bear

14 Mirelurk Egg Clutches

- Hatchling Mirelurk Meat

15 Hanging Herzog

Based on the tales Kenny is fond of, you surmise that this is the old owner of the mine, hanging from a noose near a fallen mine shaft where the skeletons of his workers can still be spotted.

- Pre-War Hat
- Shovel
- Moonshine

16 Mirelurk Egg Clutches

- Hatchling Mirelurk Meat

3.16: WRECKED SEATUB (LAT 15 / LONG 02)

- Main Quest: Hearing Voices
- Threat Level: 3
- Faction: Tribals
- Danger: Low Radiation
- Area Is Locked
- Guns and Ammunition
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Inhabitants: Jackson, The Brain

The rusting shell of an old Seatub lies dashed against a rocky cove in a rarely visited area of coastline. Brave the elements, and periodic Mirelurk attacks, to reach this point. However, be sure you've secured the Sea Cave Key from Nadine in the Ark & Dove Cathedral [3.13] or you cannot enter the hatch on the Seatub itself. This leads to the Sea Cave.

SEA CAVE

A Door to Point Lookout

Look behind you; this is a hole from the underside of the Seatub you entered.

1 Submerged Safe

- Submerged Safe Items

2 Robber's Rowboat

Aside from the items found in the Rowboat, there are Egg Clutches dotted throughout this Sea Cave, containing Mirelurk Meat.

- Double-Barrel Shotgun and Ammo
- Hatchling Mirelurk Meat

3 Sea Cave Path

4 Hidden Cave

Dive off the path into this second lagoon, and keep heading down underwater, then turn south, and swim forward, head up and surface into a tiny hidden cave with a mattress and the following items:

- Carton of Cigarettes
- Chest Items
- .32 Pistol and Ammo

5 Watery Dead End

6 Two Sprawled Skeletons

7 Remains of the Confederacy

- Confederate Hat (3)
- Double-Barrel Shotgun

8 Coffin Grotto

The ground is littered with ancient skeletons and coffins that have fallen from the ceiling, which is actually the ground beneath the Ark & Dove Resting Grounds [3.14]. Scour the area for the following items:

- Coffin Items (5)
- Double-Barrel Shotgun (5)
- Confederate Hat (4)
- Wild Punga

9 Introduction to Jackson

You're likely to meet the "human" leader of the Tribals on this natural balcony overlooking the grotto. You can ask him about his religion and obtain more information about the Transcendent Master.

10 The Transcendent Master

A holographic projector attached to a portable generator offers the first chat with the real leader of the Tribals: a brain suspended in goo, of which this is a holographic projection. The brain in question belongs to Professor Calvert, who resides in his laboratory under Point Lookout Lighthouse [6.29].

A Ladder to Point Lookout

This allows access up to the Ark & Dove Well [3.C] enabling you to return here from the cathedral grounds whenever you wish.

3.17: COASTAL GROTTO (LAT 16 / LONG 03)

- Threat Level: 5
- Faction: Ghouls
- Danger: Bear Trap
- Collectible: Mini-Nuke
- Area Is Locked
- Health and Chems
- Interior Exploration
- Lots o' Caps
- Perk!
- Rare or Powerful Item
- Inhabitants: Jacob Humboldt, Plik, Rip Smithy

The Coastal Grotto is difficult to navigate to due to the rough terrain, and it's best approached via a switchback path slightly northeast of the hatch door leading into the cliff itself. Inside, you enter a long natural rock corridor.

A Door to Point Lookout

1 Plik's Cell

You can't sleep on Plik's tidy bed, but you can ransack his cell for the following items, and a new perk when you read Plik's Journal:

- Caps
- Carton of Cigarettes
- First Aid Box
- Mini-Nuke (86/92)
- Plik's Journal
- Ghoul Ecology Perk

2 Plik

You can pay the Ghoul 1,000 Caps and enter Plik's Safari, or ask more about his Safari. You can also kill him after the Safari to get more than your Caps back. If you're pleasant instead, Plik rewards you with the Dismemberer after your first Safari, and will periodically re-open Safari registration to you for half price.

- Dismemberer
- 1,800 Caps

B Door to Plik's Safari/Coastal Grotto

3 Ghoul Incursion Point

4 Safari Start Switch

Press this, and the game begins!

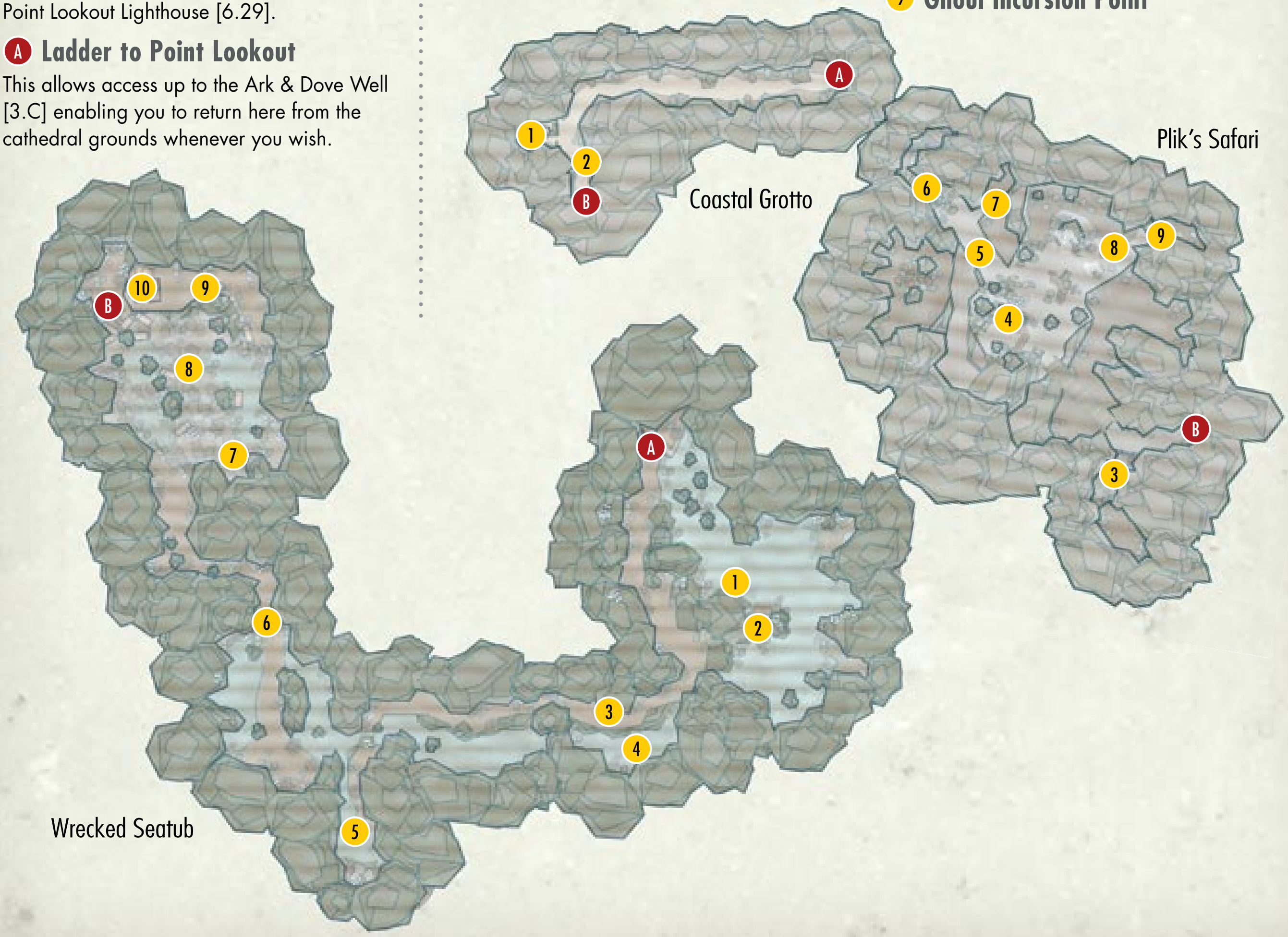
5 Danger! Bear Traps!

6 Ghoul Incursion Point

7 Ghoul Incursion Point (Lower Level)

8 Danger! Bear Traps!

9 Ghoul Incursion Point



Secondary Locations

3.A: THE UNLUCKY ADVENTURER
(LAT 16 / LONG 01)

- Threat Level: 1
- Faction: Ghouls
- Guns and Ammunition

Over on a windy bluff, with excellent views to the south of the Wrecked Seatub [3.16], an ancient adventurer has succumbed to the elements. He has a variety of items near his corpse. Head here from the Ark & Dove Resting Grounds [3.14].

- Psycho (3)
- Frag Mine (2)
- Combat Knife
- .44 Scoped Magnum
- Ammunition Box (2)

3.B: EGG CLUTCH ROCK (LAT 16 / LONG 01)

- Threat Level: 3
- Low Radiation
- Health and Chems

Half-submerged in the ocean, close to the Wrecked Seatub [3.16] is a favorite mating spot for Mirelurks, and you can combat them in the area. The rock itself is covered in Mirelurk Egg Clutches, which can be harvested for their delicious meat, a great source of Health.

- Hatchling Mirelurk Meat

3.C: ARK & DOVE WELL (LAT 13 / LONG 03)

- Main Quest: Hearing Voices
- Threat Level: 3
- Faction: Ghouls
- Underground Connection

There's a small well at the southwestern end of the Ark & Dove Resting Grounds [3.14], with a sealed grating. It can only be accessed at the end of **Main Quest: Hearing Voices**, from the Sea Cave grotto down below (which is accessed at the Wrecked Seatub [3.16]), as an alternate exit. Be wary of Ghouls as you emerge. From this point you can return to the Sea Cave if you wish.

- Wild Punga

3.D: LOOKOUT SPOT
(LAT 14 / LONG 03)

- Threat Level: 3
- Faction: Ghouls

There's no better spot to sit and contemplate life as the sea mists roll in—once you've killed all the nearby Ghouls, of course. This is a bench and a small, rotting trellis. If you journey southeast from this point, you can find a steep trail down to the rocky shore, which is a shortcut to and from the cathedral promontory.

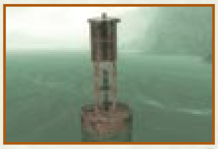
3.E: THE RUGGED ROCKS (LAT 16 / LONG 03)

- Threat Level: 3
- Low Radiation

Due west of the Sunken Treasure Buoy [3.F] are a group of rugged rocks and a rusting speedboat. Learn how they lie in the water, so you know how far north along this coast you've come. If you're looking for the Coastal Grotto [3.17], you've come too far. Engage any Mirelurks you see and harvest a small clutch of meat.

- Hatchling Mirelurk Meat

3.F: SUNKEN TREASURE BUOY
(LAT 17 / LONG 03)



- Threat Level: 2
- Low Radiation
- Health and Chems
- Guns and Ammunition

Below the chiming buoy due east of the Rugged Rocks [3.E] is a shipwreck, and between the two halves of the vessel are half-embedded metal boxes, an empty footlocker, and the following items:

- First Aid Box
- Sea Safe Items

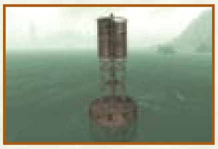
3.G: DEAD MAN'S PLANK (LAT 13 / LONG 05)

- Main Quest: Walking with Spirits
- Threat Level: 1
- Faction: Smugglers

This series of wooden boards protruding from the top of the cliffs overlooking the Herzog Mine [3.15] is where a Smuggler pushes off a colleague as you approach this area for the first time (usually during the Main Quest). You can search the remains of the Smuggler once he falls; find bits of him near the mine entrance. Look carefully, and you'll find a Holotape confession of this man, called John Aldam.

- Holotape: Smuggler Confession

3.H: SUNKEN TREASURE BUOY
(LAT 16 / LONG 05)

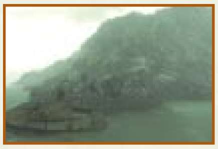


- Threat Level: 2
- Low Radiation
- Guns and Ammunition

Dive below this buoy, and be ready to make a startling discovery; there's a partially visible *Tyrannosaurus rex* skeleton jutting out of the seabed! It is next to a skeleton, near a Safe, Ammo, and a Rifle.

- Ammunition Box (2)
- Lever-Action Rifle
- Sea Safe Items

3.I: THE JAGGED ROCKS (RUSTING SPEEDBOAT)
(LAT 14 / LONG 06)



- Threat Level: 2
- Low Radiation

On the southeastern tip of the land mass the cathedral is sitting on is a rusting speedboat, close to some roaming Mirelurks. Use this as a marker during your progress north along the coast.

3.J: THE JAGGED ROCKS (RUSTING BOAT) (LAT 15 / LONG 07)

- Threat Level: 2
- Low Radiation

Southeast of the rusting speedboat are the remains of a ship's upturned hull. This is due north of the USS *Ozymandius* [6.27], and another marker to look for when you're swimming or scaling ground in this region.

3.K: SUNKEN TREASURE BUOY
(LAT 16 / LONG 07)

- Threat Level: 2
- Low Radiation
- Health and Chems
- Guns and Ammunition

Below the waves and this chiming buoy due west of the two rusting boats is a large ancient pile of rocks, and oddly enough, the remains of an office desk. Among this are the following items:

- Stimpak
- First Aid Box
- Sea Safe Items

Zone 4: Western Sand Dunes

TOPOGRAPHICAL OVERVIEW

The stretch of beach to the west of Point Lookout Township is known as the Dove Delta; a place where unseen rivers deposit their alluvium, and shallow islands of sand and rock are formed. Following the winding trail from the boardwalk, you can explore this windswept seaside, spot the odd roaming yokel, and tackle a small complement of Mirelurks and Bloatflies. There's even a small cemetery where the Ofie Clan used to bury their dead. On the beach itself is a quartet of abandoned tents, now home to a missionary named Marcella. Even the sea holds secrets; there are rusting boats and a bobbing buoy to swim and investigate, and even a sunken ship somewhere in the south, with only a circle of birds providing a clue to its location.

PRIMARY LOCATIONS

4.18: Dove Delta (LAT 00/LONG 10)
4.19: Disaster Relief Outpost (LAT 03/LONG 10)
4.20: Ofie Clan Plot (LAT 04/LONG 08)

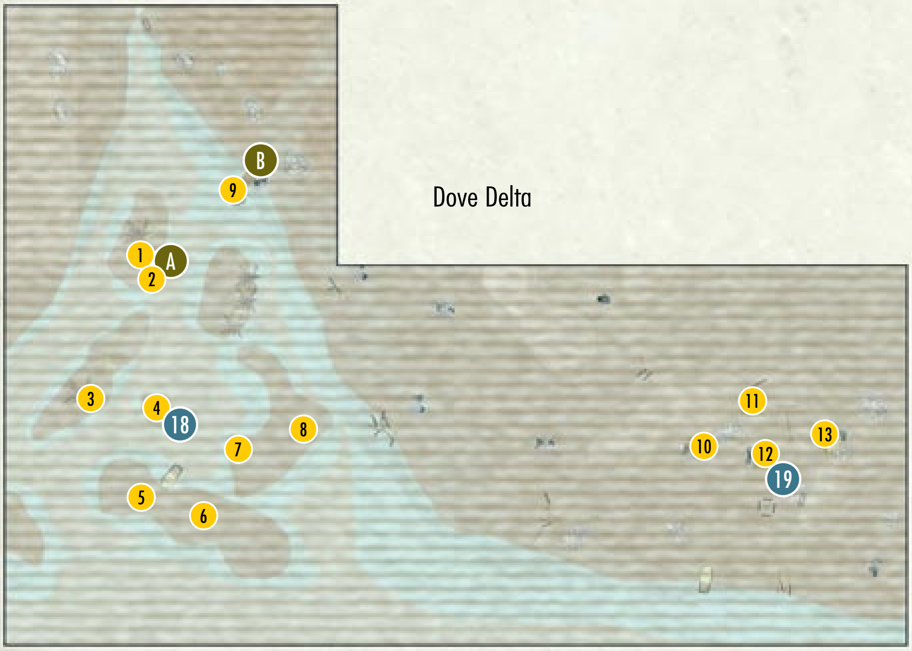
Note

The map for the following locations appears on page 660.

SECONDARY LOCATIONS

4.A: The Skeletal Surveyor (LAT 00/LONG 09)
4.B: Blackhall Jetty (LAT 01/LONG 09)
4.C: Blackhall Needle (LAT 01/LONG 08)
4.D: Swamp Gas Pool (LAT 03/LONG 08)
4.E: Swamp Gas Pool (LAT 05/LONG 09)
4.F: Rusting Boat (LAT 03/LONG 12)
4.G: Rusting Boat (LAT 05/LONG 11)
4.H: Sunken Treasure Buoy (LAT 01/LONG 13)
4.I: Sunken Ship (LAT 04/LONG 16)

Primary Locations



4.18: DOVE DELTA
(LAT 00 / LONG 10)

- Threat Level: 3
- Faction: Swampfolk
- Danger: Low Radiation
- Guns and Ammunition
- Health and Chems

⑱ Dove Delta and ⑲ Disaster Relief Outpost

This delta is a mixture of lightly irradiated sand dunes, mud, and alluvial deposits from the various tributaries. Expect combat with Bloatflies, Mirelurks, and a lone wandering Swampfolk on one of the sand islands. Farther east, that group of tents is the Disaster Relief Outpost [4.19]

① Ozwaldo the Skeletal Surveyor

This is location [4.A]. By the skeleton you find a Shovel, and a Holotape: For Ozwaldo. The note mentions a footlocker buried on the "island with a single tree."

- Shovel
- Holotape: For Ozwaldo

② Holotape Location

③ Loose Pile of Dirt

Dig here using your Shovel, ignoring all the fake Loose Piles of Dirt. You uncover a footlocker with random items inside.

- Benny's Footlocker Items

④ Loose Pile of Dirt (Fake)

⑤ Loose Pile of Dirt (Fake)

Expect a fight with a wandering yokel in this vicinity.

⑥ Loose Pile of Dirt (Fake)

⑦ Loose Pile of Dirt (Fake)

⑧ Loose Pile of Dirt (Fake)

⑨ Blackhall Jetty

This is location 4.B. Once you've defeated the nearby Mirelurks and Bloatflies, you can inspect the Jetty for the following:

- First Aid Box
- Beer (7)

4.19: DISASTER RELIEF OUTPOST (LAT 03 / LONG 10)

- Miscellaneous Quest: The Dark Heart of Blackhall
- Threat Level: 4
- Faction: Smugglers
- Collectible: Pre-War Book
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Inhabitant: Marcella the Missionary

Marcella the missionary has recently set up camp in these four long-abandoned tents, and you can meet her here, although she also appears outside Blackhall Manor [1.02] during **Miscellaneous Quest: The Dark Heart of Blackhall**. This place is eerily quiet, although it is ransacked by Smugglers (who will be marauding about the tents when you arrive) if you return during the quest.

⑩ Medical Tent

There are mattresses to sleep on in here.

- First Aid Box (2)

⑪ Medical Tent

There are also mattresses to sleep on in here.

- First Aid Box
- Yeast (3)

⑫ Marcella's Tent

There is a mattress to sleep on in here. Marcella is in here, prior to you meeting her at Blackhall Manor. You can speak to her about her past, listen as she recites scripture, and learn about her take on Point Lookout. She also has Marcella's Terminal where you can read her diary entries. Next to the terminal is a Pre-War Book. On top of her safe (which is locked and contains her Medical Supplies, and she turns hostile if you try to Lockpick it) are three bottles of Purified Water and some Yeast. Check the Sack, too.

- Purified Water (3)
- Yeast
- Sack Items
- Marcella's Safe Key
- Marcella's Medical Supplies Items
- Scribe Pre-War Book (100/103)

Note

Return here during **Miscellaneous Quest: The Dark Heart of Blackhall** and you'll find Marcella dead in this tent. You can use her Safe Key to open the safe, and read more journal entries.

There's a quote from John 8:12 on her terminal, along with four sets of entries.

⑬ Administration Tent

There are mattresses to sleep on in here, and a terminal with information on the disaster relief service offered hundreds of years ago after the Great War.

- First Aid Box (2)
- Ammunition Box
- Fission Battery
- Stealth Boy
- Yeast

Note

Return here during **Miscellaneous Quest: The Dark Heart of Blackhall** to find three more First Aid Boxes in this tent.

4.20: OFIE CLAN PLOT (LAT 04 / LONG 08)

- Threat Level: 3
- Faction: Ghouls

Offering as close to a 360-degree vista as you'll get in this misty mire, the Ofie Clan Plot is a raised cemetery, now home to a pack of Ghouls. One of the graves here has recently been robbed (and any valuables removed), and the gravediggers have left evidence of their crime:

- Alcohol
- Melee Weapons
- Teddy Bear
- Wild Punga

Secondary Locations

4.A: THE SKELETAL SURVEYOR (LAT 00 / LONG 09)

- Threat Level: 2
- Faction: Swampfolk

The remains of a skeleton lie near his Shovel, close to a Holotape: For Ozwaldo. For more information, consult the Dove Delta Primary Location [4.18].

4.B: BLACKHALL JETTY (LAT 01 / LONG 09)

- Threat Level: 2

Southwest of Blackhall Needle [4.C] is a small jetty where Bloatflies and Mirelurks...lurk. For more information, consult the Dove Delta Primary Location [4.18].

4.C: BLACKHALL NEEDLE (LAT 01 / LONG 08)

- Threat Level: 2

Here marks the landing of Captain John Smith's shallop upon his discovery of Point Lookout in 1612. Now it's known colloquially as Blackhall Needle due to its close proximity to Blackhall Manor [1.02], and the fact most of the locals can't read this plaque. This is just northeast of the Blackhall Jetty [4.B].

- Beer (14)
- Whiskey (3)
- Cherry Bombs (3)

4.D: SWAMP GAS POOL (LAT 03 / LONG 08)

- Threat Level: 1
- Low Radiation

This is a small swamp of escaping gas and thick, greasy bubbles, complete with an unpleasant plopping sound. Use the sound to help you navigate. This is just south of the main trail from the Ofie Clan Plot [4.20] to Blackhall Manor [1.02].

4.E: SWAMP GAS POOL (LAT 05 / LONG 09)

- Threat Level: 1
- Low Radiation

This tiny pool of escaping gas has thick, greasy bubbles protruding and bursting from it. Use the sound as you navigate, so you know where you are. This is at the very end of the Point Lookout main thoroughfare, as the swamp trails begin.

4.F: RUSTING BOAT (LAT 03 / LONG 12)

- Threat Level: 1
- Low Radiation

The remains of a fishing boat still floating in the sea, this rusting hulk is useful as a landmark. A washed-up buoy is just north of here, near the Disaster Relief Outpost [4.19].

4.G: RUSTING BOAT (LAT 05 / LONG 11)

- Threat Level: 1
- Faction: Smugglers
- Low Radiation

A boat, run aground centuries ago, is slowly sinking into the silt. Check the floor safe here for some random items.

- Floor Safe Items

4.H: SUNKEN TREASURE BUOY (LAT 01 / LONG 13)

- Threat Level: 2
- Low Radiation

This bobbing buoy has birds circling it, out to sea. Below the surface is a sunken ship that was transporting radioactive barrels. There's a trunk, and a safe in the floor of the ship with some random items.

- Floor Safe Items

4.I: SUNKEN SHIP (LAT 04 / LONG 16)

- Threat Level: 2
- Low Radiation

With only a few circling birds to clue you in on this sunken ship, it is very difficult to find, unless you compare the grids on your Pip-Boy's World Map to those in this guide, showing the ship's location. Check the floor of the ship for a safe.

- Floor Safe Items

Zone 5: Point Lookout Township

TOPOGRAPHICAL OVERVIEW

Welcome to Point Lookout: You'll Never Leave! Your port of call on the *Duchess Gambit* is this misty and once-busy seaside resort, now a mire of shadows, mists, and irradiated wretches barely scratching a living. The main attraction is Point Lookout Township itself: a rotting boardwalk, Ferris wheel, fun fair, and other amenities with ruined houses to the north, nestled around the Homestead Motel. Step out of the confines of Point Lookout, and you begin to experience the wilds of this swamp of terror, from the eldritch terrors of the Ritual Site to the line-dancing terrors of the Beachview Campsite. Don't forget to take a dip in the waters (don't forget your radiation medicine), as there are dozens of secret caches, and even an entirely hidden bunker to discover.

PRIMARY LOCATIONS

5.21: Point Lookout Pier (LAT 07/LONG 11)
5.22: Pilgrim's Landing (LAT 07/LONG 10)
5.23: House of Wares (Panada) (LAT 08/LONG 10)
5.24: The Homestead Motel (LAT 07/LONG 08)
5.25: Ritual Site (LAT 10/LONG 08)
5.26: Beachview Campsite (LAT 10/LONG 10)

SECONDARY LOCATIONS

5.A: Township Outskirts (LAT 06/LONG 07)
5.B: The Wheel of Wonder (LAT 06/LONG 10)
5.C: People's Bank of Point Lookout (LAT 08/LONG 09)
5.D: Bumper Car Hideyhole (LAT 08/LONG 09)
5.E: Naval Recruiting Center (LAT 08/LONG 09)
5.F: Perambulator Warehouse (LAT 09/LONG 10)
5.G: Warehouse Truck (LAT 09/LONG 10)
5.H: Swamp Gas Pond (LAT 10/LONG 10)
5.I: Pilgrim's Landing Perimeter Sign (LAT 10/LONG 09)
5.J: Calvert Mansion Route Sign (LAT 11/LONG 09)
5.K: Sunken Treasure Buoy (LAT 07/LONG 12)
5.L: Sunken Treasure Buoy (LAT 09/LONG 14)
5.M: Calvert Hothouse (Chinese Intelligence Bunker) (LAT 11/LONG 12)
5.N: Hatch to Runoff Pipe (LAT 11/LONG 14)
5.O: Calvert Jetty (LAT 11/LONG 14)
5.P: Sunken Treasure Buoy (LAT 11/LONG 14)
5.Q: SSN-37-1A (LAT 10/LONG 15)
5.R: Rusting Boat (LAT 10/LONG 15)

Note

The map for the above locations appears on page 660.

Primary Locations

5.21: POINT LOOKOUT PIER
(LAT 07 / LONG 11)

- Main Quest: The Local Flavor
- Freeform Quest: Tailing the Tomboy
- Threat Level: 3
- Faction: Smugglers
- Area Is Locked
- Guns and Ammunition
- Highly Visible Landmark
- Interior Exploration
- Main Trading Route
- Rare or Powerful Item (2)

Your first steps into Point Lookout occur here, at this tumbledown pier that's in serious danger of falling into the water. Behind (south) of you is a buoy you can dive down from to locate treasure. The *Duchess Gambit* is always moored here, and you can ask Tobar (or Nadine) to ferry you between here and the Riverboat Landing [PL1] in the Capital Wasteland.

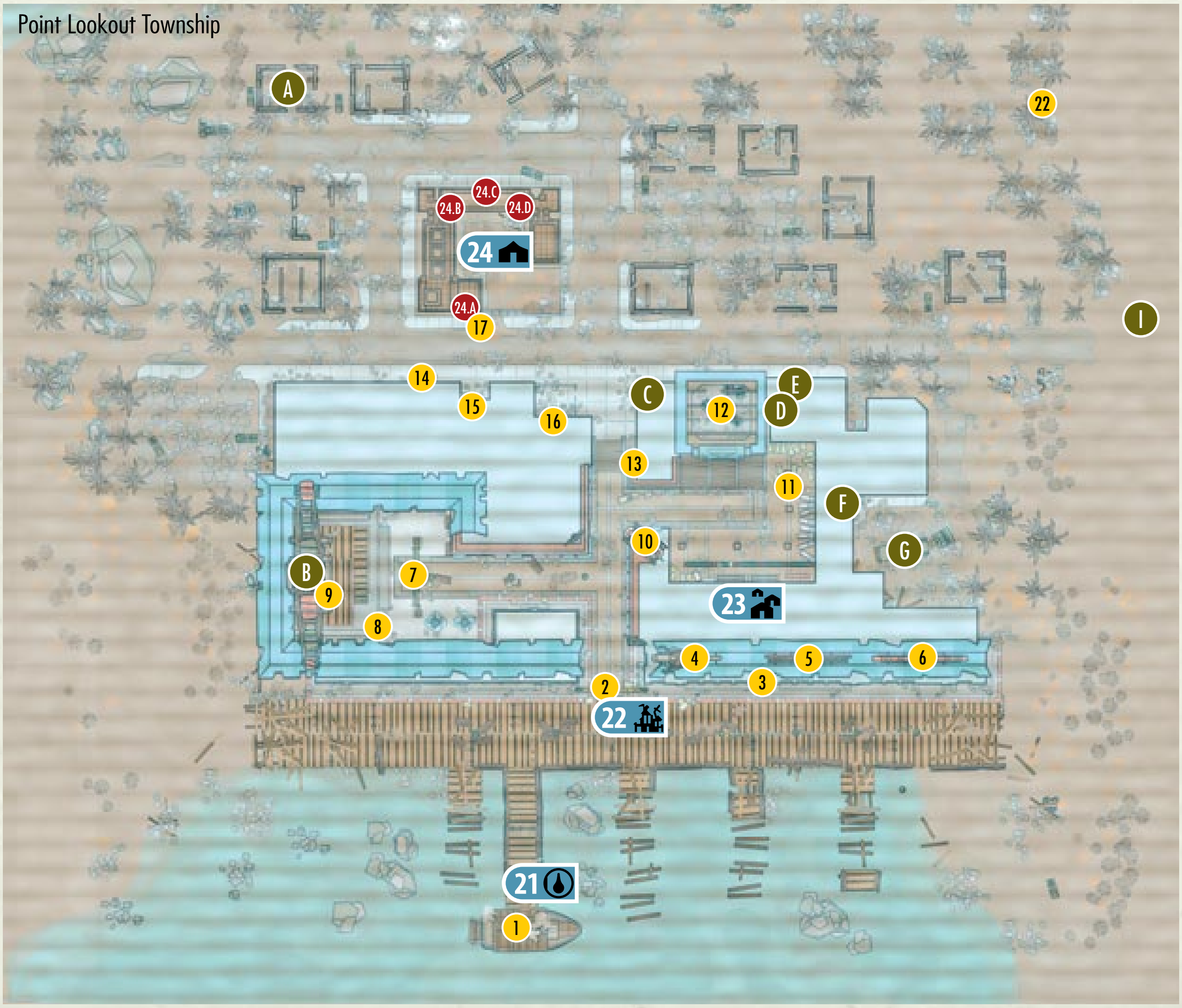
① The *Duchess Gambit*

When you've discovered just what a maniac Tobar the Ferryman is and Nadine has asked you to meet her here, rendezvous at the *Duchess Gambit*, and engage in combat with Tobar. He's holding the *Duchess Gambit* Key (and wearing a Unique outfit), which allows you into the engine room, where a variety of prizes await you. This includes a piece of you that went missing.

- Fission Battery
- Scoped .44 Magnum
- Caps
- *Duchess Gambit* Key
- Grifter's Fit (121/152)
- Riverboat Ticket
- Lump of Brain (122/152)

5.22: PILGRIM'S LANDING
(LAT 07 / LONG 10)

- Main Quest: The Local Flavor
- Main Quest: Thought Control
- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Factions: Smugglers, Tribals
- Area Is Locked
- Highly Visible Landmark



What was once a bustling seaside vacation spot is now a rotting carcass of buildings rusting in the irradiated ocean breeze. The boardwalk itself is slowly crumbling into the water, and many of the stores are sealed up. Expect periodic Smuggler incursions as you wander the southern side of this boardwalk area, and to the once-proud Wheel of Wonder [5.B]. This boardwalk offers easy access onto the road to the north, which in turn leads to trails into the swamp, to the north and the west. To the east is a dirt road to Calvert Mansion [6.28].

② “Pilgrim’s Landing Boardwalk” Roof Sign

③ Locked Locker

During **Miscellaneous Quest: The Velvet Curtain**, you can use the Locker Key that you found in Room 1D of the Homestead Motel [5.23] to unlock one of these lockers, to retrieve a Holotape. Expect a battle with Smugglers soon afterward.

- Holotape: Box 1207—Spy’s Audio Password

④ “Fizzy’s Fountain Drinks” Roof Sign

⑤ “Colontoni’s Pizza” Roof Sign

⑥ “Stretcho Saltwater Taffy Co.” Roof Sign

⑦ “The Amazing Wheel of Wonder” Boardwalk Sign

⑧ Trash Compactor

During **Main Quest: Thought Control**, you have the option to throw the Cogwave Jammer into this compactor. If you don’t, expect combat with Tribals.

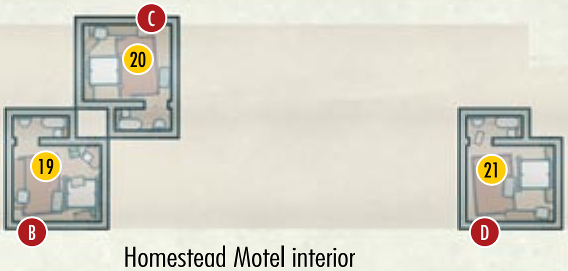
⑨ Electrical Switch

During **Main Quest: Thought Control**, you have the option to place the Cogwave Jammer on the adjacent Wheel of Wonder [5.B], and flick this switch, which otherwise doesn’t work. If you do, expect combat with Tribals.

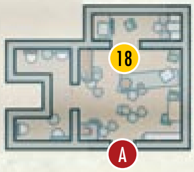
5.23: HOUSE OF WARES (PANADA)

(LAT 08 / LONG 10)

- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Faction: Smugglers
- Services: Repairer
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Inhabitant: Madam Panada



Homestead Motel interior



The northern boardwalk area, and the small fun-fair that once offered vacationers a ride on the bumper cars and duck-hunting in the shooting gallery, is now a lonely place, save for Panada, who runs her House of Wares and fights off periodic Smuggler incursions with her trusty Protectron. Panada isn’t particularly skilled at Repairing your items; and this might be why you can discover her dead after a Smuggler attack. Or, you can simply kill her and that robot to steal her supply key. Check her selection of goods out if you wish, but leave the Repairing to Haley [2.11].

- Madam Panada’s Key

⑩ “Diggity’s!” Roof Sign

⑪ Rusting Pinball and Hoops Game Machines

⑫ Bumper Cars

⑬ Wanted: Person of Interest Poster

This poster shows Wan Yang, a Chinese sympathizer, and is a hint to begin **Miscellaneous Quest: The Velvet Curtain.**

⑭ “Diner” Wall Sign

⑮ “The Jerk Classic Fountain Sodas & Shakes” Roof Sign

⑯ “A Cuppa Joe” Roof Sign

5.24: THE HOMESTEAD MOTEL

(LAT 07 / LONG 08)

- Threat Level: 2
- Faction: Swampfolk

Offering fancy rooms at affordable prices, the Homestead Motel once used the catchphrase “There’s no place like Homestead!” It now offers appalling rooms when you can steal a key to enter them. Over the last 200 years, the cleaning has taken a back seat to “ritual sacrifice” (Room 1K), but there’s still much to discover about this place as you begin **Miscellaneous Quest: The Velvet Curtain**. Defeat the Vicious Dogs and Mole Rats prowling the area, and check out four rooms.

⑰ “Homestead Motel: Free Breakfast” Sign

HOMESTEAD MOTEL OFFICE

Ⓐ Storm Door to Point Lookout

⑱ Office Interior

- Ammunition Box
- Homestead Room 1K Key
- Yeast
- Safe Items

ROOM 1D

Ⓑ Storm Door to Point Lookout

⑲ Room 1D Interior

This room is unlocked, allowing you to begin **Miscellaneous Quest: The Velvet Curtain** from this location. The Safehouse Terminal is used throughout the quest to obtain updated objectives. Some items cannot be collected until you return to this room. There's a Locker Key inside the suitcase, used to open the locker on the boardwalk [5.22]. When you return later in the quest, check the water closet tank for a pair of special glasses.

- Chinese Pistol and Ammo
- Stealth Boy
- Locker Key
- Cryptochromatic Spectacles (123/152)

ROOM 1K

Ⓒ Storm Door to Point Lookout

⑳ Room 1K Interior

Open this room using the Room 1K Key you can obtain from the motel office, or by Lockpicking. The scene inside is one of horrific (and probably ritual) sacrifice.

- Fission Battery
- Yeast
- Axe
- Pint-Sized Slasher Mask (124/152)

ROOM 1G

Ⓓ Storm Door to Point Lookout

㉑ Room 1G Interior

This can be accessed by picking the lock. Inside is ancient evidence of a firefight.

- Fission Battery
- Double-Barrel Shotgun
- Sawed-Off Shotgun

5.25: RITUAL SITE

(LAT 10 / LONG 08)

- Miscellaneous Quest: The Dark Heart of Blackhall
- Threat Level: 5
- Faction: Swampfolk
- Danger: Gas Leak, Low Radiation
- Collectible: Nuka-Cola Quantum
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item

Expect heavy Swampfolk presence in this hilly area northeast of Point Lookout Township. This is the location of a fabled book known as the Krivbeknih. The book once belonged to an ancestor of Odadiah Blackhall (of Blackhall Manor [1.02] infamy), but the Swampfolk have it now. They've hidden it away, deep in a cave system that is accessed from a shack door that was once part of a house. The home itself is a pile of ash and poking wooden supports. The entire area is flagged with Swampfolk fetishes: straw dolls and bone totems.

㉒ Perimeter Guard Skeleton

West and slightly north of the Ritual Site's burned out hovel, on the perimeter overlooking Haley's Hardware [2.11], is a chair and a slumped skeleton guarding some Jet.

- Jet (2)

BURNED OUT BASEMENT

Ⓐ Shack Door to Point Lookout

① Plank Blockage

This is the farthest you can go if you haven't spoken to Odadiah Blackhall at his Manor [1.02], and begin **Miscellaneous Quest: The Dark Heart of Blackhall**. The planks are removed once your hunt for the Krivbeknih begins.

- Yeast (2)
- Shovel (2)

② Entry Passage

There is an odd harmonic resonance, the like of which you haven't experienced since your last visit to the Dunwich Building [CW: 7.11]. Watch for bone totems, disgusting fungi, and Swampfolk.

③ Campfire Junction

Use this as a marker so you don't get lost. There's a small campfire just north of this junction, more Swampfolk totems, and a strange obsidian pillar decorated with skulls at its base.

④ Wall Coffin

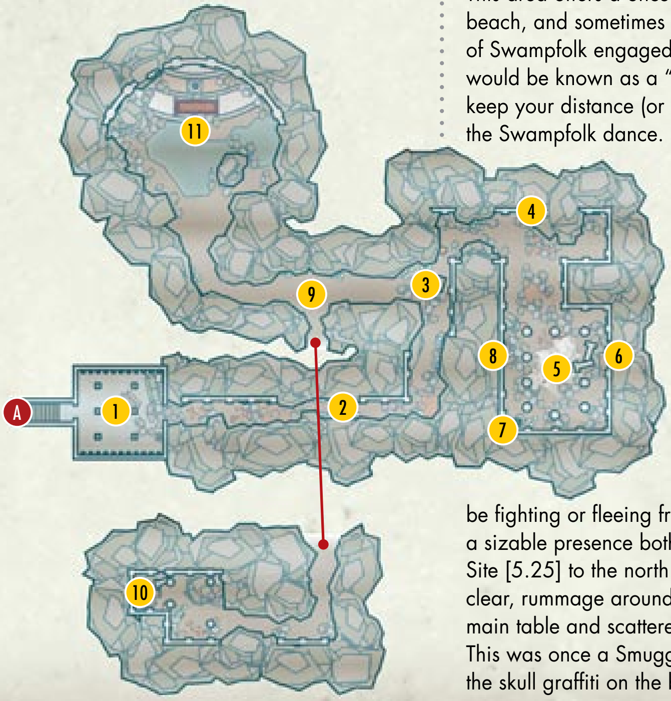
- Nuka-Cola Quantum (105/110)
- Switchblade
- Stimpak (3)

⑤ Danger! Escaping Swamp Gas!

The use of explosives may cause the gas to ignite. Be careful!

⑥ Wall Coffins

- Wall Coffin Items (2)



Burned Out Basement

⑦ Unlocked Safe

- Yeast
- Stealth Boy
- Moonshine

⑧ Wall Coffins

- Double-Barrel Shotgun
- Wall Coffin Items

⑨ Lower Junction

⑩ Death's Dinner Party

A small group of skeletons, dolls, and a Gnome are propped up on chairs enjoying the following:

- Wild Punga Fruit
- Wine

⑪ The Unspeakable Altar

Chopped up bits of a sacrifice lie on this bloodied altar, with dolls adorning the corpse, and the Ritual Knife sticking out of its head. Behind is a ceremonial lectern containing the fabled Krivbeknih itself! Beware! As soon as the book is in your possession, expect an influx of Swampfolk trying to stop you!

- Stimpak (3)
- Cherry Bombs and Wild Punga Fruit
- Ritual Knife (125/152)
- Krivbeknih

5.26: BEACHVIEW CAMPSITE

(LAT 10 / LONG 10)

- Threat Level: 4
- Faction: Swampfolk
- Low Radiation

This area offers a once-beautiful vista of the beach, and sometimes offers a hideous view of Swampfolk engaged in what colloquially would be known as a "hoe-down." You can keep your distance (or use Sneak) and watch the Swampfolk dance. Usually though, you'll be fighting or fleeing from them, as they have a sizable presence both here and the Ritual Site [5.25] to the north. When the coast is clear, rummage around for Alcohol on the main table and scattered around the campfire. This was once a Smuggler location, judging by the skull graffiti on the board.

Secondary Locations

5.A: TOWNSHIP OUTSKIRTS

(LAT 06 / LONG 07)

- Threat Level: 2

The streets of ruined houses to the north of Point Lookout itself surround the Homestead Motel [5.24], and are bisected by the main road north, which leads to the "Help Us" Covered Bridge [2.Z]. Aside from a few Caps in a crate on a picnic table in the middle of the playground area, these piles of housing rubble are free of items. However, check the mailboxes—some have random items, and many are related to obtaining items for **Miscellaneous Quest: A Spoonful of Whiskey** (Fission Batteries and Yeast).

5.B: THE WHEEL OF WONDER (LAT 06 / LONG 10)

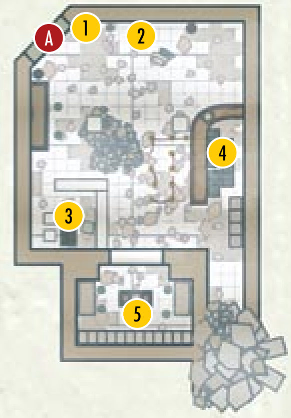
- Main Quest: Thought Control
- Threat Level: 3
- Factions: Smugglers, Tribals
- Area Is Locked
- Highly Visible Landmark

Aside from the lighthouse, this Ferris wheel is the largest landmark in Point Lookout, and should be used primarily as a navigational tool. Spot the wheel from where you're standing so you can work out which direction to head. During the Main Quest, you can insert the Cogwave Jammer onto the Ferris wheel and start the wheel (but you can't ride it). For more information on the area surrounding the Wheel of Wonder, check Primary Location: Pilgrim's Landing [5.22].

5.C: PEOPLE'S BANK OF POINT LOOKOUT

(LAT 08 / LONG 09)

- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 1
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration



Serving the locals until the bombs dropped and money became worthless, the People's Bank of Point Lookout still has a few secrets, mainly inside the safe-deposit boxes inside the open vault. Note the Wan Yang wanted poster on the boardwalk outside the bank [5.23, location #13], which is one way of beginning **Miscellaneous Quest: The Velvet Curtain**. Head inside, ready to tackle the Radroach infestation, and rummage around in the following locations:

A Door to Point Lookout

1 Wanted: Person of Interest Poster

This is another poster asking for information on the Chinese sympathizer Wan Yang.

2 Bank Security Guard

A skeleton has the following items:

- .32 Pistol and Ammo
- Police Hat
- Police Baton

3 Loan Officer's Cubicle

The officer is a desiccated skeleton. Check the desk for a Battery, but make sure you open the desk too; there's a Holotape inside that accesses a safe-deposit box.

- Fission Battery
- Holotape: Box 1191—Password Backup

4 Teller's Desk

Access the wall safes, and read the entries on the terminal.

- Wall Safe Items

5 Security Box Vault

Play Holotapes and the Voice-Activated Security System to access any of the security boxes that remain locked. There are items and oddities in the following boxes:

#1191: [LOCKED] Use the Password Backup found inside the Loan Officer's Desk.

- Buffout (4)

#1197: This difficult-to-reach container holds a weapon:

- .44 Scoped Magnum and Ammo

#1207: [LOCKED] Use the Spy's Audio Password you found in the locked locker on the boardwalk, during **Miscellaneous Quest: The Velvet Curtain**.

- Holotape: Espionage Briefing

#1210: A strange Gnome attempts to attack a tiny toilet with a plunger.

#1211: A crate of Wine.

- Wine (6)

#1213: [LOCKED] Use the Bern's Voice Holotape you found inside the Grower's Shack [1.03] to access this Swampfolk's goods.

- Bern's Items

#1217: Some Chems.

- Buffout

5.D: BUMPER CAR HIDEYHOLE

(LAT 08 / LONG 09)

- Threat Level: 1
- Faction: Smugglers
- Guns and Ammunition
- Health and Chems
- Sleep Mattress

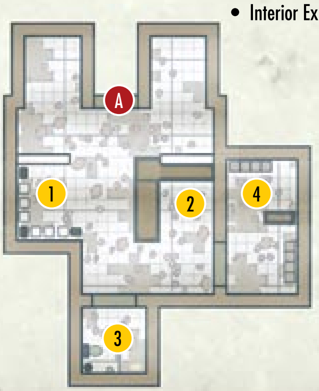
On the west side of the rusting bumper car area, there's an alcove between the bumper cars and the Naval Recruiting Center [5.E]. Find the remains of a Smuggler here, along with his bed, First Aid, and Ammunition. For more information on the area surrounding the Wheel of Wonder, check Primary Location: Pilgrim's Landing [5.22].

- Ammunition Box (2)
- First Aid Box

5.E: NAVAL RECRUITING CENTER

(LAT 08 / LONG 09)

- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 1
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems
- Interior Exploration



Infested with Radroaches, this long-abandoned building once coaxed local youths with the promise of a seafaring career in the Navy. This was also a remote base for the DIA (Defense Intelligence Agency), who were investigating reports of a Chinese sympathizer in the vicinity. Step into this building next to the bumper cars for a quick reconnoiter.

A Door to Point Lookout

1 Waiting Area

2 Recruiting Desk

- Fission Battery and other Junk
- Double-Barrel Shotgun and Ammo

3 Radroach Restroom

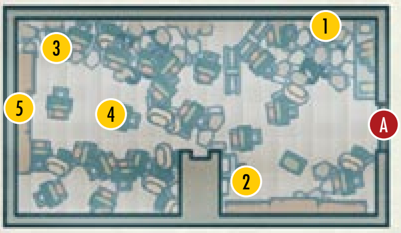
4 DIA Recruitment Office

Access this computer for some basic information on Wan Yang, essentially a limited version of the notes available on the Turtledove Administrator's Terminal [2.10].

- Wall Safe Items
- First Aid Box
- Mini-Nuke (87/92)
- Moonshine

5.F: PERAMBULATOR WAREHOUSE (LAT 09 / LONG 10)

- Threat Level: 4
- Danger: Baby Carriage
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems



On the east side of Point Lookout, near the parked Warehouse Truck [5.G], there's a door that leads into a baby carriage warehouse. Be extremely careful as you approach the door, because one of the baby carriages is rigged with one of those scary doll heads, and it explodes with the force of two Frag Mines.

> If your **Explosives** skill is good enough, disarm the trap. You can't pocket the Frag Mines, but you can rewire the trap to explode in 10 seconds, or rearm it. Neither are worth doing, so shut down the carriage and leave it alone.

Then enter the warehouse. It is filled with doll heads and baby carriages, and some are deadly!

A Door to Point Lookout

1 Baby Carriage Trap and Drink Fountain

- First Aid Box

2 3 4 Baby Carriage Traps

5 Rear Bookcase Shelves

- Ammunition (2) Box
- Mini-Nuke (88/92)
- .308 Caliber Round (24)
- Missile (5)

5.G: WAREHOUSE TRUCK (LAT 09 / LONG 10)

- Threat Level: 2
- Danger: Mines
- Guns and Ammunition
- Health and Chems

Just south of the entrance to the Perambulator Warehouse [5.F] is a parked Warehouse Truck. Take great care stepping up the ramp, as there are two Frag Mines to disarm or retreat from. Once in the container, inspect Makeshift Bedding, and grab some Beer, Stimpaks, and Ammo.

- Frag Mine (2)
- Stimpak (3)
- Beer (8)
- Ammunition Box (3)

5.H: SWAMP GAS POND (LAT 10 / LONG 10)

- Threat Level: 3
- Faction: Swampfolk

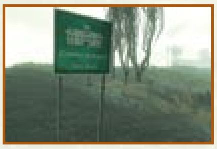
This is close to the Beachview Campsite with a gang of Swampfolk, so take care in this area if you're trying to avoid them. This spot features a small pool of escaping gas bubbles; use this sound to locate where you are on the map.

5.I: PILGRIM'S LANDING PERIMETER SIGN (LAT 10 / LONG 09)

- Threat Level: 3
- Faction: Swampfolk

Expect some vicious assaults from Swampfolk north and south of you, as you reach this marker sign.

5.J: CALVERT MANSION ROUTE SIGN (LAT 11 / LONG 09)



- Threat Level: 3
- Faction: Swampfolk

You many encounter Swampfolk on the prowl as you head along this east-west road, which leads all the way around to the Calvert Mansion [6.28].

5.K: SUNKEN TREASURE BUOY (LAT 07 / LONG 12)

- Threat Level: 2
- Low Radiation
- Collectible: Mini-Nuke
- Guns and Ammunition

Easily spotted due south of where the *Duchess Gambit* is moored over at Point Lookout Pier [5.21], this could be your first diving expedition. Head directly down from the buoy to the sea floor, and sift through the sunken mannequins for a Safe, Mini-Nuke in a plastic container, Ammo, and a Personal Locker, all located near a clump of underwater rocks.

- Sea Safe Items
- Ammunition Box (2)
- Mini-Nuke (89/92)
- Personal Footlocker Items

5.L: SUNKEN TREASURE BUOY (LAT 09 / LONG 14)

- Threat Level: 2
- Low Radiation
- Guns and Ammunition
- Health and Chems

Dive below this buoy and you can just make out the tips of a boat submerged and covered in silt. Check the area for a locked gun cabinet, personal footlocker, and some Health.

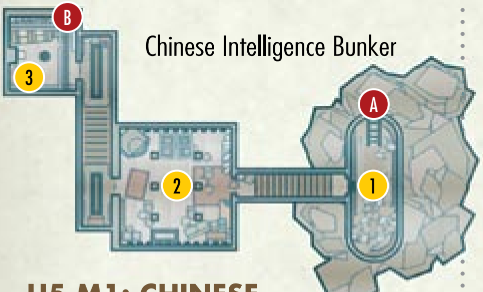
- First Aid Box
- Personal Footlocker Items
- Gun Cabinet Items

5.M: CALVERT HOT- HOUSE (CHINESE INTELLIGENCE BUNKER) (LAT 11 / LONG 12)

- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Gas Leak
- Collectible: Mini-Nuke
- Area Is Locked

- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench

On the west side of the Calvert Mansion grounds is an ornate hothouse, now completely devoid of glass, and usually a congregation spot for Swampfolk. The hothouse itself features Makeshift Bedding and some Noodles (plus Beer!) at the south end, but the main attraction is the couch and four vase pedestals. These form a puzzle that's only accessible during **Miscellaneous Quest: The Velvet Curtain**. If you inspect the floor near the eastern pedestal, you'll see the star-shaped design has scrape markings on it. This allows access down into a secret Chinese Intelligence Bunker. You need a code for this, but the correct order to unlock the secret hatch is 1, 3, 2, 3, 4, 4, 2.



U5.M1: CHINESE INTELLIGENCE BUNKER

A Ladder to Point Lookout

1 Entrance Chamber

2 Storage Room

A sizable haul of items can be found here, along with a Protectron you can tell the password to.

- Work Bench
- Bottlecap Mine
- Ammunition Box (16)
- Yeast (3)
- Chinese Assault Rifle (5)
- Frag Mine
- Ammo and Chems
- Mini-Nuke (90/92)
- Chinese Pistol
- Stealth Boy
- Chinese Officer's Sword

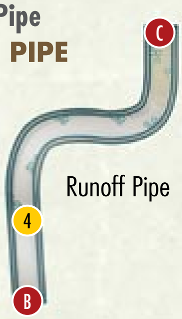
3 Trap Room

This is accessed via the switch in the adjacent corridor, or via the Protectron password. When this locks, you can Repair the vent in the floor, access the circuit box, or flee up to the Hatch to Runoff Pipe.

- Chinese Pistol
- Backwater Rifle (126/152)

B Hatch to Runoff Pipe

U5.M2: RUNOFF PIPE



B Hatch to Chinese Intelligence Bunker

4 Dead Escapee

- RadAway and Ammo
- Stimpak

C Hatch to Point Lookout

This deposits you out the Hatch to Runoff Pipe [5.N].

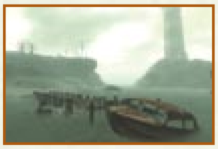
5.N: HATCH TO RUNOFF PIPE

(LAT 11 / LONG 14)

- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Low Radiation
- Underground Connection

It is completely inaccessible until you exit using the underground Runoff Pipe from the Chinese Intelligence Bunker [5.M]. Only at the very end of **Miscellaneous Quest: The Velvet Curtain** can you swim back into this location.

5.O: CALVERT JETTY (LAT 11 / LONG 14)



- Threat Level: 3
- Low Radiation

In happier times, the Calvert family launched their boats from this jetty, and a rusting speedboat is still sitting here. On the jetty is a skeleton near a Camera and a locked suitcase. Grab or shoot at the Beer if you wish. Beware of Mirelurks!

- Beer
- Camera

5.P: SUNKEN TREASURE BUOY

(LAT 11 / LONG 14)

- Threat Level: 2
- Low Radiation
- Guns and Ammunition
- Health and Chems

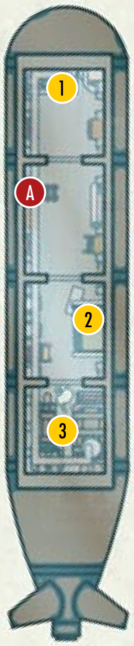
In the murk below this buoy, you'll find a safe, suitcase, First Aid Box, and a locker to rifle through.

- Sea Safe Items
- First Aid Box

5.Q: COVERT SUBMARINE SSN-37-1A

(LAT 10 / LONG 15)

- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Low Radiation
- Guns and Ammunition
- Interior Exploration



Lodged in the shallow waters off the coast of Point Lookout is a mysterious submarine. The hatch on top is accessible, allowing you into the interior. This plays an integral part in **Miscellaneous Quest: The Velvet Curtain**, so you may wish to read up on this quest before you try to destroy this vessel; especially because the self-destruct codes aren't present!

C Ladder to Point Lookout

1 Submarine Operations Terminal

You can view the "Mission Parameters" for Covert Submarine SSN-37-1A (the patrol pattern it undertook back before the Great War), and you can "Initiate Self-Destruct" assuming you have the codes found during the quest.

- Chinese Pistol
- Stealth Boy

2 Naval Cots

You cannot sleep here due to the radio-active water.

- Whiskey
- Personal Footlocker

3 Self-Destruct Switch

This cannot be accessed until you have the proper authorization, found during **Miscellaneous Quest: The Velvet Curtain**.

5.R: RUSTING BOAT

(LAT 10 / LONG 15)

- Threat Level: 2
- Low Radiation
- Guns and Ammunition
- Health and Chems

Pitched out of the water, and providing a good approximation of where the submarine is located [5.Q], is this rusting hulk. There's nothing on the surface of the boat, but dive underneath, and you'll discover some Health and a safe.

- First Aid Box (2)
- Sea Safe Items

Zone 6: The Blasted Heath

TOPOGRAPHICAL OVERVIEW

Aside from the township of Point Lookout itself, the two most recognizable landmarks in this area are in this zone: the sprawling Calvert Mansion, and the stone Point Lookout Lighthouse rising out of the jagged rocks. Why not make the lighthouse stand out even more by fixing its broken bulb? You can also discover that this lighthouse is more than just a towering monument to nautical safety; there's a hidden laboratory under the structure, where the true owner of Calvert Mansion resides. The blasted heath upon which the Calvert Mansion is built has resisted wind, rain, and nuclear fallout for decades, but the same can't be said for the USS *Ozymandias*, which ran aground during an expedition to find more natural resources in the swampy wildlands to the northwest. The bells of bobbing buoys mark undersea treasure, and there's even a Smuggler's hut to find.

Note

The map for the following locations appears on page 660.

PRIMARY LOCATIONS

6.27: USS *Ozymandias* (LAT 14/LONG 08)
6.28: Calvert Mansion (LAT 12/LONG 12)
6.29: Point Lookout Lighthouse (LAT 13/LONG 15)

SECONDARY LOCATIONS

6.A: Rusting Speedboat (LAT 14/LONG 09)
6.B: Sunken Treasure Buoy (LAT 15/LONG 10)
6.C: Yokels' Jetty (LAT 14/LONG 10)
6.D: Calvert's Pergola (LAT 12/LONG 13)
6.E: Lighthouse Vista (LAT 12/LONG 13)
6.F: Sunken Treasure Buoy (LAT 14/LONG 13)
6.G: Lighthouse Jetty (LAT 12/LONG 15)
6.H: Toxic Barrel Dump (LAT 13/LONG 15)
6.I: Lighthouse Laboratory Hatch (LAT 13/LONG 16)
6.J: Smuggler's Shack (LAT 13/LONG 17)

Primary Locations

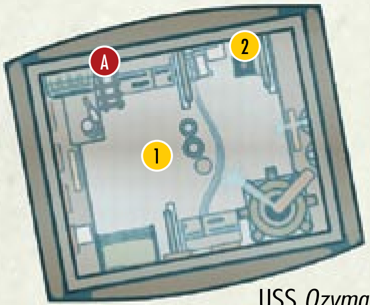
6.27: USS *OZYMANDIAS*
(LAT 14 / LONG 08)

- Miscellaneous Quest: An Antique Land
- Threat Level: 2
- Faction: Swampfolk
- Danger: Low Radiation
- Guns and Ammunition
- Health and Chems
- Interior Exploration

Before the bombs, The Bysshe Energy Company had acquired the rights to probe Point Lookout for usable natural gas resources. Caroline Saunders was the principal Geological Chemist on the survey mission. Though she never got the chance to upload her findings, you can discover her Holotape notes at each of three survey sites scattered across Point Lookout.

Once you acquire all three Holotape notes, which also serve as Caroline's personal verification of ample natural gas resources, you can visit a derelict vessel just offshore. This is the research vessel for the team, and you can upload Caroline's authorization to unlock a container of supplies for further field research.

Locate the USS *Ozymandias*, marooned against a particularly rugged rock island, and inspect the exterior deck for the following items, before accessing the Hatch to Belowdecks.



USS *Ozymandias* interior

A Ladder to Point Lookout

1 Belowdecks

Check the area for the items listed below, then activate the Bysshe Company Terminal to read the following:

Mission Parameters: Once you read this, your quest updates.

Enter Auth Code 001, 002, 003: These cannot be accessed until you investigate Soil Survey locations 01, 02, or 03.

ERROR: 12XU_user_shell: There's a mole on Saunders's team.

- Carton of Cigarettes
- First Aid Box

2 Expedition Supplies Safe

Open this upon the conclusion of **Miscellaneous Quest: An Antique Land**, and grab the following:

- Advanced Radiation Suit (2)
- Bio-Gas Canister (10)
- Pre-War Money (3)
- Radiation Suit
- Stimpak (4)

6.28: CALVERT MANSION (LAT 12 / LONG 12)

- Main Quest: The Local Flavor
- Main Quest: Hearing Voices
- Main Quest: Thought Control
- Main Quest: A Meeting of the Minds
- Threat Level: 4
- Faction: Ghouls
- Collectible: Nuka-Cola Quantum
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Perk!
- Sleep Mattress
- Inhabitant: Desmond the Ghoul

The Calvert Mansion has sat atop the blasted heath for as long as anyone can remember. Once the seat of power for the Calvert family, it still stands despite its dilapidated condition, and has recently been taken over as a base of operations for a Ghoul named Desmond and his two pups. The mansion is periodically attacked by Tribals, and Desmond wants to know why. During the course of your investigation, the mansion is completely destroyed, save for a panic room, so you are wise to gather equipment as you search the place and repel enemies. The hothouse in the gardens is the secret entrance to a Chinese Bunker [5.M], but that remains intact.

A Door to Point Lookout

1 Main Staircase Hallway

This is where you first meet Desmond the Ghoul and his hounds. When you initially arrive, Tribals are attacking from the west. There's little in the way of items to scavenge from this ground floor area, before you inspect the withdrawing room.

Later in the Main Quest, this is where the last stand against the Tribals is fought, with considerably more violence. At this point, Desmond has restocked the upstairs balcony.

2 Withdrawing Room (and Bathroom)

This room is subsequently out-of-bounds. A bookcase is placed there, preventing you or Tribals from getting into the Main Staircase Hallway from this chamber.

- First Aid Box
- Carton of Cigarettes

3 Desmond's War Room

Return here when you wish to speak to Desmond. You are also free to gather any of the equipment scattered about this room. There's also a Punga experiment (where you can flip a switch and light up a Punga plant) on one of the tables.

- Assorted Stimpaks and Chems
- 10mm Pistol (2)
- Silenced 10mm Pistol
- 10mm Submachine Gun
- Assault Rifle (3)
- Frag Grenade (4)
- Ammunition Box (6)
- Melee Weapons
- Minigun

4 Dining Room

This area is accessed during the second attack wave of Tribals.

- Axe
- Lever-Action Rifle
- Double-Barrel Shotgun

5 Downstairs Landing

6 Upstairs Landing

Watch out for the hole ahead (south) leading down to the dining room.

7 Secondary Bedroom

- First Aid Box
- Ammunition Box

8 Filing Room

9 Nursery

This has two red balls to play with.

10 Music Room (with Harmonicas)

11 Upstairs Landing (Continuation)

12 Master Bedroom

Use the intercom on the western wall to speak with Desmond. The final fight of the second wave occurs here.

13 Main Stairwell Hallway Balcony (Visit #1)

14 Secondary Bedroom #2

- First Aid Box
- Ammunition Box
- 10mm Pistol
- Assault Rifle

15 Upstairs Bathroom

You can carefully squeeze in here before the fall down the hole.

- Chems

16 Upper Landing

There is a blocked area and an unavoidable fall to the cellar from this area.

17 Cellar Storage

18 Wine Cellar

- First Aid Box
- Ammunition Box(2)
- Whiskey and Wine Bottles

19 Library

20 Study

- First Aid Box

21 Kitchen

- Brahmin Steak and Beer

22 Pantry

- Food
- First Aid Box
- Ammunition Box

23 Downstairs Landing

24 Billiards Room

- Ammunition Box
- Pool Cue (2)

25 Upper Landing Barricade

- First Aid Box
- Ammunition Box

26 Main Stairwell Hallway Balcony (Visit #2)

- First Aid Box
- Ammunition Box (2)
- .308 Caliber Round (48)
- Sniper Rifle

If you finish the final fight against the Tribals that attack back down in the main stairwell hallway, you receive the following perk, and the Main Quest continues.

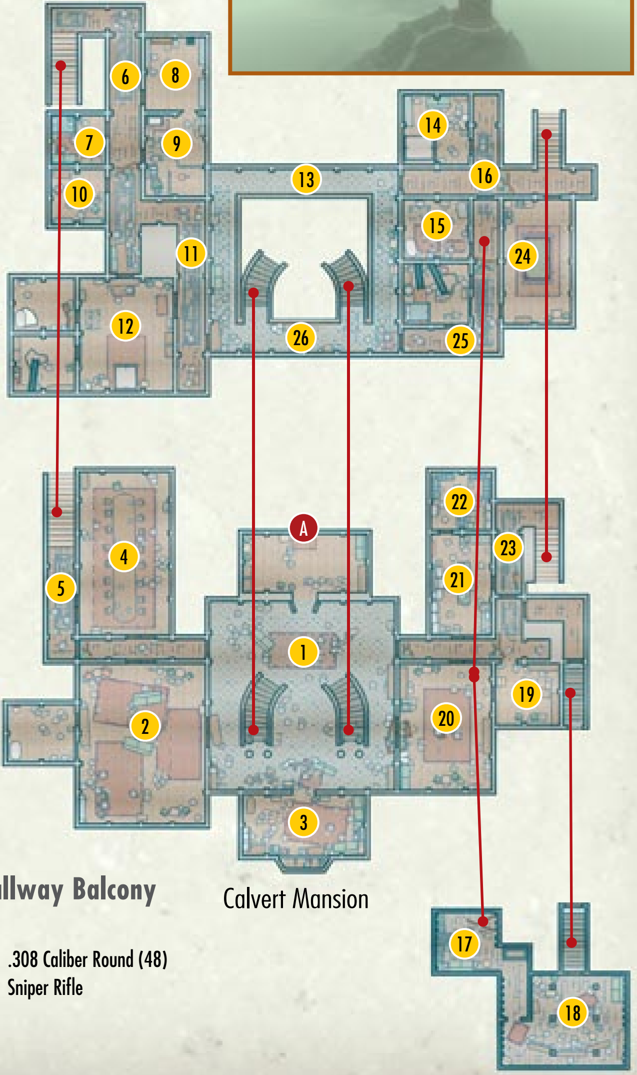
- Superior Defender Perk

PANIC ROOM

When you return to Calvert Mansion after it has been destroyed, sift through the wreckage in the middle of the explosion site to uncover a circular hatch, and descend into a concrete-lined basement, which has a variety of items to take.

- Combat Armor
- Scoped .44 Magnum
- Ammunition Box (2)
- Axe
- Whiskey (5)
- Wine (5)
- Punga Fruit (2)
- Food, Nuka-Cola, and Dirty Water
- Nuka-Cola Quantum (106/110)

6.29: POINT LOOKOUT LIGHTHOUSE (LAT 13 / LONG 15)



Calvert Mansion

- Main Quest: A Meeting of the Minds
- Miscellaneous Quest: The Velvet Curtain
- Freeform Quest: The Seafarer's Friend
- Threat Level: 3
- Faction: Smugglers
- Danger: Terminal Trap
- Collectible: Pre-War Book (3)
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Rare or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench
- Inhabitant: Professor Calvert

Perceived as being owned and operated by the State of Maryland before the Great War, the Point Lookout Lighthouse was a tourist attraction, but also a research hospital run by the Calvert family. This proud tower still stands testament to the engineering of the long-dead. Around the lighthouse is a large rocky island, with a mixture of Mirelurks and Smugglers roaming the area. The only accessible entrance is the front door, although a hatch on a nearby island [6.1] is another way to enter once the Main Quest is over.

LIGHTHOUSE INTERIOR AND LIGHTING MECHANISM

A Door to Point Lookout

1 Wanted: Person of Interest

A Wanted poster of Wan Yang, a Chinese sympathizer. This is a hint, and starts **Miscellaneous Quest: The Velvet Curtain**.

B Secret Trapdoor to Underground Laboratory

This only opens during **Main Quest: A Meeting of the Minds**.

2 Lighthouse Interior

There are scattered skeletons and some Cherry Bombs on the ground floor, but little else. You can return to this location days after completing the Main Quest, and face Smugglers that have infiltrated the building.

3 Spiral Staircase

There are a few skeletons with Cameras, which is excellent if you're collecting them for **Broken Steel's Freeform Quest: Getting Ready for Prime Time**.

- Cameras

4 Exit Landing

Another skeleton is here. This leads to the top of the lighthouse, which is technically in Point Lookout.

- Camera

C Door to Point Lookout

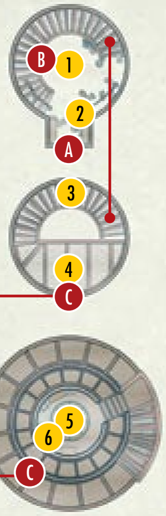
5 Lighthouse Mechanism

This mechanism is activated by a switch on the outer wall of this circular interior platform. The bulbs are shattered, but the lighthouse works and provides impressive lighting once the bulb is replaced.

6 Table

A Holotape Note is available on this table, letting you know about a delivery meant for the lighthouse, but which has crashed to the north. This starts **Freeform Quest: The Seafarer's Friend**.

- Holotape Note
- Teddy Bear



Lighthouse interior

UNDERGROUND LABORATORY: LEVEL OMEGA

B Door to Lighthouse interior

7 Medical Locker Room

- First Aid Box (3)
- Laser Rifle
- Gatling Laser

8 Security Desk and Terminals

Beware the turret and dummy terminal here.

- Frag Grenade
- Laser Pistol and Ammo
- Pulse Grenade (2)
- Pulse Mine (2)

9 Storeroom

- Flamer Fuel (24)
- Electron Charge Pack (120)
- Energy Cell (120)
- Microfusion Cell (120)
- Carton of Cigarettes
- Ammunition Box

10 Microfiche Room

Access the terminal here to read about some missing records.

- Microfusion Cell (40)

11 Small Office

Collect items from this room. A terminal contains three missives.

- Wall Safe Items
- Pre-War Book (101–103/103)
- Ammunition Box
- Laser Pistol

12 Medical Office

There's a terminal with two entries.

- First Aid Box
- Energy Cell (60)
- Microfusion Cell (20)

13 Storage and Research Room

- Mesmetron Power Cell (20)
- Microfusion Cell (60)
- Ammunition Box (2)

14 Circular Security Chamber

The Security Badges not found in particular rooms are on the bodies of Robobrains.

- Ammunition Box (2)
- Laser Rifle
- Mesmetron Power Cells (20)

15 Computer Room

- Microfusion Cell (60)
- Fission Battery
- Energy Cell (40)
- Flamer Fuel (24)
- Ammunition Box (2)
- Level Alpha Security Badge (2)

UNDERGROUND LABORATORY: LEVEL ALPHA

16 Small Operating Room

17 Restroom

- Psycho

18 Hospital Room

There is a place to sleep here. Locate the Badge on the Robobrain.

- Health and Chems
- First Aid Box (2)
- Level Beta Security Badge

UNDERGROUND LABORATORY: LEVEL BETA

19 Locker Room

- Wall Safe Items
- Gatling Laser
- Laser Rifle
- Pulse Mine (2)
- Laser Pistol
- Energy Cell (80)
- Ammunition Box
- Police Baton (2)

20 Cell Corridor

- First Aid Box

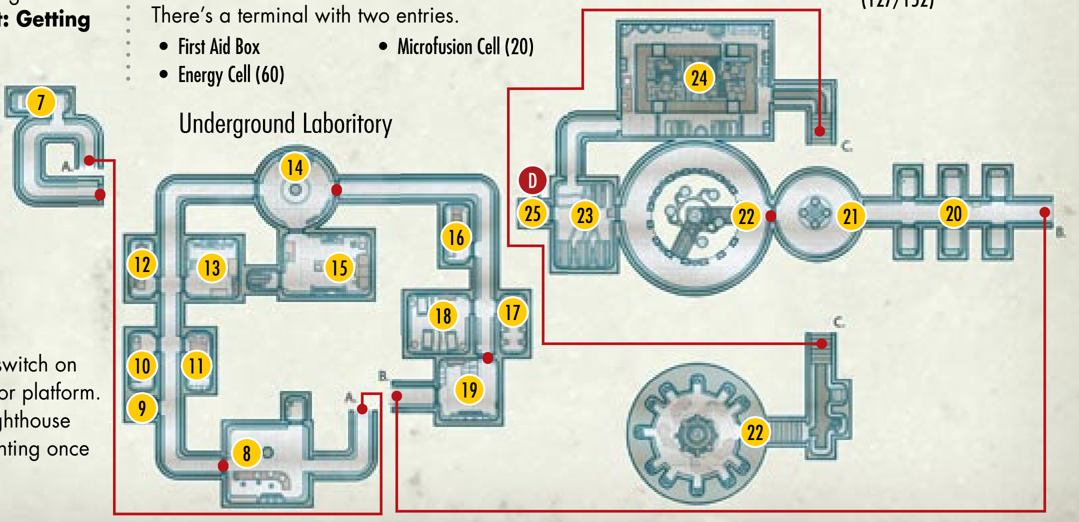
21 Circular Security Chamber

22 Professor Calvert's Brain Chamber (Two Floors)

Your final confrontation with Calvert (and perhaps Desmond) occurs here, in this large circular chamber with Protectron guards. The following items may be accessible:

- Reward Vault Key
- Desmond's Eyeglasses (127/152)

Underground Laboritory



㉓ Server Room

㉔ Machine Room

This simply leads down to the lower level of the Brain Chamber.

- Microfusion Cell (60)
- Whiskey and Carton of Cigarettes
- Pulse Grenade

㉕ Vault Room

Accessed using the Reward Vault Key.

- Work Bench
- Flamer Fuel (43)
- Energy Cell (75)
- Electron Charge Pack (109)
- Mesmetron Power Cell (16)
- Microfusion Cell (68)
- Various Junk for Custom Weapons
- Work Bench Safe Items
- Ammunition Box (2)
- First Aid Box (2)
- Microwave Emitter (128/152)

D Ladder to Point Lookout

This allows access to the Lighthouse Laboratory Hatch [6.I], which is now an excellent (and quicker) way to move between the laboratory and the surface.

Secondary Locations

6.A: RUSTING SPEEDBOAT
(LAT 14 / LONG 09)

- Threat Level: 3
- Faction: Swampfolk
- Low Radiation

Almost hidden in a sand dune south of the USS *Ozymandias* [6.27] is a small, orange speedboat. This is useful for orientation.

6.B: SUNKEN TREASURE BUOY
(LAT 15 / LONG 10)

- Threat Level: 2
- Faction: Swampfolk
- Low Radiation
- Guns and Ammunition

Easily spotted just northeast of Yokels' Jetty [6.C] is a buoy in relatively shallow water. Dive down and search the rock pile for a fridge, a personal footlocker, two Ammo Boxes, and a safe.

- Ammunition Box (2)
- Sea Safe Items

6.C: YOKELS' JETTY
(LAT 14 / LONG 10)

- Threat Level: 3
- Faction: Swampfolk
- Low Radiation

There's a chance you may run into a fight between Swampfolk and a Mirelurk in this general area. Over on the jetty though, there's usually a Fishing Pole and some Wild Punga Fruit to snag.

- Wild Punga Fruit

6.D: CALVERT'S PERGOLA
(LAT 12 / LONG 13)

- Threat Level: 2

Offering excellent views of the Point Lookout Lighthouse [6.29], this imposing stone pergola features a seat you can use. To the west is a couch with some strewn Beer bottles. This area looks completely different once the mansion is no more, so make the most of the architecture while you can!

- Beer (4)

6.E: LIGHTHOUSE VISTA
(LAT 12 / LONG 13)

- Threat Level: 2
- Guns and Ammunition

An ancient local has drunk copious amounts of Whiskey and ended it all with a Pistol. Note the strange stem of flowers you can't pick up. Sit on the bench, and gaze south toward the lighthouse and cove.

- Teddy Bear
- 10mm Pistol

6.F: SUNKEN TREASURE BUOY
(LAT 14 / LONG 13)

- Threat Level: 2
- Low Radiation
- Guns and Ammunition
- Health and Chems

The buoy floating due east of the Lighthouse Vista [6.E] signals treasure scattered around a sunken car. There's some Railway Spikes, an empty and full crate, a Camera, First Aid, and a safe.

- Railway Spikes (40)
- Sea Safe Items
- First Aid Box
- Camera

6.G: LIGHTHOUSE JETTY
(LAT 12 / LONG 15)

- Main Quest: A Meeting of the Minds
- Threat Level: 3
- Low Radiation

On the cusp of Zone 5, and very close to the Sunken Treasure Buoy [5.P] in the cove, is a small jetty guarded by Mirelurks. You travel close to this location en route to the Point Lookout Lighthouse [6.29] during your Main Quest activities. There's only junk to scavenge, including a fearsome (but damaged) Gnome.

6.H: TOXIC BARREL DUMP
(LAT 13 / LONG 15)

- Threat Level: 3
- Low Radiation

A view of the lighthouse is marred slightly by this collection of rusting and irradiated barrels. Mirelurks inhabit these parts, too.

6.I: LIGHTHOUSE LABORATORY HATCH
(LAT 13 / LONG 16)

- Main Quest: A Meeting of the Minds
- Threat Level: 2
- Low Radiation
- Underground Connection

A small rock island worn smooth by wave action is otherwise nondescript, save for the circular metal hatch embedded in its surface. This cannot be accessed from the surface until you use it to emerge from the Underground Laboratory that the Point Lookout Lighthouse [6.29] connects to. Then you can descend a ladder down into the vault room. This is a shortcut to the surface after your Main Quest is complete.

6.J: SMUGGLER'S SHACK
(LAT 13 / LONG 17)

- Threat Level: 2
- Smugglers
- Low Radiation
- Guns and Ammunition
- Health and Chems
- Sleep Mattress

The farthest location southeast is a tiny island with a small shack on it. Used by Smugglers (and one is likely to be guarding the place), this is a drop-off point during their nefarious activities. After combat is over, check the island for Whiskey, three Ammo Boxes, a mattress to sleep on, and a First Aid Box in a rotting boat with a skeleton in it.

- Ammunition Box (3)
- First Aid Box

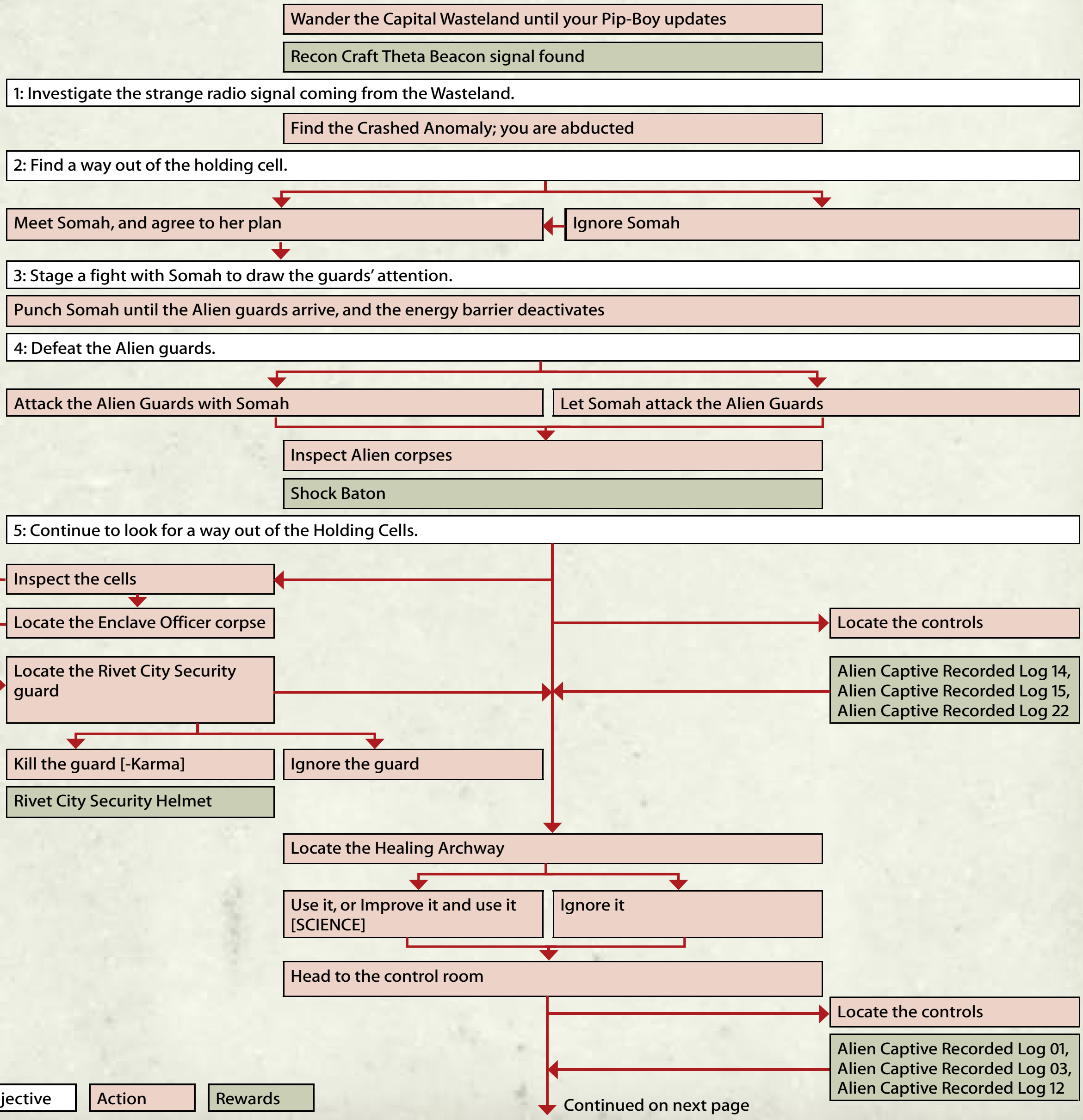
Chapter 12 MOTHERSHIP ZETA

Not of This World

As you're trudging across the Capital Wasteland, your Pip-Boy picks up an odd radio signal that's a mixture of static and strange, incomprehensible chatter. The source of the transmission is in a remote location in the Northern Mountains; you're shocked to discover a crashed craft with markings unlike any earth-bound plane you've ever seen. This shock turns to terror as you're grabbed by unknown forces and sucked up into an Alien Mothership.

QUEST FLOWCHART

	MAIN PATH
Main Characters	Somah, Sally
Locations	Crashed Anomaly, Holding Cells, Steamworks, Engineering Core
Adv. Items/Abilities	Science
Possible enemies	Alien, Alien Worker, Alien Turret



Wander the Capital Wasteland until your Pip-Boy updates

Recon Craft Theta Beacon signal found

1: Investigate the strange radio signal coming from the Wasteland.

Find the Crashed Anomaly; you are abducted

2: Find a way out of the holding cell.

Meet Somah, and agree to her plan

Ignore Somah

3: Stage a fight with Somah to draw the guards' attention.

Punch Somah until the Alien guards arrive, and the energy barrier deactivates

4: Defeat the Alien guards.

Attack the Alien Guards with Somah

Let Somah attack the Alien Guards

Inspect Alien corpses

Shock Baton

5: Continue to look for a way out of the Holding Cells.

Inspect the cells

Locate the Enclave Officer corpse

Locate the Rivet City Security guard

Locate the controls

Alien Captive Recorded Log 14, Alien Captive Recorded Log 15, Alien Captive Recorded Log 22

Kill the guard [-Karma]

Ignore the guard

Rivet City Security Helmet

Locate the Healing Archway

Use it, or Improve it and use it [SCIENCE]

Ignore it

Head to the control room

Locate the controls

Alien Captive Recorded Log 01, Alien Captive Recorded Log 03, Alien Captive Recorded Log 12

Color code: Objective Action Rewards

Continued on next page

From previous page

6: Release Sally from her holding cell.

Destroy the generator core, release Sally

7: Reach the Engineering Core of the ship.

8: Retrieve your equipment.

Confiscated inventory

Enter the Steamworks and battle through

Alien Atomizer (first availablity), Alien Biogel (first availablity), Alien Epoxy (first availablity)

Encounter Alien Workers

Kill them [-Karma]

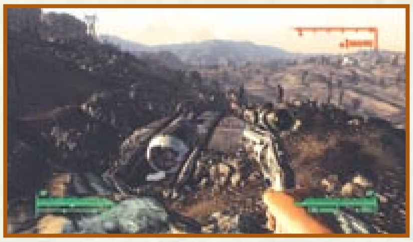
Ignore them

Enter the Engineering Core and locate stasis pods

300 XP

THE OTHERWORLDLY PRISONER

A previously dormant radio signal from a crashed craft has been intercepted and investigated by the Mothership.



Note

A new radio broadcast has been heard across the Capital Wasteland. While completely unintelligible, it sounds ominous….

Tip

Before you venture toward the source of this signal, consider storing any unnecessary items, because you may need inventory space during your next expedition. You may also wish to improve your Energy Weapons skill before attempting this quest.

Recon Craft Theta Beacon signal

NEW OBJECTIVE

"Investigate the strange radio signal coming from the Wasteland" begins.

As soon as the beacon signal crackles into life, access your Pip-Boy. In the Data > Radio Menu, select "Recon Craft Theta Beacon" to actually listen to the signal itself. It seem to be emanating from the Northern Mountains Zone, and the signal strengthens (as does the low-level radiation count) as you attempt to locate the source. The signal is centered around a Crashed Anomaly, an odd-looking craft that is half-buried in the rocky ground on the eastern edge of this region. The place is guarded by Protectrons, and features other roaming creatures (the types of creatures vary depending on your level). The Crashed Anomaly is due north of the MDPL-13 Power Station [2.09], northeast of the Reclining Groves Resort Homes [2.07], and south-southeast of the Clifftop Shacks [2.04]. Once you finally locate the Anomaly itself, you can see it's either an experimental government craft, or…something not of this world!

Wha… what do you want from me…? What's that laser implement? Oh no, not the probe; dear god, anything but the probe!!

At the front of the wrecked craft lies a spindly figure near some ammunition. However, as soon as you step forward to reach this crash victim, you are violently plucked from the landscape in an electric blue maelstrom of light and force! There's no point struggling; something has snatched you from the ground, and is sucking you up and away from the Capital Wasteland! You pass out. Time passes. You wake up strapped to an operating gurney while strange figures argue over your corpse in a language you cannot understand! They soon decide a partial dissection may be in order, and launch a probe. Your blurred vision diminishes as you pass out from the pain. Time passes.

NEW OBJECTIVE

"Find a way out of the holding cell" begins.

You wake in a curved cell with a Mercenary named Somah. Your entire inventory has been stripped away, and Somah explains she's not the only one caught on this colossal craft. When you ask how to get out of the cell, Somah quickly beckons you to the cell's perimeter; something is coming! The "something" in question (which is easily missed if you don't look up at the rail above your cell's open ceiling) is a giant claw that has plucked a human victim, and carries the struggling human away. Once the claw has disappeared, speak to Somah again. She actually thinks the Aliens made a mistake pairing you together. No, she doesn't want to be your sidekick, but you can both make a ruckus, making the Aliens think you're about to kill each other. Agree to this crazy plan; there are no better ideas to try!

NEW OBJECTIVE

"Stage a fight with Somah to draw the guards' attention" begins.

Put up your dukes, and begin a sincere round of fisticuffs. You can also just block continually, and let her do all the punching—you take far less damage, and she's in better shape (more Health) when the Aliens intervene. Keep fighting Somah, and it doesn't take long before two Alien guards appear at your energy door and deactivate it. This is your chance!

NEW OBJECTIVE

"Defeat the Alien guards" begins.

Immediately charge your captors. Somah leads the way. At this point, you can:

Engage either or both of the guards in a flurry of fists, until they both crumple to the ground.

Leave Somah to deal with both the guards, and she eventually drops them both.

Inspect the corpse of the first guard to fall, gather a Shock Baton, and use it to quickly dispatch the second guard. Somah will, on occasion, go for the weapon herself.

Once both guards are defeated, inspect both corpses for more Shock Batons. Your objective updates. Ready yourself for further combat from the corridor to the west and strike down two more Alien guards with your Shock Baton.

Shock Baton

DAM 20, WG 2, VAL 70, Effects HP -2 (5s)

NEW OBJECTIVE

"Continue to look for a way out of the Holding Cells" begins.

You are temporarily safe. You can speak to Somah or ignore her. If you chat with her, you can simply tell her that you can handle the situation from this point. When you're ready to progress, head west. If you want to attempt a little more investigating, conduct a sweep of the Holding Cells themselves.

Search the cells, beginning with the southwestern one, closest to the exit corridor. Activate the mechanism on the wall to the right of the energy wall to dissipate it, and step into the first cell. Find a deactivated claw and a dead Enclave Officer here. Optionally search the officer's corpse; the uniform affords better protection than your current skivvies. Head north, out of the cell to the one opposite. Deactivate the energy wall and peer inside; this cell is empty. The next cell to the southeast has another motionless claw, and the cell opposite that (to the north) is where you and Somah were holed up.

Continue eastward, to the next cell to the south. Activate the mechanism, step inside, and try to speak to the Rivet City Security guard, who isn't making any sense.

Leave the guard alone…

Or bludgeon her for that helmet, if you wish.

This Rivet City Security guard's mind has already snapped. So she won't be needing that head protection, will she?

At the eastern end of the Holding Cells is a dead end and small control room. Access the controls in here to download some fascinating audio of past victims of Alien abduction. When you've collected all three, head westward, out of this Holding Cell area.

FREEFORM QUEST: THE LEGEND OF ZETA

The Aliens aboard Mothership Zeta have kept copious recordings of their abductees, and the audio recordings made by these victims are enthralling. Accessed throughout the ship from control panels just like the one shown, they provide not only a fascinating back story, but sometimes give clues to areas and interactions you may make in the future. There are 25 of these Alien Captive Recorded Logs to find, and these are flagged throughout the quests. For a complete list, consult the Freeform Quest section at the end of the Mothership Zeta Walkthrough. For now, look for three controls where you can download a different log.

FREEFORM QUEST

The Legend of Zeta

Note: Alien Captive Recorded Logs 14, 15, 22

Total Logs: 3/25

LITTLE GIRL LOST AND FOUND

A constant sub-zero temperature is needed so this ship's numerous cores don't overheat… interesting… perhaps it's time to bring the heat?

Head west, toward the rather ominous archway bathed in red light. Before you step through, you may wish to inspect this strange device a little more closely. You can:

Step through the archway; you instantly gain a small amount of Health from the odd pulsing energy. You can revisit this again after it re-energizes, although the backtracking involved is somewhat tiresome.

With enough **Science** skill, you can tinker with the Healing Archway, increasing its healing power dramatically, but at the expense of the machine's longevity. If you decide to tweak the archway, step through it to completely restore your Health, after which the archway powers down. The overcharged archway will work three times, after which it becomes unusable.

Tip

You can tinker with every single Healing Archway throughout your investigation of the Mothership. If you have the Science skill, and aren't Level 30 yet, these are a good source of easy XP (as long as you're okay with them breaking eventually).

Step into the control room hub. There are numerous empty terminal desks, and a door to the west that is currently sealed. Once you've located any Alien Captive Recorded Logs, venture southward and open the door to a second holding cell area. You can hear the plaintive cries of a young girl; she's being held in the cell to your right (west). However, Sally's cell, and the other cells in this block, do not have control mechanisms. There must be another way to open them….

Tip

Did you notice the strange, glowing orange glyph in front of the western door you couldn't open? These appear infrequently throughout the Mothership, and hint at the location you should be heading toward. The "orange" glow indicates the area is part of the maintenance area, while "blue" glyphs indicate this area is part of a research division. The actual symbols represent the areas they allow access to.

FREEFORM QUEST

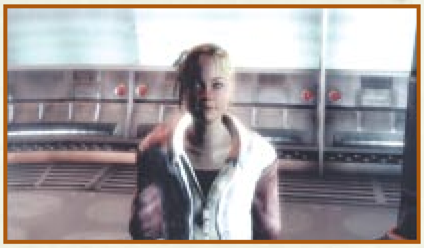
Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Log 01, 03, 12

Total Logs: 6/25

NEW OBJECTIVE

"Release Sally from her holding cell" begins.


This little girl survived longer than you with no weapons and no training. Why don't you put her in charge?

At the far (southern) end of the cellblock corridor is a control switch. Activate it, noting the hologlyphs above the switch that indicate this is a generator core. The core rises up, and an icy mist hugs the floor. You quickly surmise that this core controls the energy doors, and deactivating the three surrounding core coolant switches will overheat the core itself. Once you've pressed all three coolant switches, stand back and watch the core explode! This sets off a blaring alarm, but there are no nearby foes to worry about. Ignore the three empty cells, and step in to greet your new little friend, a girl named Sally. She asks if you want to see the rest of the ship. You can converse with her, but you need to eventually agree to this plan. Sally runs off into the control room hub, and heads toward the door you couldn't open. She quickly crawls into a duct too small for you to access. Moments later, the door opens.

Tip

You can also perform the same plan on almost every single core throughout your investigation of the Mothership.

NEW OBJECTIVE

"Reach the Engineering Core of the ship" begins.

NEW OBJECTIVE

"Retrieve your equipment" begins.

Step through the door and speak with Sally again. Depending on what you ask, Sally can inform you that she's always sneaking around the ship before being caught and deposited back in her cell. Also, her parents died after the bombs dropped, and she was abducted with her sister, who she hasn't seen for ages. Ask if she knows where she's going, and she answers in the affirmative; to the "big engine thing," and then the top of the ship, where the guy in charge hangs out. Apparently, he's "extra mean." Now head into the connecting corridor, and look left (south). Attack the Alien guarding the prisoner items storage room, then step inside. There's a switch to open the outer door to the Steamworks, and three Alien Containers. Two contain random items, but one has your entire inventory. Gather all of this before you go! Now fully equipped, head through the open door, and access the inner Door to Steamworks.

Alien Container Items (2)

Complete Inventory

Tip

If you forget to retrieve your equipment, you can backtrack to grab your stuff, or access it once the entire quest is over, although in this case, you'll have to rely solely on items you acquire during your adventure aboard the Mothership.

SLAUGHTER IN THE STEAMWORKS CORRIDORS

Sally stops at the belching steam nozzles in front of you and tells you she's using the ducts you can't squeeze through to reach your destination: the Engineering Core. You can now head into the Steamworks.

Aliens wield a variety of offensive weapons, and are clad with or without helmets, and with or without strange cloaking armor. All must be crushed!

The alcove on your right is a broken teleporter. On your left are metal shelves full of strange devices, none of which are usable. Move through the Steamworks corridors heading left (south) and then right (west). The steam isn't harmful, but that can't be said of the trio of Aliens that charge in to attack you. Battle them into a deadly submission before you continue. Fleeing isn't an option because you're soon overwhelmed.

Note

Naturally, Sneaking with Stealth Boys is also an option, although you need to have brought a plentiful supply of these cloaking devices.

Tip

By this point in your adventure, you should have access to a wide variety of new aid and equipment. Pick up the Alien Atomizer and Alien Disintegrator (ranged Energy Weapons), along with their ammunition (Power Modules). Crystals can be sold for Caps once you make it off the ship. For tasty treats, scarf down Biogel (along with its health benefits, it also inflicts you with a random biochemical anomaly when eaten). A healthier option is Squid and Worm Food, which offer Health renewal without the pesky radiation of earth eats. And remember to grab Crystals (for your weapons) and Epoxy (to repair them) too.

Tip

Alien Epoxy is a fantastic item; it increases the condition of your current weapon, and can be used to repair any weapon, including unique ones that usually can be tinkered with only by Repairers or Merchants.

After searching the Alien bodies, head north around the left corner and into a very long maintenance corridor, stretching westward. The door on your left (south) is locked, so continue forward, checking the shelving left and right of you for a few scattered Crystals. Around two-thirds of the way along the corridor, you face a quintet of Alien foes, so use the alcoves on the right (north) side of the corridor for cover. Methodically dispatch each Alien foe, ideally grabbing either of their ranged weapons and employing them in future encounters, if you wish. Keep the combat up until everything extraterrestrial is eliminated. Move to the far (west) end of the long corridor, readying for combat with two more Aliens.

Once the area is secured, turn left (south), and enter the open doorway to a Healing Archway. Heal or (**Science**) fully heal yourself. Then head eastward down a narrow maintenance corridor parallel to the corridor you were just in, to the far end and a small room with an Alien Container, and the locked door you couldn't access before. Retrace your steps to the west end of the corridor, then follow it north, through the doorway.

Large Alien Crystal (2)
Small Alien Crystal

Alien Atomizer

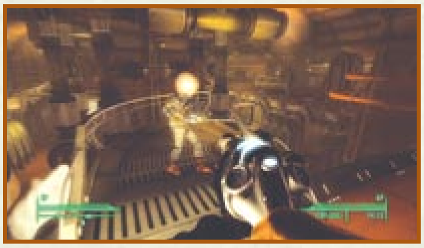
Alien Disintegrator

Alien Container Items

Face a flurry of foes on the Steamworks Bay balcony, along with two new robotic adversaries.

Enter the Steamworks junction, and secure any items you wish from the Alien Container. You now have two options: two doors ahead (north) of you both lead to the Steamworks Bay. Or, you can head left (west) around and up the stairs that allows access onto the Steamworks Bay's balcony area, which is preferred because you can conveniently attack foes on the balcony and those below, using your height advantage. Attack the Alien on the stairs to the balcony, another ahead (east) of you as you enter the L-shaped balcony itself, and two more Aliens along with their Support Drone robot buddies as you progress along the main balcony itself. The chamber isn't secure until you locate any remaining foes on the ground level. Afterward, you can search the balcony alcoves for an Alien Container, before descending the metal steps to the exit doorway (northeast).

Alien Container Items



Outdraw your Alien overlords, but don't accidentally off the enslaved Alien Workers, unless you're prepared for a Karmic admonishment.

Exit onto a catwalk, where you'll encounter two Alien Workers, clad in distinctive red jumpsuits. They are harmless, and they attempt to cower or flee at the sight of you. You can:

Leave them, because they simply run and hide without alerting any additional foes. Or,

Slay them where they huddle. The only good Alien is a dead Alien! Right?

At the other end of the enclosed catwalk is an Alien Turret. Blast it, and the Alien under it, before you continue into a connecting corridor with a Healing Archway. Open the doorway and step out into a secondary Steamworks Bay. Expect to dispatch around four Alien foes as you negotiate the massive pipes and machinery. Ascend the metal steps to the east, heading up to a balcony where you can inspect an Alien Container and find the exit catwalk bridge. Cross it to the balcony control banks, and peer through the windows to the north. A foe opens the door to your left. Quickly slay the Alien scum, and step through the door, blasting another turret.

Move into the connecting chamber with the smoking remains of the turret, and locate the exit on the north wall. Ahead is a Healing Archway, but don't dash forward because two more Alien foes need dispatching. Now descend the metal steps behind the Healing Archway, and move down an L-shaped corridor into the Maintenance Bay, moving west while continuing to drop Aliens where they stand. Expect a few more foes among the steam nozzles and piping. Locate the door on the north wall, leading up some steps to an upstairs control room, where two more Alien foes need their heads exploded. Only then should you rendezvous with Sally, who has appeared from her duct crawl. The nearby utility room where she arrived from has a Healing Archway and is brimming with the following items:

Alien Container Items (2)

Small Alien Crystal (2)
Large Alien Crystal (2)

Alien Biogel

Alien Power Cell (48)

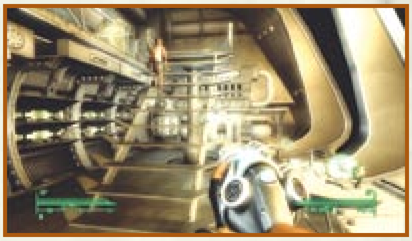
Sally is ready to progress to the Engineering Core, but you need to clear the way for her first. Head east along the catwalk, which splits off to the right (south). The computer banks at the east balcony have no use, but there are some delicious foodstuffs on the table! Return to the junction and head south, which leads to another catwalk split to the right (west). Continue south and destroy the ceiling turret if you wish; the balcony behind the turret holds no items. Now maneuver west along the remaining catwalk section, blasting another turret as you reach the exit corridor. Open the Door to Engineering Core.

Alien Worm Food

Small Alien Crystal (2)

A CHILLY RECEPTION

The awe-inspiring majesty of space is tempered slightly by the masses of junk these Aliens have collected, and it's only going to get worse....



Follow Sally southward, up the stairs of the Engineering Core, until the corridor opens up left and right. To the left is a secondary, parallel corridor you are welcome to investigate; it leads to a small storage room with an inaccessible door and energy wall you can't shut off. Head south, and you emerge into the massive core chamber itself, but underneath the walkways you need to be on. The place is devoid of foes, but there are two Alien Containers you can ransack. Once you've inspected this area, return to the entrance corridor, and follow Sally across (west) to the Observation Deck, where you can witness the view of the sun from space. Inspect the desks by the observation windows for Crystals, as well as the metal shelves to the left of the stairs where Sally awaits.

Small Alien Crystal (7)
Large Alien Crystal (4)

Sally tells you to follow her, so head up the stairs, turning around (north) to check the Door to Decompression Chamber. Adjacent to that is a Teleporter to the Bridge, but both of these access points are inaccessible at the moment. Sally explains that this "tingly elevator" was working the last time she was here, but that the Aliens must have shut it down. She has another plan though; follow her southward, into the large core chamber. Before you step onto the crisscrossing gantry platforms, check the shelving on your left for Alien Epoxy, then head toward the core. To your left (east) is a large circular doorway to the Hangar, and a sliding door to the Cargo Hold. To your right (west) is an unused teleporter, a large circular doorway to Robot Assembly, and a sliding door to the Engine Room. None of these locations can be accessed, so follow Sally southward, into the stasis pod chamber. Sally immediately chats to you, telling you she never had the courage to wake up the four human figures encased in the pods inside this room. However, the "spaceman" may be willing to lend you his suit. Query her logic, and she tells you that the suit is needed because the only way to the top of the ship is to head outside! Once you finish your conversation with Sally, this part of the quest completes.

Alien Epoxy

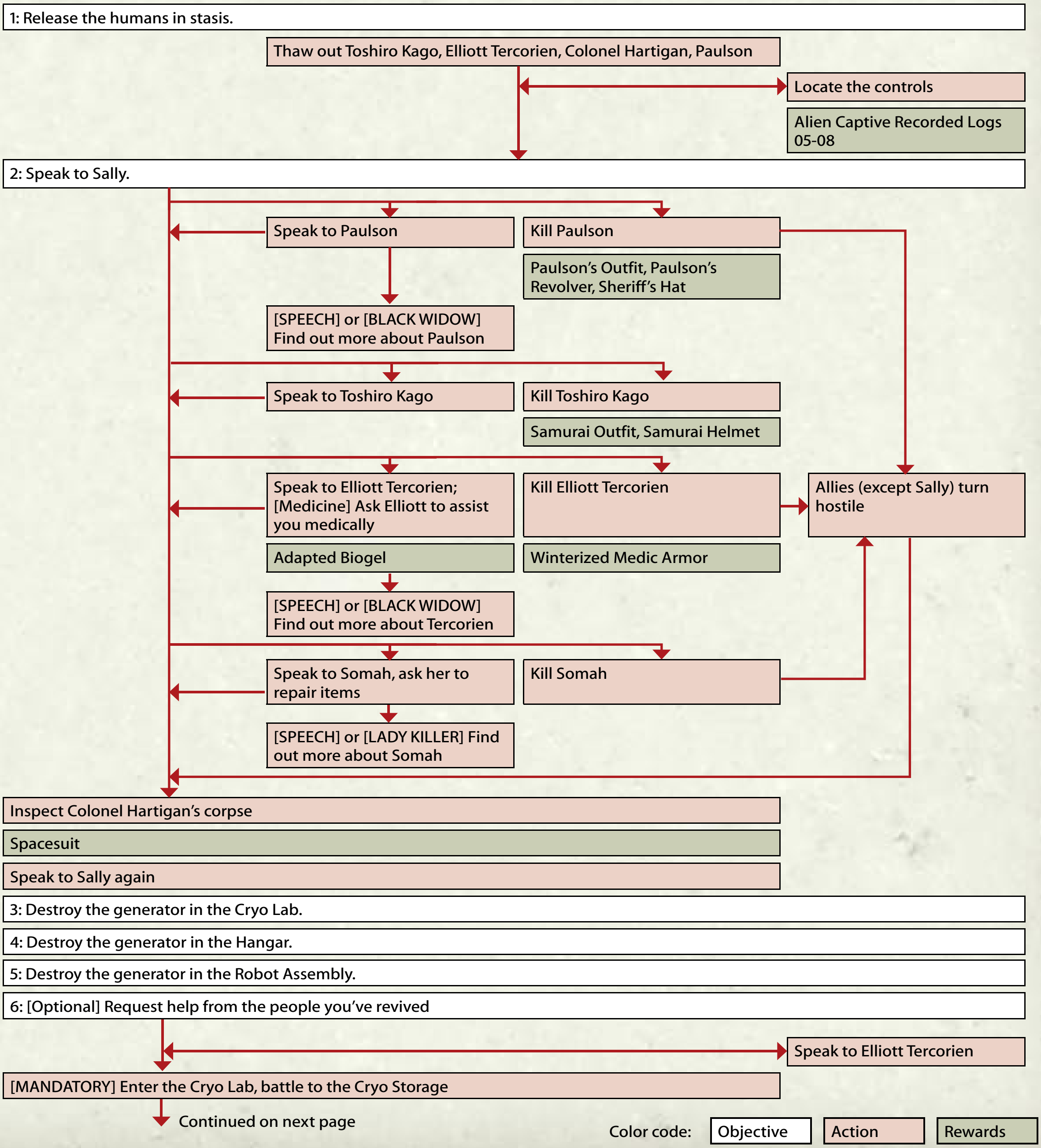
XP 300 XP

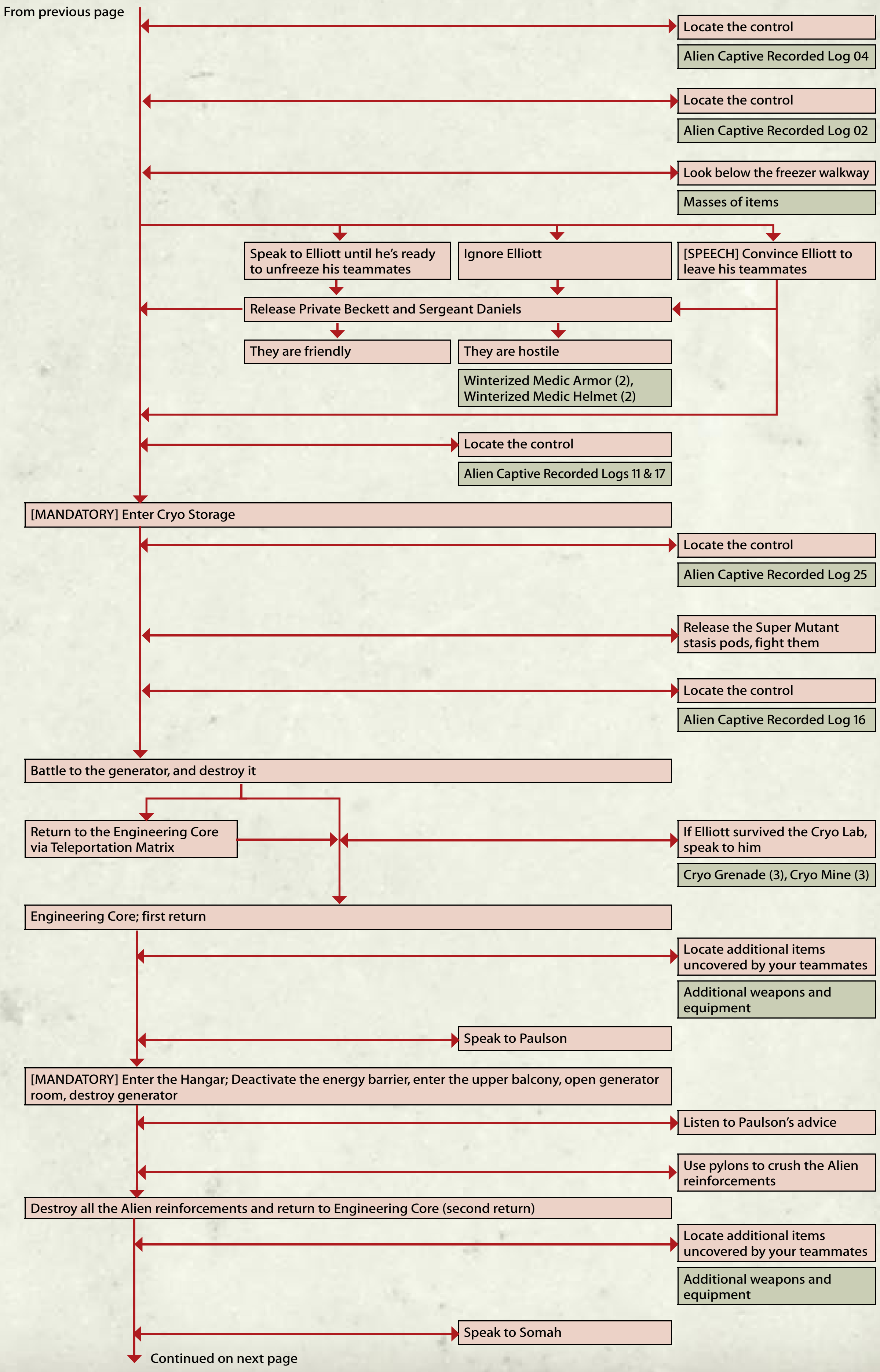
Among the Stars

It's time to plan the overthrow of your Alien masters. This involves thawing allies: an Army medic, an old western gunslinger, a samurai, and a spaceman who doesn't survive. The three prove especially useful (along with Somah and Sally) as you navigate through three mandatory expeditions to shut down generators across the ship, so that the Decompression Chamber may be accessed. After a final rendezvous back at the Engineering Core, where your friends have unearthed a mass of additional equipment, you can proceed into the inky blackness of space itself….

QUEST FLOWCHART

	MAIN PATH
Main Characters	Somah, Sally, Elliott Tercorien, Paulson, Toshiro Kago, Colonel Hartigan (Deceased), Corporal Rheems (Deceased), Private Mears (Deceased), Corporal Spurlock (Deceased), Private Beckett, Sergeant Daniels
Locations	Engineering Core, Cryo Lab, Cryo Storage, Hangar, Robot Assembly, Maintenance Level, Waste Disposal, Engine Room, Cargo Hold, Research Lab, Decompression Chamber, Space Walk, Observation Deck
Adv. Items/Abilities	Speech, Black Widow, Child at Heart, Science, Medicine
Possible enemies	Alien, Alien Worker, Alien Turret, Support Drone, Guardian Drone


1: Release the humans in stasis.
Thaw out Toshiro Kago, Elliott Tercorien, Colonel Hartigan, Paulson
Locate the controls
Alien Captive Recorded Logs 05-08
2: Speak to Sally.
Speak to Paulson
Kill Paulson
Paulson's Outfit, Paulson's Revolver, Sheriff's Hat
[SPEECH] or [BLACK WIDOW] Find out more about Paulson
Speak to Toshiro Kago
Kill Toshiro Kago
Samurai Outfit, Samurai Helmet
Speak to Elliott Tercorien; [Medicine] Ask Elliott to assist you medically
Kill Elliott Tercorien
Allies (except Sally) turn hostile
Adapted Biogel
Winterized Medic Armor
[SPEECH] or [BLACK WIDOW] Find out more about Tercorien
Speak to Somah, ask her to repair items
Kill Somah
[SPEECH] or [LADY KILLER] Find out more about Somah
Inspect Colonel Hartigan's corpse
Spacesuit
Speak to Sally again
3: Destroy the generator in the Cryo Lab.
4: Destroy the generator in the Hangar.
5: Destroy the generator in the Robot Assembly.
6: [Optional] Request help from the people you've revived
Speak to Elliott Tercorien
[MANDATORY] Enter the Cryo Lab, battle to the Cryo Storage
Continued on next page
Color code:
Objective
Action
Rewards


From previous page
Locate the control
Alien Captive Recorded Log 04
Locate the control
Alien Captive Recorded Log 02
Look below the freezer walkway
Masses of items
Speak to Elliott until he's ready to unfreeze his teammates
Ignore Elliott
[SPEECH] Convince Elliott to leave his teammates
Release Private Beckett and Sergeant Daniels
They are friendly
They are hostile
Winterized Medic Armor (2), Winterized Medic Helmet (2)
Locate the control
Alien Captive Recorded Logs 11 & 17
[MANDATORY] Enter Cryo Storage
Locate the control
Alien Captive Recorded Log 25
Release the Super Mutant stasis pods, fight them
Locate the control
Alien Captive Recorded Log 16
Battle to the generator, and destroy it
Return to the Engineering Core via Teleportation Matrix
If Elliott survived the Cryo Lab, speak to him
Cryo Grenade (3), Cryo Mine (3)
Engineering Core; first return
Locate additional items uncovered by your teammates
Additional weapons and equipment
Speak to Paulson
[MANDATORY] Enter the Hangar; Deactivate the energy barrier, enter the upper balcony, open generator room, destroy generator
Listen to Paulson's advice
Use pylons to crush the Alien reinforcements
Destroy all the Alien reinforcements and return to Engineering Core (second return)
Locate additional items uncovered by your teammates
Additional weapons and equipment
Speak to Somah
Continued on next page

From previous page

[MANDATORY] Enter the Robot Assembly

Somah provides covering fire and additional balcony access

Override the Electronics Access Panel and battle to the generator inside the Robot Assembly; return to Engineering core (third return)

Locate additional items uncovered by your teammates

Additional weapons and equipment, Buttercup Toy

7: Speak to Sally.

[CHILD AT HEART] Speak to Sally: Access Sally's secret stash

Additional weapons and equipment

The following boxes represent optional choices:

Enter the maintenance Level, ride the trash compactor

Enter waste disposal, battle back to Engineering Core

Search the semicircular catwalk

General Chase's Overcoat, Alien Captive Recorded Log 19

Search the First Aid Storage shelves

Samurai Sword, First Aid Box Health and Chems (8)

Engineering Core; fourth return

Locate additional items uncovered by your teammates

Additional weapons and equipment, Nuka-Grenade

Enter the Engine Room, explore the area

Locate the windowed room off the main reactor chamber

Electro-Suppressor

Engineering Core; fifth return

Locate additional items uncovered by your teammates

Additional weapons and equipment, Nuka-Cola Quantum (3)

Enter the Cargo Hold, explore the area

Search the Cargo Hold

More items than you can possibly imagine, Mini-Nuke

[SCIENCE] Locate Reid Underwood's Terminal, unlock and find safe in detritus pile

MPLX Novasurge

Enter the Research Lab, battle your way back to the Cargo Hold

Locate the control

Alien Captive Recorded Log 13

Locate the control

Alien Captive Recorded Log 21

Locate the Giddyup Buttercup Warehouse

Buttercup Toy

Engineering Core; sixth return

Locate additional items uncovered by your teammates

Additional weapons and equipment, Mini-Nuke, Nuka-Cola Quantum, Buttercup Toy

Move to the Door to Decompression Chamber

8: Gain access to the upper level of the Alien ship.

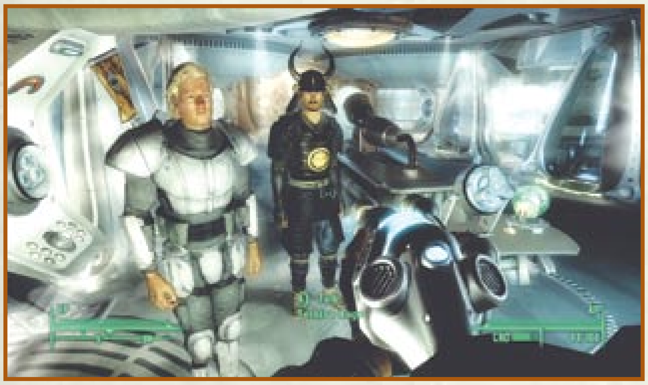
Wear the Spacesuit, move to the airlock

9: Find a way to activate the Access Teleporter.

Press the three circular hatches, teleport to the upper area

300 XP

THAWING OUT THE POD PEOPLE



A cowboy with a hair-trigger, an incomprehensible samurai, an overly emotional Army medic, and one dead spaceman. Your new team might need more than a pep-talk to overcome the odds.

NEW OBJECTIVE

"Release the humans in stasis" begins.

After you speak with Sally about the stasis pods, your objective updates. Releasing the humans in stasis is straightforward; simply activate the stasis controls, and the chamber fills with clouds of vapor as the captured humans slowly thaw out from their deep sleep. During this time, activate the controls by each stasis pod to acquire four more Alien Captive Recorded Logs. Once the bodies thaw out, three of the four trapped humans step out and begin to stretch their legs. They seem groggy but friendly, although Somah is slightly agitated about your newly formed team. You can speak with any of them, but to continue your quest, find Sally and talk to her. One of the humans you just released didn't make it: the spaceman himself.

FREEFORM QUEST

Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Logs 05-08

Total Logs: 10/25

NEW OBJECTIVE

"Speak to Sally" begins.

Note

Before or after you speak with Sally, you may wish to find out a little more about each of your recently released allies. The results range from amusing to unfathomable. For preferred results, listen to each Recorded Log before conversing with them. If you want Paulson, Elliott, or Somah to accompany you on your next set of explorations, talk to Sally, then your chosen ally, for more dialog options.

STASIS QUO: PAULSON THE GUNSLINGER

Speak with the cowboy, and you'll find him suitably gruff and curt with you, although he deems you his best bet in terms of escaping. Assuming you don't offend his sensibilities, you can ask him how he was captured.

He doesn't apprise you of this information.

Or, if you've listened to his Recorded Log (05), you can ask him where he's from, and if successful with your **Speech**, he tells you that his wife and kid were sucked up into this hellhole, too.

A similar line of questioning exists if you have the **Black Widow** perk.

Speak to Sally, then return to Paulson, and ask him to accompany you into the Hangar. Choose this option only when you're ready to proceed, or cancel the plan by telling Paulson to remain here.

STASIS QUO: TOSHIRO KAGO THE SAMURAI

Speaking with Toshiro Kago is an exercise in futility, as the man is fluent, but in a language you are completely unfamiliar with (Japanese). However, to help you understand the phrases that Toshiro Kago may utter, heed the following translation compilation. Remember that even with this translation, you still cannot converse easily with the samurai, and currently, your conversation only stretches to greetings and (what you assume is) polite banter. It also seems that Toshiro has lost his sword, which you may gather later into this expedition. He doesn't offer to accompany you on any explorations, and you can't take him.

Toshiro Kago Japanese-to-English Translation Chart

UTTERANCE (JAPANESE)	*TRANSLATION (ENGLISH)*
Sappari wakaran. Koko ga doko nanoka mouse. Sessha no ken wa do shita?	I cannot understand you. What is this place? What have you done with my sword?
Sessha no ken wa dokoda? Ima sugu kaesanu ka!	Where is my sword? I must have it at once!
Nani wo itte orunoda. Kono chi ni mioboe wa nai. Ittai sessha ni nani wo shita?	What are you saying? What is this place? What have you done to me?
Sessha no ken wo imasugu kaesunoda. Hayaku kaesanu ka!	I must have my sword at once. Return it to me!
Onushi, ittai nanimono? Sessha wa naze koko ni iru?	What? Who are you? Why am I in this place?
Sessha no ken wa do natta. Eei, hayaku kaesanu ka!	What has happened to my sword? I must have it! Give it to me!
Nani wo itteorunoda. Sappari wakaran. Nantoka shite kure.	What are you saying? I cannot understand you! You must help me!
Nantoka senuka! Sessha no ken wa ittai doko ni arunoda!	You must help me! I must find my sword at once!
Oh, sessha no ken! Katajike nai.	My sword! You have my gratitude.
Sumanuga, korekara dosuruka hitoride kangaetai. Shitsurei suru.	Please excuse me. I must now meditate on this situation before proceeding further.
Oh, sessha no ken! Kaeshite moraerutowa, katajike nai.	My sword! You have my gratitude for returning it.
Sumanuga, sessha mizukara korekara okoru-kotoni sonaeneba naranu.	Please, excuse me. I must prepare myself for what is to come.
Oh, korekoso sessha no ken. Katajike nai.	Yes, yes! This is what I have been searching for! I am in your debt for its safe return.
Sumanuga, sessha mizukara korekara okoru-kotoni sonaeneba naranu.	Please, excuse me. I must prepare myself for what is to come.
Onushi, naniyue sonoyo ni hanasu? Nanika shomo no mono demo arunoka?	Why are you speaking to me in this manner? Do you want something?
Nanda kono arisama ha? Youkaihenge ka?	What is this madness? Demons, magic?
Hanase, imasugu!	Release me at once!
Kikoenuka, hanase, ima...	Do you hear me? Release me at <zap>
Mata makafushigina oto da. Eirian ka?	There it is again. Is that an Alien?
Iretekure! Sessha wa eirian deha gozaran. Sessha wa samurai nari. Otanomi mosu!	Let me in! I'm not an Alien! It's me. The samurai! I implore you!
Ya, kore wa katajike nai. Soregashi ni dekiru kotoga gozareba nannarito.	Hello. Many thanks. Are there any bugs that need killing?
Tatakai no kachimake ha, seme to seme no hazama ni aru.	The battle is fought and won in the pauses between strikes.
Hajimari ni ketsumatu wo mi, ketsumatsu ni hajimari wo miru. Soremade wa dojite wa naran.	See the end in the beginning, and in the beginning the end. Act not until then.

(continued)

UTTERANCE (JAPANESE)	TRANSLATION (ENGLISH)
Mokuteki naki okonai wa tadano kaze, ketsui aru okonai wa hue no shirabe to naru.	Action without purpose is so much wind. Action with resolve is as a melody from a flute.
Kotoba de wa tamashii wo iyasezu. Chinshi mokko aru nomi.	The tongue tires the soul. Shush now.
Shiii!	Shhh!
Jyama wo suru na.	Please do not disturb me.
Onushi wa nanimono? Koko wa doko da?	Who are you? What is this place?
Sessha no ken! Sessha no ken wa dokoda?	My sword! Where is my sword?
Nanto? Nani wo nozonde orunoda. Nani yue, onushi no iu koto ga wakaranu noda?	What? What do you want from me? Why can I not understand you?
Ken wo ubawarete shimatta, taegataki kutsujoku!	My sword has been taken from me. This dishonor cannot stand!
Ken wo sugu torimodo saneba naranu!	I must have my sword at once!
Nani ga okotta noka, kento ga tsukanu.	I do not understand what has happened to me.
Youjutsu de sessha wo toraeta youkai me. Kono mama de wa okanu zo!	These demons that have captured me with their dark magic... They must pay for what they have done!
Youkai kara mi wo mamoru niwa, ken ga iru.	I must have my sword if I am to defend myself against these demons.
Hito wo azakeru na. Onushi no monoii wa sappari wakaran.	Why do you taunt me? I cannot understand you at all.
Sessha wo tasuke takuba, sessha no ken wo sagashi dase!	If you wish to help me, then find my sword!

STASIS QUO: PRIVATE ELLIOTT TERCORIEN THE MEDIC

Private Elliott Tercorien, U.S. Army medic, Serial Number 3477809 is a bundle of nerves, and still confused after his thawing (previous "experiments" seem to have given him an unhealthy fear). You can soothe or sarcastically berate him, continuing the conversation until Elliott asks whether you've seen his men. You haven't, but should agree to find them if you want. You can:

Ask Elliott if there's a chance he could assist you medically. It seems he can; simply ask him to make you some Adapted Biogel. Hand over Alien Biogel for the procedure, and you'll have a more potent healing agent.

Talk about how he was captured; he goes on about a horrific encounter with a blue light. You can also ask where he's from (the 108th Infantry Battalion stationed at Anchorage, Alaska).

Ask him about Toshiro Kago.

Ask him to join you for the investigation of the Cryo Labs. He is happy to join you, but it is only necessary to ask him when you're ready to go.

Adapted Biogel

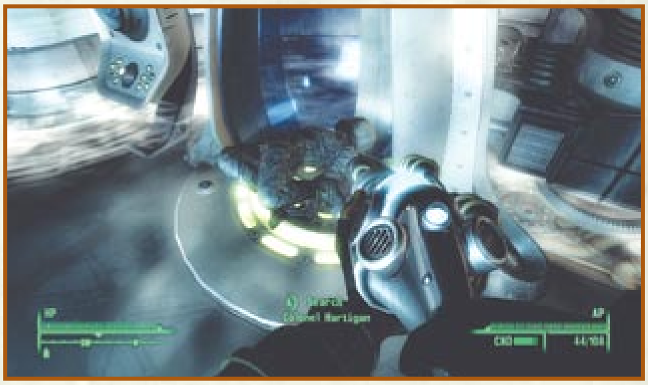
STASIS QUO: SOMAH THE MERCENARY

You may already have heard about Somah's abduction, but you can speak to her again, along with the following helpful conversations:

Try requesting her help when you wish to embark on a hunt around the Robot Assembly area. She's happy to join you.

You can also ask her to **Repair** any damaged items you may be using, or have acquired.

STASIS QUO: COLONEL HARTIGAN THE DEAD ASTRONAUT



The only frozen fellow not wandering around and stretching his legs is Colonel Hartigan, who is lying in a crumpled heap inside his pod. You can listen to his abduction by accessing the Recorded Log 07, but the main reason for inspecting his corpse is to obtain the Colonel's Spacesuit. Don't put it on yet; save it for later.

Spacesuit

STASIS QUO: KILL EVERYONE!

If you're feeling malicious, or simply want to collect some unique items and can't wait until the end of this quest, you are welcome to slay any of the three surviving Pod people, and Somah if she turns hostile. You cannot kill Sally. This plan isn't recommended because you can't collect all the unique items at this time, and you should leave your allies alive for as long as possible, or until they are no further use to you.

Sheriff's Hat
Paulson's Outfit
Paulson's Revolver
Samurai Armor
Samurai Helmet
Winterized Medic Armor

STASIS QUO: SALLY THE SURVIVOR

When you're ready to complete your objective, head over to Sally, who's usually lamenting the death of Colonel Hartigan. It looks like you're taking his place when it comes time to attempt a space walk. For the moment though, Sally needs you to suck out all the air in various parts of the ship, so the Aliens won't harm you when you venture outside. For this to happen, you need to power down generators throughout the Mothership. There are three: one in the Cryo Lab, one in the Hangar Bay, and one in the Robot Assembly area. Your objectives update.

NEW OBJECTIVE
"Destroy the generator in the Cryo Lab" begins.

NEW OBJECTIVE
"Destroy the generator in the Hangar" begins.

NEW OBJECTIVE
"Destroy the generator in the Robot Assembly" begins.

NEW OBJECTIVE [OPTIONAL]
"Request help from the people you've revived" begins.

EXPLORATION PREPARATION

Caution

Read the following information carefully, because there are numerous areas of the Mothership to visit, many items to obtain in a particular order, and some locations that are purely optional to check out.

Ready? Then optionally choose a thawed-out chum to help out, and head for the nearest side door.

The remainder of this portion of the quest is spent on mandatory and optional tasks in different areas. Here's the order the information breaks down in:

A. A thorough search of the Cryo Lab, and generator destruction [Mandatory].
B. A meticulous maneuvering through the Hangar Bay, and generator destruction [Mandatory].
C. A complete ransacking of the Robot Assembly area, and generator destruction [Mandatory].

D. The investigation of the Maintenance Level [Optional].
E. The investigation of the Engine Room [Optional].
F. The investigation of the Cargo Hold [Optional].

G. Backtrack to the Engineering Core, where new and increasingly rare items are found each subsequent time you return [Optional].

You can explore locations A, B, C, D, E, and F in any order you like; the following order simply completes the objectives in the order they were given.

Each time you conclude an exploration in location A–F and return to the Engineering Core (G), the remaining team members uncover new items and equipment for you to optionally take.

One ally can accompany you to locations A, B, or C; but there are specific advantages if a particular ally accompanies you to a specific area. They will let you know if they aren't suited to a particular location.

Or, you can head into any area on your own.

For optimal results, bring the following allies with you to the following three areas (this completes the optional objective "Request help from the people you've revived"):

» Elliott Tercorien: Cryo Lab
» Paulson: Hangar Bay
» Somah: Robot Assembly

Toshiro Kago remains in the Engineering Core area due to language barriers and a lack of weaponry, until a sword is presented to him.

A. CRYO LAB: A FROSTY RECEPTION

Note

This investigation is mandatory.

The Aliens give you that typical cold shoulder treatment. Make sure Tercorien is with you so you're blasting little green men from multiple angles.

Tip

For unique occurrences and inventory items, order Elliott Tercorien to accompany you into the Cryo Lab. Ask him for help when you're in the Engineering Core, just prior to entering the Cryo Lab.

Step into this gigantic meat locker, ideally with Elliott in tow, and move through the connecting chamber into the initial area. Make quick work of an Alien with a baton, and quickly inspect these first two rooms, composed of two stories of icy balcony and floor. Check the winding balcony to the north for an Alien Container near a Teleportation Matrix you can't access yet (you return here from further into this zone). On the opposite (south) side of the two chambers is a glass floor allowing you to observe the room below. Activate the release mechanism so you can access this lower chamber. Then head down into the freezing lower floor and check the scattered items around the stair support for Epoxy and Crystals. A small corridor heads south (flick the switch above to turn off the energy barrier) into the chamber with the glass roof. This storage area has Biogel, junk, 5.56mm Ammo, three Alien Containers, and a Healing Archway. Return here if you need any of this. Before you go, make sure you snag the Recorded Log from the corner control.

Alien Container Items (4)

Alien Epoxy

Small Alien Crystal (4)
Large Alien Crystal

Alien Biogel (2)

5.56mm Round (16)

FREEFORM QUEST
Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Log 04
Total Logs: 11/25

Elliott proves to be a most proficient "bullet sponge." He can take a lot of damage and will heal himself when combat is finished.

Pass through the connecting corridor and into a conduit room between two freezer chambers. Elliott storms right in, and you can follow and brandish your favored Alien-culling device. This can include the Drone Control Device, which you can use to control the otherwise-stationary Drones to aid you in combat against the extraterrestrials. Tear through the Aliens guarding the freezer rooms before checking out the conduit room you're in. A mass of machinery with a Healing Archway is available, as well as some cowering Alien Workers and two Alien Containers to check. Then look north and south. There are banks of windows on each side, and a switch in the middle.

Tip

Locate the Drone Control Device by visiting the Robot Assembly.

Activate the switch facing the north freezer, and stasis pods slowly ascend. Do they contain Elliott's men? No; instead, a rabid Raider and a Feral Ghoul promptly attack you both. Lay waste to them before checking the switch along the south glass viewing wall. The south freezer room has two pods you can activate, with a Raider and a Ghoul to tackle. Ignore the switch, or activate it and fight, but don't forget to check the freezer room control in the southwest corner for another Recorded Log.

FREEFORM QUEST

Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Log 02

Total Logs: 12/25

FREEZER BURNS

Raising all the stasis pods and causing a pitched battle in the main freezer allows you to sit back and watch the carnage you caused.

Head through the circular door between the two freezer rooms and follow it around to the right (north). Ahead is the main experiments freezer in this Cryo Lab, guarded by a number of Aliens. You can wade in here with little regard for your, or your Follower's, safety, or you can access the door on your left (west), and step quickly into an observation room. There are three switches to press here. The one between the windows raises up and releases all the stasis pods, creating more of a diversion as additional Raiders and Ghouls are released and battle their Alien masters. The larger control on the wall is useful for overloading the freezer room's turret. Meanwhile, the final switch releases the storage room door, giving you access to a mass of confiscated junk; the best bits are listed below:

- **Flamer Fuel (33)**
- **Alien Epoxy (2)**
- **Alien Container Items (2)**
- **Chinese Pistol**
- **Small Alien Crystal (2)**
  Large Alien Crystal
- **Railway Spikes (9)**
- **Alien Biogel (2)**
- **Chinese Commando Hat**
- **Frag Grenade**

Head into the large freezer balcony, and you'll face a trio of Aliens, plus three Ghouls and three Raiders all fighting each other. Wade in for the XP, or watch from a safe distance. The switches on the balconies simply activate individual pods, which are empty if you already activated the main switch in the previous room. Then optionally drop down to the storage area under the freezer balconies; there's a mass of stored items on the shelves and scattered about the floor (giving you an idea of who the Aliens abducted in the past), including the following:

- **Recon Armor and Helmet**
- **Darts (20)**
- **Electron Charge Pack (24)**
- **Combat Armor and Helmet**
- **Alien Epoxy**
- **Ammunition Box**
- **Scoped .44 Magnum and Ammo**
- **Microfusion Cell (18)**
- **Railway Spikes (19)**
- **Plasma Pistol**
- **Power Armor and Helmet**
- **Laser Rifle**

UNFREEZING THE 108TH INFANTRY BATTALION

Exit to the north, following the corridor around to a secondary access corridor leading to a control room. Peer through the windows to see a group of Aliens experimenting on the corpses of Elliott's men! The examination room can't be entered, but you can pay back the Alien scum for their inhuman hacking! Simply press the middle switch between the windows (if Elliott is with you, he angrily does this for you), and the entire experimental surgery room is coated in cryo-steam, freezing the corpses and Aliens alike. The doors activate, allowing you access into the chamber. Check with Elliott, and he tells you he's found some cryogenic material, which comes in very handy later. You can check the table for the corpses of Corporal Rheems, Private Mears, and Corporal Spurlock. While Elliott rants, quickly sweep the room for the items listed below, and two more controls, allowing two Recorded Logs to be downloaded to your collection.

Note

If you froze the examination chamber without Elliott accompanying you, these soldiers appear simply as Wastelanders.

- **Frag Mine**
- **Advanced Radiation Suit (2)**
- **Pulse Grenade**
- **.32 Pistol and Ammo**

FREEFORM QUEST

Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Logs 11 & 17

Total Logs: 14/25

Note

In the adjoining chamber are two stasis pods. Depending on your actions, these may contain two humans that can help (or hinder) your ongoing expedition here:

If Elliott Tercorien is not with you, these stasis pods are empty. Ignore them, and exit northward, into Cryo Storage.

If Elliott Tercorien is with you, there are two frozen forms inside the stasis pods! Elliott recognizes them as his squad-mates. At this point, you can:

» Revive the squad-mates yourself. Private Beckett and Sergeant Daniels are deranged and hostile, and you must fight them because they attack anyone, even each other!

Convince Elliott (with **Speech**) to leave the squad-mates to their icy doom.

» Talk to Elliott a number of times, until Elliott mentions he has the necessary cryogenic materials to restore their memories, and has checked on their status. Once this has occurred (by speaking with Elliott again and again until he tells you to open the pods), elect to release the two soldiers. Not only are Private Beckett and Sergeant Daniels alive, but they recognize Elliott, who gives them a Chinese Assault Rifle each. They fight alongside you as you enter Cryo Storage!

No matter which plan you attempt, your preferred method of progression is to head northward, and open the Door to Cryo Storage.

CRYO STORAGE: MELTING SUPER MUTANTS

Step into the entrance chamber with the crackling conduits ahead of you, and look left (west). Unlock another Recorded Log from the controls, check either Alien Container, and then step through either doorway to the left or right of you. Either leads to an identical short corridor with a Healing Archway at the south end, and an opening into a vast Cryo Storage chamber to the north. You are stepping into either the eastern or western side of a giant storage bay composed of dozens of stasis pods. For the first couple of minutes, you are wise to remain on the upper level balcony, which has steps down to the lower, icy level, and two east-west connecting doorways allowing free access between both sides of the bay.

FREEFORM QUEST

Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Log 25

Total Logs: 15/25

Alien Container Items

Although initially confusing, the bay is less sprawling than it initially appears. When you've scoured the balconies on both sides, and reduced all the little green men to smaller piles of ash, try the following optional larks. You can:

Activate the switch near any of the blue cylindrical tubes on the balcony. These propel empty stasis pods, accompanied by a blast of vapor that can freeze nearby foes. There are no entities in these tubes.

Both balconies each have a single switch with a "raise pod" icon above them. Click this, and two pods on the lower level below the switch activate, releasing two Super Mutants. These are usually fearsome and hardy foes, but good target practice. Slay them if you wish, and release them only if you want a fight! There are four Super Mutants, two on either side.

Investigate the lower level. Aside from the two sets of Super Mutant pods, this area is relatively sparse. There's a slightly confusing set of two corridors linking either strip of lower floor that goes under the balcony, and a single longer corridor linking both sides. It is here you'll find an Alien Container and Epoxy tucked away.

Over on the lower level, in the southwest corner, there's a small workstation with two Epoxy on it, and a control to access the last available Recorded Log in the Cryo areas.

Alien Epoxy (3)

Alien Container Items

FREEFORM QUEST

Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Log 16

Total Logs: 16/25

The three generators all look alike, and all must be overheated by switching off the three coolant switches. Don't leave until you see that explosion.

Whether you're on the lower or upper floors of Cryo Storage, when you're ready to complete your objective, head north to a narrow connecting corridor that allows access to the upper floor and northern antechamber where the core resides. Turn north and switch the Teleportation Matrix on, then turn south and activate the core coolant switch, before destroying the generator core as you've done before by switching off the three coolant tanks surrounding it. You may find that the way back to the Engineering Core is blocked; if so, use the teleport to transport you back to the initial Cryo Lab room, after which it's a simple matter of exiting via the circular door to the north.

RETURN TO ENGINEERING CORE #1: ELLIOTT TERCORIEN

Assuming that Elliott accompanied you and survived thanks to the help of the two teammates you rescued, he is of greater use to you in the future:

Although Daniels and Beckett die during the assault on the Cryo Storage area, Elliott should survive.

He can convert Alien Biogel to Adapted Biogel, which is far more proficient at healing you.

Once Elliott has visited the Cryo Lab, he can construct Cryo Grenades and Cryo Mines. Wait one hour before asking him, and you can gather three of each. Every three hours after that, you can ask for two more of each.

Adapted Biogel

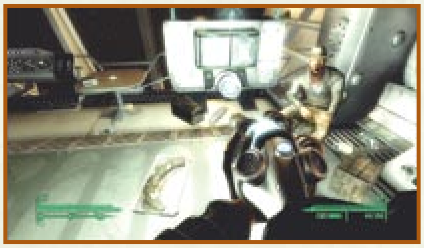
Cryo Grenade

Cryo Mine

RETURN TO ENGINEERING CORE #1: UNEARTHING ITEMS

Note

IMPORTANT! Each time you destroy a generator or investigate an optional part of the ship thoroughly, then return to the Engineering Core, your allies have been busy opening the many Alien crates and boxes you can't. This results in a scattering of new items each time you return. Don't forget to check out what's been unearthed!



First visit: The allies uncover a futuristic Work Bench. Perhaps a rummage around the Cargo Hold might help you find your custom parts?

Exit back into the Engineering Core, and check the side (west) chamber off the stasis pod room for Alien Epoxy and an Alien Container, before heading north. Pass the central core, and locate the two tables near the shelving; Somah has uncovered a Hunting Rifle, a box of Frag Grenades, and a Mine. Continue into the two-level area with the Observation Deck. Paulson may be sitting next to a strange metal device in the northwest corner near some scattered ammo and Alien Food, close to the sealed door to the Decompression Chamber. The device is actually a Work Bench. Meanwhile, down below by the windows, Toshiro Kago is kneeling beside a mattress he has laid out. He seems to be waiting patiently for something....

Alien Container Items

Alien Epoxy (2)

Hunting Rifle

Frag Grenade (5)

Frag Mine

Alien Food

Ammunition

Work Bench

Note

The first time you return to the Engineering Core after destroying a generator, you witness your team deliberating over what to do with a captured Alien. Paulson soon puts an end to that discussion...

B. HANGAR: HOWDY, PARTNER

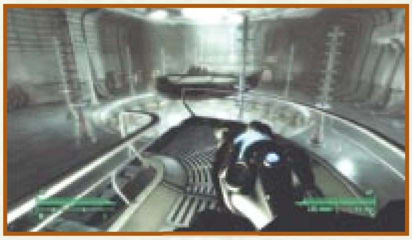
Note

This investigation is mandatory. It is also worth stocking up on armaments (especially Mines) and healing items before you head into the Hangar.

Tip

For unique occurrences, ask Paulson to accompany you into the Hangar. Ask him for help when you're in the Engineering Core, just prior to entering the Hangar.

Move eastward in the Engineering Core and open the Door to Hangar with Paulson in tow. Step through the small entrance chamber with the Alien Container, and move down the stairs to a mess room overlooking the main area. This gigantic Hangar houses a huge, circular bay with a smaller spacecraft floating in the middle of it, surrounded by energy pylons. On closer inspection, you realize this is the "anomaly" (Recon Craft Theta) you encountered back in the Capital Wasteland! For the moment, execute a quick search of the area for some minor items (below), and a blocked door to the west. The only way onward is down the steps and into the bay. You quickly discover a couple more Crystals on a shelf along the opposite side, and four blocked doorways, each leading to a teleport. There are steps on the far (south) side, and an open doorway to the east.



The crashed anomaly—Recon Craft Theta—now floats in the Hangar Bay, surrounded by gravity pylons...perhaps those metal poles might come in useful....

Caution

That massive hole with the energy pylons surrounding it? It's fatal if you fall into it. So don't.

Alien Container Items (3)

Alien Food

Small Alien Crystal (6)
Large Alien Crystal

Look up and west while you're in the bay, and check out the upper balcony: your ultimate destination. The bay also contains two Drones (one Support, and one Guardian) that you can free from their electrical bonds if you've already visited the Robot Assembly and secured the Drone Control Device. It isn't imperative, so continue your search of the bay. For a small amount of combat with an Alien and a turret, enter the U-shaped corridor section along the east wall, leading to two more teleport areas you can't access. Now head up the stairs to the southside balcony, checking a small table for an Atomizer and Crystals, and culling two more Aliens if you haven't fired on them yet. There's yet another blocked doorway to the west, but this one features a nearby switch that deactivates the energy barrier. Enter a narrow corridor winding around and ascending to the upper balcony with a couple of Aliens to dispatch: This is easy!

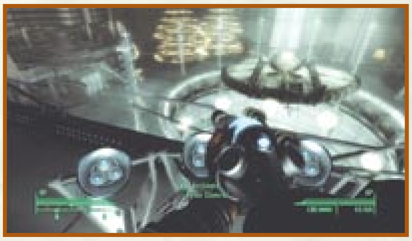
Tip

Locate the Drone Control Device by visiting the Robot Assembly. Otherwise, destroy the Drones, and pick up any Drone Cannons you need.

Alien Atomizer

Large Alien Crystal (3)

PILING ON THE PRESSURE



Paulson's hi-falutin' hypothesis was correct; buffet the countless hordes of Alien foes with pylon pulses.

The upper balcony interior has a couple of Drones (one Guardian, one Support) you can optionally control with the Drone Control Device, as well as two Healing Archways:

Step into them to restore some Health,

Or tinker with them if your **Repair** skill is high enough.

The entire Hangar area remains suspiciously quiet, and remains this way until you check the doorway to the west, with the energy barrier, next to a control switch. Stop!

Tip

Before you press the control switch, prep this area for combat. Check the stepped narrow corridors on either side of the upper balcony, and place a series of Mines (Bottlecap Mines are particularly devastating, and you can make them at the Work Bench in the Engineering Core) in a trail from the open doorway around to the top of the stairs on either side. Strew them about away from each other so only one or two detonate at a time. No Alien scum will infiltrate this balcony!

Hit the control switch. A strange Alien klaxon begins to wail, and all the energy barriers switch off, allowing streams of Aliens and Drones to warp into the Hangar, and begin to climb the stairs on either side, dashing toward your position! Keep a cool head, and formulate a cunning plan:

Paulson suggests you check out the controls overlooking the Hangar itself, on the east side of the balcony. This proves to be invaluable advice (in fact, it is recommended that you study these controls and test them out prior to combat). There are five controls to press, and 10 pylons; each control activates two pylons in the same position as the control. Each control activates a pulse that ricochets Recon Craft Theta about, but inflicts crushing damage on the Aliens and Drones, usually killing them with one wave.

Naturally, you can come up with an identical plan without the gunslinger's brain power.

The Mines you previously laid should finish off any Aliens that break through your constant pylon pulsing. Should any foes manage to scramble to the upper balcony, your controlled Drone (if you have the Drone Control Device) can destroy them, or Paulson himself. Paulson is clad only in cloth and will fall to a severe bout of Alien fire, so watch him carefully and back him up.

Or, you can run about, amateurishly shooting foes from the balcony, or one of the doorways, and hoping you aren't overrun.

You can always elect to drop down to the Hangar Bay, and lay waste to Aliens and their automatons the old fashioned way: by disintegrating them with future weaponry.

Combat continues for a considerable time. You'll know combat is over when the energy wall to the generator behind you becomes accessible, no more Aliens are present, and more importantly, the bay door underneath Recon Craft Theta closes. You can now step into the generator area and perform the usual core explosion by activating the core then shutting down the three coolant switches. Be sure you clear the shelves of Alien weaponry, ammunition, and Crystals as well. Head back to the Engineering Core, but not before you drop down to the bay, and investigate that U-shaped corridor again. The two teleport antechambers are now accessible, and one contains a wealth of Crystals while the other holds a stash of Alien Power Modules. Mosey on back to the core.

Alien Food

Small Alien Crystal (15)
Large Alien Crystal (7)

Disintegrator

Shock Baton (2)

Alien Power Module (340)

Alien Container Items (2)

Alien Atomizer

RETURN TO ENGINEERING CORE #2: UNEARTHING ITEMS

Paulson doesn't provide you anything except grudging encouragement, but the rest of your allies have been busy. Check the usual places for additional supplies. In the upper entrance where the futuristic Work Bench is, rummage around for Talon Combat Armor, and a Bottlecap Mine on a small table near the Work Bench, in addition to items previously unearthed.

Talon Combat Armor

Bottlecap Mine

Remember if you're a **Child at Heart**, Sally has a special stash just for you!

C. ROBOT ASSEMBLY: DRONING ON AND ON...

Note

This investigation is mandatory.

Tip

For unique occurrences, ask Somah to accompany you into the Hangar. Ask her for help when you're in the Engineering Core, just prior to entering the Robot Assembly. She provides covering fire, and allows you access to a balcony area that's otherwise inaccessible.

Head west, across the main core balcony to the circular Door to Robot Assembly. Once inside, check the initial mezzanine level for Crystals Large and Small, Food, scattered Alien Workers, and two Alien Containers. Head down the stairs as Drones can be seen milling about; fire on them so they can't retaliate quickly, and stay on the upper level for more cover opportunities and better line of sight. Somah stays on this mezzanine to tinker with a Teleportation Matrix and stop more Drones from appearing. Leave her to this task, and move northwest, past a Drone teleport alcove, and around to the right (north), following the large-scale Robot Assembly line itself.

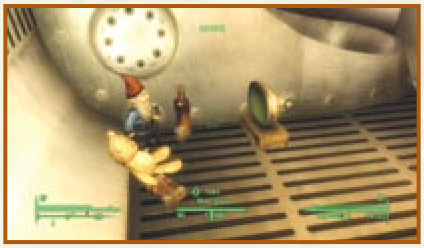
Somah provides both tinkering and covering fire on the upper balcony. Meanwhile, you're fighting down below, in the thick of it.

You pass a couple more Alien Containers and some Epoxy as you go; check the shelves and floor on your right (northeast) for additional Crystals and Power Modules. Continue northward, looking left (west) for two more teleport alcoves where Drones may appear. There's also a long balcony you can't reach yet, so continue north toward a doorway by an Alien Container and a shelf with Epoxy on it. Head inside once you've optionally checked out the Healing Archway on your right (east).

Large Alien Crystal (12)
Small Alien Crystal (7)
Alien Container Items (3)
Alien Epoxy (6)
Alien Power Module (100)
Alien Power Cell (12)

Prepare for combat as you head through the L-shaped narrow corridor into the second part of the Robot Assembly warehouse. Destroy nearby Drones, then access the control to remotely overload the turret circuitry up ahead. Then make a quick check to the southeast, ducking under the continuation of the conveyor belt, as the shelves in this corner have Food and Biogel to grab. Turn and face north, and stay on the left (west) side of the conveyor belt as you push forward into the wider area. The upper balcony on your left (west) is still inaccessible, as is a teleport alcove. The Drones continue to move down the conveyor belt where there's an interesting sight on both sides of the machinery. The box-like exit machinery has a Drone icon floating above it. Activate the Electronics Access Panel, and elect to overload the assembly line. Step back, and the conveyor belt is rocked by a small explosion, and a hole appears in the machinery big enough for you to slip through. A high Repair skill results in a slight delay before the explosion, giving you time to get away before it blows.

Only detonate the assembly line after you've stepped to the right (east) side of the conveyor belt and run to the other side of the machinery, and almost tripped over a strange sight: two toys watching a television. This diorama is ruined after the explosion. Still, there's Vodka to grab!



Teddy and the Gnome spend a night in front of the TV. Is this a wild hallucination, or did Sally position these objects to freak you out?

Alien Biogel (4)

SEND IN THE DRONES

Tackle each Alien and search for a Drone Control Device on the corpse; it's the best way to turn Drones against their Alien builders.

Step through into the northern section of Robot Assembly, and begin to battle three Guardian Drones, five Support Drones (including those in pods), and three or more Aliens in this two-level section of balconies and machinery. To further your attack prowess considerably, target the Aliens first and search each body. One carries a unique Drone Control Device, which allows you to activate a Drone Pod and choose a Drone type to accompany you. Drones help you by attacking enemies you're facing. When the enemy threats have lessened, search this locale. There's a Healing Archway under the upper balcony. The balcony has Epoxy, Biogel, and a Disintegrator to grab, and there are three Alien Containers to rummage through.

Note

The Alien with the controller continues to activate Drones as you destroy them. If you're good with long-range weapons, you can inch into the room and begin destroying Drones while they're still in the pods…or get lucky and get a clean shot at the Alien with the controller (visible in his hand) and potentially take him out before he has a chance to activate anything.

Drone Control Device
Alien Epoxy (3)
Alien Biogel (2)
Alien Disintegrator
Alien Container Items (3)

On the far eastern side of the chamber are four doorways; any take you into the generator area where you must activate the core, flip the coolant switches, and spark an explosion. After this, you can battle back to the Engineering Core by retracing your steps, or you can face west, and move under the generator room steps to a quicker exit down a dual corridor with alcoves on either side brimming with Crystals, an Alien Container, and an Epoxy, and open the Teleportation Matrix to Robot Assembly. This lands you in the lower teleport alcove near the entrance you came from. You can easily head back up the steps and exit.

Large Alien Crystal (4)
Small Alien Crystal (14)
Alien Container Items
Alien Epoxy

If you came into the Robot Assembly with Somah, once you've shut down the generator, she lets you know she's managed secure access up onto the central balcony, which stretches through the second and first sections of the Robot Assembly. The Teleportation Matrix is located in the otherwise-sealed alcove close to the machinery you punched a hole through. Use the teleport and you appear on the upper balcony itself. Check the northern part of the balcony for some Large Crystals, then move through the S-shaped corridor, past the turret-overload switch, and inspect the southern balcony near the entrance balcony. There's an Alien Container, Atomizer, and a Disintegrator. Then hop over the balcony and land on the ground, before backtracking to the Engineering Core!

Large Alien Crystal (5)
Alien Container Items
Alien Atomizer
Alien Disintegrator

RETURN TO ENGINEERING CORE #3: UNEARTHING ITEMS

There have been some Alien intrusions since you were last here, but your friends took care of it. At the north end of the central core chamber by the shelves there's some additional ammo to grab. On the upper Observation Deck check out a newly found Power Fist near the stairs, an Ammo Box, a crate with Pulse Grenades in it, more ammo, another Ammo Box to the right of the circular door along with a Carton of Cigarettes and a Minigun, and Chems on the table. Down on the lower Observation Deck, Toshiro Kago still laments his lost sword. Nearby there are two Ammo Boxes, a strange miniature Buttercup Toy, and some scattered Crystals. There's a Combat Knife, another Ammo Box under the stairs, a Frag Mine, and Leather Armor by the window.

While Kago waits for an armament he can use, the allies unearth your first little pony; there are four Buttercup Toys to find throughout the ship.

Ammunition Box (5)

Pulse Grenade (3)

Minigun

Chems

Buttercup Toy

Small Alien Crystal (4)
Large Alien Crystal (2)

Frag Mine

Tip

If you've now completed Paths A, B, and C; all three generators should be offline, and you can access the Door to Decompression Chamber, begin the section marked "One Small Step." If any of your allies were asked to accompany you, the optional objective is completed.

D. MAINTENANCE LEVEL: "WE GOT COWS!"

Note

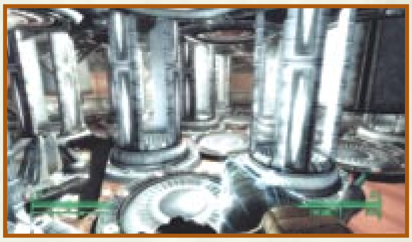
This investigation is optional. However, you must visit this location if you wish to secure further Recorded Logs and unique items. The Teleportation Matrix that allows entrance to this location activates only once one of the Paths A, B, and C have been completed.

Maneuver through the entrance chamber and corridor, pausing to check the Alien Container and shelves for Food. Through the door, check two more Alien Containers inside a narrow chamber with three doors. The door at the far right (north) end is open, and you can see Sally inside, fiddling with an electronics panel in the wall. She cheerfully asks if you're exploring too. You appear to be in a trash collection pod, and Sally's tinkering starts the device moving with you both inside it! You plummet, and should face north as the "mouth" of the pod opens, revealing a corridor with an Alien. Optionally shoot it before the pod doors clamp shut, plummeting you downward again before slowing, and opening the doors to reveal a corridor with Brahmin in it; Sally squeals excitedly.

Alien Container Items (3)

The pod closes again, opening to quickly reveal a chamber with a Corvega automobile in brand-new condition. This belongs to a dead girl named Janet. A final plummet stops at a corridor with three Aliens in it. Blast them so Sally clambers out into the corridor to safety, just as the pod executes a final plunge, tipping you down into a vast and somewhat disgusting refuse-filled chamber. You soon hear Sally's voice again, and you agree to split up, because you've fallen too far to clamber up to the balcony she's shouting at you from. There's simply detritus in this disgusting soup of flotsam, so secure exit immediately; open the Door to Waste Disposal on the west side.

WHAT AN INCREDIBLE SMELL YOU'VE DISCOVERED



The initial chambers are filled with these compactor tubes that crush anything under them. They are particularly adept at pulverizing your appendages, so avoid them or face crippling injuries.

Enter the trash compactor chamber. It becomes immediately obvious that this is a dangerous location, as the compactor cylinders crush any items upon impact, and a cluster is working to the southeast. There's a switch to turn off and on a single compactor, after which you can place any item you like and flick the switch again to crush it. You can run through the cluster of compactors; sprint eastward as soon as the nearest compactor ascends and keep moving so you're only glanced by other compactor cylinders. The prize are two safes and a First Aid Box. Carefully dash back before exiting via the door in the southwest corner.

Safe Items

First Aid Box

The next chamber is a vast grid of halted compactor tubes. Turn left (south) and move forward. Sally chats with you as you look right and check the First Aid Box and another safe. Use the door to the west to exit, moving into a narrow debris-filled corridor where a Support Drone is clearing trash. Attack it before it sees you, then head west, past a Healing Archway (you can tinker, or use this to heal yourself if you were crippled from the earlier fall), to a door at the western end.

Safe Items

First Aid Box

Move into a connecting chamber with crackling electrical charges zipping along an open wall. The nearby switch simply increases the static crackling and opens a door on the other side of the room, so exit via the door to the north, into a semicircular catwalk. Swing around to face south, and blast two Aliens on the balcony up there. You can collect items from their corpses with some nimble leaping, or Sneak around so you aren't discovered at all. This trash-filled open area has a Military Footlocker to the east; open it to claim a unique piece of apparel. Move around to the other exit, allowing access to the other side of the connecting chamber, during which time Sally calls to warn you that Aliens are swarming in from behind. Shoot them through the opening between the chamber sections, then head onward, checking a First Aid Box and exiting via the door in the southwest corner.

Holotape: Anchorage Quartermaster Shipment

General Chase's Overcoat

First Aid Box

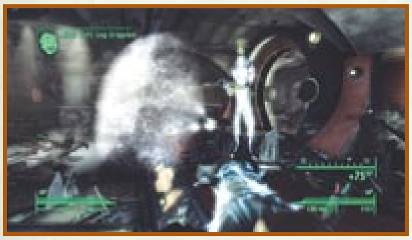
LET'S NEVER SPEAK OF THIS AGAIN

Climb up the stairs, shooting or fleeing around the Drone guarding this area. At the end of the corridor, Sally deactivates the energy barrier on your left (south), allowing access into a compactor cell. Destroy any Aliens that drop from alcoves above you, using weapons or coaxing them (or the Drone) in here to crush them. Sally fiddles with the energy barrier controls opposite, allowing you into a connecting corridor with a safe and First Aid Box, and into a second compactor cell. The controls on the walls of either cell turn the compactor tube on and off. She allows access through another connecting corridor to a third cell. After some fiddling, Sally finally switches off the last energy barrier, and you can battle into a final corridor leading to a circular door to the west.

> **Tip**
>
> Be sure you grab items when you find them, because Sally has to switch the energy barriers back on once you pass through them.

Safe Items

First Aid Box



It's a trap! The Sphere Shield presents problems if you're attacking directly in front of it, but not if you stand and blast from the sides!

Sally remarks that Alien chatter is subsiding, and that's because you'll face an ambush in this control chamber as you arrive. Use the Alien equipment as cover, and attempt to destroy an Alien Sphere Shield in front of the door to the west where two more Aliens head in from. Try out Cryo Grenades, just for fun, as well as your favorite firearms. When five Alien bodies lie smoldering, check the control room for three Alien Containers and a Healing Archway to the south. Stay away from the northern part of this chamber due to the compactor tubes. Before leaving the control room, make sure you download the Recorded Log. Sally says you're almost out of here!

Alien Container Items (3)

FREEFORM QUEST

Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Log 19

Total Logs: 17/25

Move into the connecting room, checking the area for two Alien Containers, and access the door to the south. Sally is heard shouting at an Alien, so head up the steps and defeat it. Sally meets up with you, and you can race her back to the Teleportation Matrix, but a far better plan is to stop and thoroughly search the final chamber. Storage shelves to the west contain masses of First Aid Boxes, and more importantly, a Samurai Sword. Someone back in the core wouldn't mind wielding that, and it isn't Paulson. Now head south to the Teleportation Matrix to the Engineering Core, and follow Sally's advice; never speak of this slapdash expedition again!

Samurai Sword

First Aid Box (8)

RETURN TO ENGINEERING CORE #4: UNEARTHING ITEMS

The shelves at the northern part of the central core chamber have Frag Mines and a few other items that are newly discovered by your team. In the upper Observation Deck there's scattered Food and a Nuka-Grenade in a bucket near a First Aid Box. An adjacent table has a couple of Missiles and a Carton of Cigarettes on it. Down on the Observation Deck itself, a table has Buffout, Flamer Fuel, more Crystals and a First Aid Box and another Frag Mine near a Footlocker. Gather what you need before your next expedition.

Frag Mine (2)

First Aid Box (2)

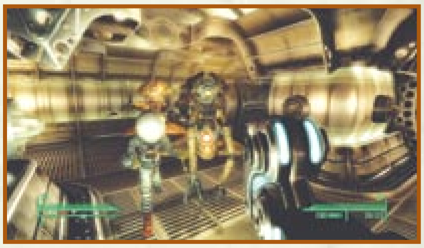
Nuka-Grenade

Missile (2)

Small Alien Crystal (2)
Large Alien Crystal

E. ENGINE ROOM: BATON DOWN THE HATCHES

> **Note**
>
> This investigation is optional. However, you must visit this location if you wish to secure further Recorded Logs and unique items. The Teleportation Matrix that allows entrance to this location activates only once one of the Paths A, B, and C have been completed.



Expect Drones and their Alien controllers to patrol the reactor rooms down here. Retreat from the long arm savaging, and put long-range hurting on these hunks of metal.

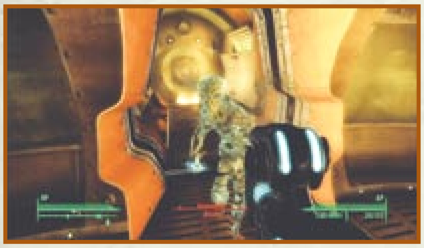
Move to the west side of the Engineering Core and access the door just north of the one to Robot Assembly. Enter the Engine Room and move down the stairs to an initial control room with a window on your left (west). The room opposite is eventually accessed, but is currently inaccessible. Make a counterclockwise search around the Engine Room. Move through the door to the north, into the engine coil corridor and defeat the Alien and Drone working in this area. Follow the corridor around to the left (west), past a Healing Archway, and a second connecting room with a door to the west.

Open the door, stepping out into the main engine reactor chamber. Defeat or dodge (using Sneak) the patrolling Drones before you begin a systematic search of the area. Turn left (south) from the door, and left (east) again at the adjacent door, opening it to access an antechamber and small corridor. Fight a Drone and Alien to reach the windowed room that you saw at the start of this Engine Room expedition. This area is of particular interest, because the table has Alien Epoxy as well as a unique Shock Baton: the Electro-Suppressor.

Alien Epoxy (3)

Electro-Suppressor

Move back to the Engine Room's reactor chamber, and look around. To the north is an inaccessible door. Look northwest at a room through glass. The nearby switch can explode the turrets inside this area, so do this, defeating some Aliens in the room in the process. There's a circular door to the west, and two entrances on the south wall. Expect Drones and Aliens here, as both entrances lead to a narrow control antechamber with a switch in the middle. Press the switch to open the circular door, and dash through the door before it closes.


Some Aliens wear cloaking armor that is both hard-wearing and difficult to see. When in doubt, aim for the head; it's certainly big enough.

Begin a battle through the western section of the Engine Room, firing at Drones and an Alien in the initial corridor and alcove on your left (south). Continue along the corridor around to the north, watching for a ceiling turret before you open a circular door, and step out into a large oval conduit chamber. Take out the Drones, and peer through the windows to the secondary reactor chamber ahead (north) of you. Don't head down the steps yet; open the door on your right (east), through a connecting room to a small T-shaped corridor with a Healing Archway and the room that was through the glass, where you exploded the turrets earlier. Ransack two Alien Containers here before you retrace your steps.

Alien Container Items (2)

Move back to the conduit room and head down the steps, accessing the control to explode the turrets in the adjacent corridor. Move past the two reactors, through either doorway on your right (east), to a second pair of reactors. There's a small passage to the north where teleporting Aliens spawn from. Ignore that as you battle across to the corridor on the east. Activate the control next to the Healing Archway, and detonate the turrets in this final section, move to the junction with the Alien Container, and head left (east) up the stairs to a support girder room with Drones, an Alien Container, and some items to grab on a nearby table. Then move southward, back into the reactor chamber through the door that was inaccessible from the other side. You've scoured the entire Engine Room, and can head back to the Engineering Core.

Alien Container Items

Alien Epoxy (6)

Large Alien Crystal (2)
Small Alien Crystal (2)

Alien Biogel

Note

If Somah is with you, she mentions that she's picking up the smell of flammable gas, and mutters something about using Grenades in the area, but these ideas don't pan out.

RETURN TO ENGINEERING CORE #5: UNEARTHING ITEMS

Back at the Engineering Core, the allies have been busy finding more items. Over in the upper Observation Deck, there's a container of Whiskey and Vodka, while down at the lower Observation Deck, check the northeast corner behind the engine part for a small crate containing three Nuka-Cola Quantums. You may find other items to interest you, but these are the main additions.

Nuka-Cola Quantum (3)

F. CARGO HOLD: THE MOTHERSHIP MOTHERLODE

Note

This investigation is optional. However, you must visit this location if you wish to secure further Recorded Logs and unique items. The Teleportation Matrix that allows entrance to this location activates only once one of the Paths A, B, and C have been completed. For additional commentary (mainly about horses), bring in Elliott or Paulson.

Don't go gathering your countless prizes right away; dispatch the patrolling foes on the gantries before looting.

Move east to the door adjacent to the main door leading to the Hangar, and open the Door to Cargo Hold. The initial chamber features a door on your left (east) that you can't enter (this is the exit door from the Research Lab once you've investigated this entire area), so step past the Alien Food and three Alien Containers, and face east, looking down a long gantry with patrolling Drones to defeat. This is the northwest corner of a giant U-shaped Cargo Hold, where countless items of interest are yours for the taking! Remember, unless otherwise specified, there are turrets, Drones and Aliens to combat as you begin a thorough inspection of the Cargo Hold.

Tip

You can't hope to carry everything that's available here, so carry only the more expensive items, or those you particularly need.

INITIAL GANTRY

This runs west to east. Underneath is shelving that holds assorted items (including Scrap Metal, Teddy Bears, Tin Cans, Hammers, Coffee Pots, and some Hula Girls).

NORTHEAST CORNER

The gantry has Aliens and Drones but no objects. Head downstairs, and you can begin checking the conveyor belt that runs around the entire Cargo Hold. On either side of the conveyor belt in this area you'll find three Jukeboxes, some Wrenches, some billboards propped up in the corner near two bathtubs, a collection of baby carriages and a Teddy Bear, and some Vault posters.

CENTRAL CONVEYOR CORNER

Follow the conveyor belt southward. The corner where the gantry and belt turns west has a few shopping carts to push past. Continue west to a lower level alcove. On the southern side near the conveyor belt is a collection of restroom junk and an Intact Garden Gnome. To the north is the alcove itself, full of Nuka-Cola knickknacks. Keep going west to another northern alcove near a massive collection of Ammo Boxes on shelves. This final alcove has a variety of computer parts, and one item of interest: Reid Underwood's Terminal

Ammunition Box (12)

Access Reid Underwood's Terminal with **Science**, and access the 4 available Log Entries. You can also Remote Unlock Reid Underwood's safe (in the detritus pile in the southeast corner of the Cargo Hold).

SOUTHWEST CORNER

From the shelving full of Ammo Boxes, conduct a check of the lower level shelves around the conveyor belt. There are breeze-blocks, telephones, furniture, and on the western wall, a selection of weaponry (mainly in poor condition) listed below. Pass the shelves with the Lunch Boxes (and Bottlecap Mines) on it, and a door to the Research Lab (which you should enter after you've exhausted your Cargo Hold search), and check the remaining shelves for both Food and Chems.

Plasma Rifle
Assault Rifle
Missile Launcher
10mm Pistol (3)
Scoped .44 Magnum
Hunting Rifle
Laser Pistol (2)
Ammunition Box (5)
Bottlecap Mine (2)
Chems

SOUTHEAST CORNER DETRITUS PILE

The last main area in the Cargo Hold is a massive pile of rusting items, rubble, and rotting carcasses that the Aliens have no further use for. A waste disposal chute continuously drops random items down, which can't be grabbed, but they include dead Yao Guai and Brahmin. Among the detritus is Underwood's Safe, which can be opened only if you accessed his terminal in the central conveyor corner. Inside is a note with relevations about a prototype Plasma Pistol, along with the pistol itself. Grab this before inspecting the conveyor belt.

Note: MPLX "Novasurge" Prototype Plasma Pistol
MPLX Novasurge

CONVEYOR BELT

Running around the entire Cargo Hold, the conveyor belt holds a wealth of rubbish, as well as some piles of sought-after equipment. Pick at what you want; the most interesting items are listed below. Then move to the southwest corner and locate the Door to Research Lab. The conveyor belt rummaging begins at the end of the gantry you initially moved along, and the inspection continues around in a clockwise manner.

Frag Mine (10)
Plasma Grenade (3)
Ammunition Box (2)
Assorted Ammo
Missile Launcher
Missile (6)
Chems
Small Guns (2)
Mini-Nuke
Big Guns (2)
Nail Board (2)
Frag Grenade (6)

RESEARCH LAB: BUTTERCUP RUNNETH OVER

It was one small step for Colonel Hartigan, followed by a tractor beam, abduction, probing, stasis pod death, and government cover-up for mankind.

Once you're in the Research Lab, head down the steps into the main chamber. You're taken aback by the wealth of technology, both Alien and terrestrial, on display in this giant bay. Repel Alien scum quickly, and try not to hit any of the vehicles, because if they catch fire, they won't look as pretty when you inspect them. When you've defeated the Aliens in the vicinity, have a look around. Starting in the northern area, there's a rusting Corvega, a motorbike, a USSA space pod lifted by an anti-gravity field that once contained Colonel Hartigan, and a nearby control with a Recorded Log to download. There are two more rusting vehicles to check out as well as an exit door on the east wall between two shelves stacked with Toy Cars.

FREEFORM QUEST
Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Log 13
Total Logs: 18/25

Exit the facility chamber and head into the narrow corridor. There's a Drone Pod to activate (or destroy), and an exit to the east, leading to the Buttercup Production Facility. Prepare for a shocking revelation: the Aliens took an unhealthy interest in weaponizing the incredibly successful Giddyup Buttercup robot horsey! Evidence of this nefarious activity is all around; the initial facility chamber has Aliens to fight off, and they were working on completing more Buttercups for parts unknown. Speaking of parts, there's a Giddyup Buttercup in bits to the northwest, and a few hanging around on conveyor claws. Don't forget to download a Recorded Log in this area, too.

FREEFORM QUEST
Freeform Quest: The Legend of Zeta

Note: Alien Captive Recorded Log 21
Total Logs: 19/25

He neighs, he trots, he'll love you lots! He'll also periodically malfunction and dismember test subjects.

To the east is a lower production chamber with a stationary herd of Giddyup Buttercups, with Aliens close by. Check this area out in a moment, but for now, look for the two doors on the south wall. Activate the control to open the right door, allowing you to access a Healing Archway. The circular door to the left leads to an electrical carousel room and an opening allowing you to see a warehouse filled with Giddyup Buttercups! You can drop down to the warehouse, but then you'd miss the true revelation: a door to the south leading to a special "testing" room!

A deactivated Giddyup Buttercup lies motionless with "test subject" corpses strewn around her! It appears that Giddyup Buttercup could be programmed to inflict horrific damage on the squishier parts of human anatomy! With this shocking revelation still fresh in your mind, drop down into the Buttercup warehouse. The horsies are all full-sized except one Buttercup Toy on the end of a shelf on the west side of the warehouse. Shoot it to knock it down if you want it. Then head north, back to the lower production chamber, and back around to the initial production facility. Exit the way you came, or better yet, via the Teleportation Matrix in the test room where the corpses lie. Activate the control to open the door you couldn't initially open when you first entered the Cargo Hold, allowing you to access the Engineering Core quickly.

Buttercup Toy

RETURN TO ENGINEERING CORE #6: UNEARTHING ITEMS

This is the last time you return to the Engineering Core, so if you revisit any area and return, no further items are uncovered. Now, along with all the items you discovered during previous returns, there is Epoxy on the shelving on the main core northside shelving. In the upper Observation Deck, there's a bed you can sleep on and another Buttercup Toy on the small table near the teleport. Find more Biogel by the middle support and a Mini-Nuke on the chair by the Work Bench! There are Magnum rounds, scattered Chems, a Nuka-Cola Quantum on a crate right of the Work Bench, and a Teddy with Beer at the top of the stairs beside a Toy Car and two Ammo Boxes. Down below, somebody has placed a Giddyup Buttercup (which you can't move) above Kago's sleeping mat, along with a Plasma Rifle and a strange little toy robot holding a Teddy hostage!

Alien Epoxy

Buttercup Toy

Alien Biogel (4)

Mini-Nuke

Chems

Nuka-Cola Quantum

Ammunition Box (2)

Plasma Rifle

ONE SMALL PREP

Once all three generators have been destroyed, your optional objective completes, and a new objective becomes available:

NEW OBJECTIVE

"Speak to Sally" begins.

Run over to Sally in the Engineering Core, and chat with her. Sally's real proud of you, and tells you that your next trick is to go outside the ship. She knows it looks scary, but that's the only way. Your objective updates.

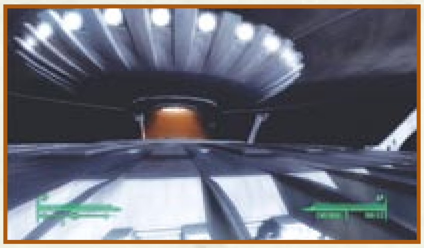
With the **Child at Heart** perk, you can also ask Sally (at any time after your generator-destruction begins) whether she's hidden anything on the ship. Sally runs off to a special cubbyhole and opens a small door to an area you couldn't otherwise reach: the energy barrier on the lower level, to the north. She allows you to rummage around in three Alien Containers full of items you might need.

Alien Container Items

NEW OBJECTIVE

"Gain access to the upper level of the Alien ship" begins.

ONE SMALL STEP



In space, no one can hear you push in panels to switch on the Access Teleporter.

When you're quite finished in the Engineering Core, open the Airlock Door and move inside the Decompression Chamber. You must don the Spacesuit to avoid a nasty demise, and flick the switch to suck the air out of the chamber. Wait patiently as the klaxons blare, and for the atmosphere to reach that of space itself. When this occurs, open the door to the west, and step through into a depressurized cargo bay, complete with Alien Containers and a dead E.T. Open the door in the west wall on either side of the Alien terminal, and climb the stairs to a small landing. Turn right, and immediately right again, so you're facing east, and another door. Step over the Alien corpse and go up more stairs to a small upper room. There's a door to the south you can open (or rig to explode) with two Alien Containers and Alien Biogel to snag. Then delay your step into the heavens no longer; head east to the outer airlock door itself!

Alien Biogel

Alien Container Items (2)

NEW OBJECTIVE

"Find a way to activate the Access Teleporter" begins.

Against the inky backdrop of space, begin your plodding search on the Mothership's superstructure for a method of accessing the teleporter. Aside from your own breathing, the only sound you can hear is the beeping that emanates from the exposed panels. The piece of machinery you're looking for is poking out of the ship's hull to the south-southwest; this is a panel that needs to be activated. After it slides back in, turn and wander in a vaguely northeast direction to the center of the hull, where you must push in a second panel. Once that clicks into place, move southeast, peering into the void to spot the third panel on the edge of the ship. Press that in, and the center of the hull is bathed in luminous orange. Head there, and you're sucked up into the upper bridge of the ship!

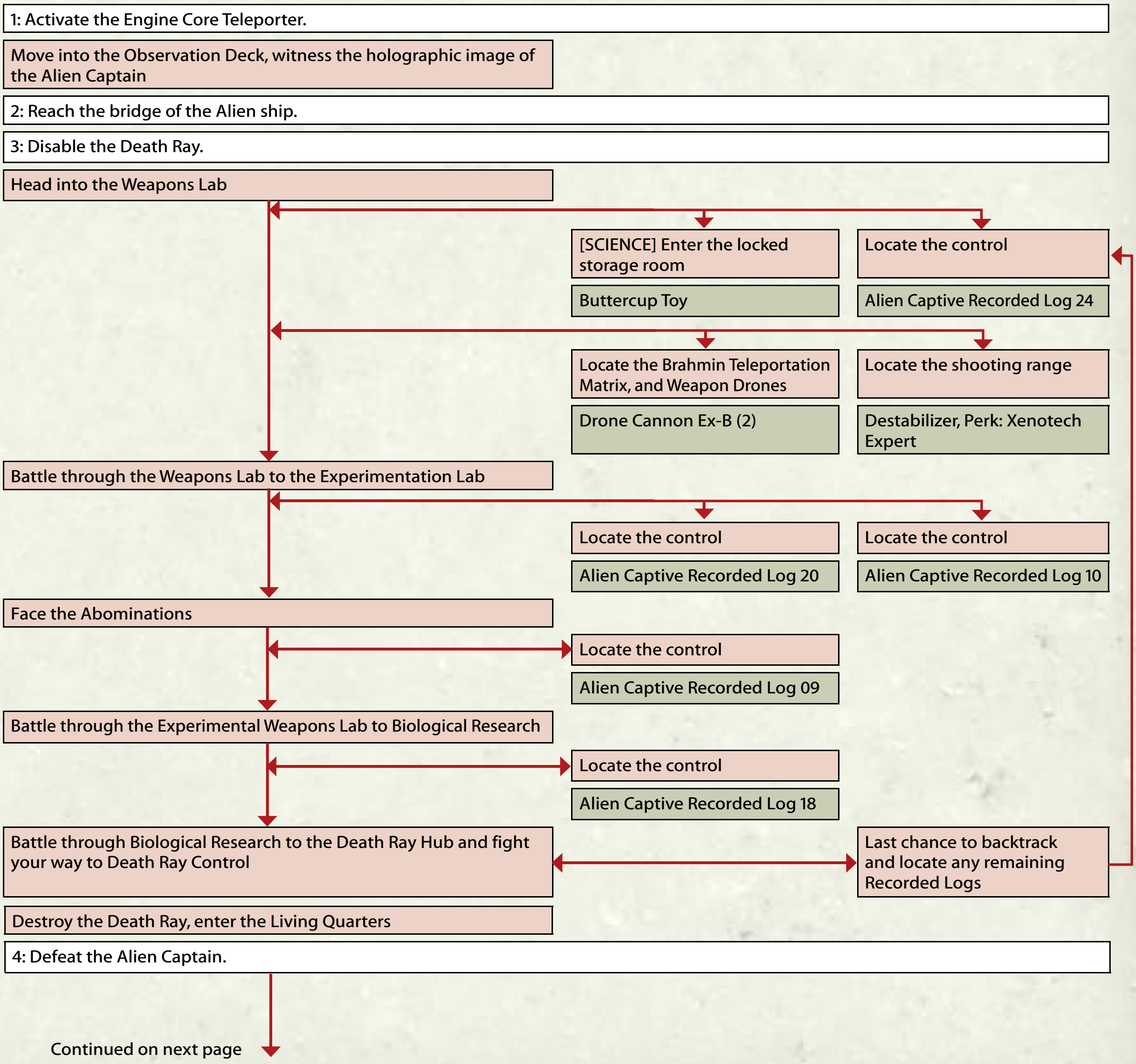
XP 300 XP

This Galaxy Ain't Big Enough...

Your abduction has yielded dividends; you've successfully powered up the airlock doors and ventured across the exterior hull of the Mothership in search of the Engine Core Teleporter. After battling through more hideous experimentation rooms, an incomprehensible chat with the ship's Captain, and the meeting of your team, you face a hard slog through dangerous corridors and frightening mezzanines, filled with the freakiest of inhuman experimentations: the Abominations! Battle to the Bridge itself, where a fierce firefight erupts, and the Captain goes down…but hopefully not with his ship! You need quick wits to face off with a second Alien leader in a sister ship, and after a fraught space battle, humanity finally prevails!

QUEST FLOWCHART

	MAIN PATH	OPTIONAL CHOICES
Main Characters	Somah, Sally, Elliott Tercorien, Paulson, Toshiro Kago	
Locations	Observation Deck, Weapons Lab, Experimentation Lab, Biological Research, Death Ray Hub, Death Ray Control Living Quarters, the Bridge	
Adv. Items/Abilities	Science	
Possible enemies	Alien, Alien Worker, Alien Turret, Support Drone, Guardian Drone, Experimental Combat Drone, Brahmin, Raider, Wastelander, Yao Guai, Radscorpion, Abomination, Alien Captain	



1: Activate the Engine Core Teleporter.

Move into the Observation Deck, witness the holographic image of the Alien Captain

2: Reach the bridge of the Alien ship.

3: Disable the Death Ray.

Head into the Weapons Lab

[SCIENCE] Enter the locked storage room

Buttercup Toy

Locate the control

Alien Captive Recorded Log 24

Locate the Brahmin Teleportation Matrix, and Weapon Drones

Drone Cannon Ex-B (2)

Locate the shooting range

Destabilizer, Perk: Xenotech Expert

Battle through the Weapons Lab to the Experimentation Lab

Locate the control

Alien Captive Recorded Log 20

Locate the control

Alien Captive Recorded Log 10

Face the Abominations

Locate the control

Alien Captive Recorded Log 09

Battle through the Experimental Weapons Lab to Biological Research

Locate the control

Alien Captive Recorded Log 18

Battle through Biological Research to the Death Ray Hub and fight your way to Death Ray Control

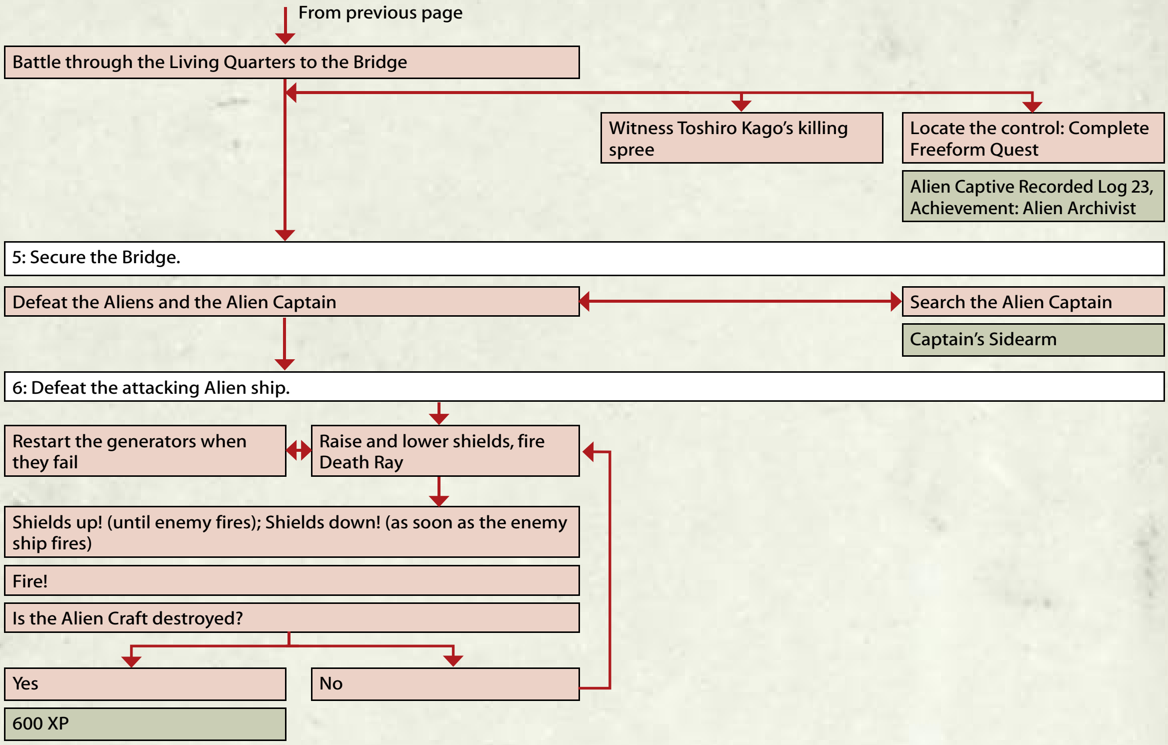
Last chance to backtrack and locate any remaining Recorded Logs

Destroy the Death Ray, enter the Living Quarters

4: Defeat the Alien Captain.

Continued on next page

Color code: Objective Action Rewards


From previous page
Battle through the Living Quarters to the Bridge
Witness Toshiro Kago's killing spree
Locate the control: Complete Freeform Quest
Alien Captive Recorded Log 23, Achievement: Alien Archivist
5: Secure the Bridge.
Defeat the Aliens and the Alien Captain
Search the Alien Captain
Captain's Sidearm
6: Defeat the attacking Alien ship.
Restart the generators when they fail
Raise and lower shields, fire Death Ray
Shields up! (until enemy fires); Shields down! (as soon as the enemy ship fires)
Fire!
Is the Alien Craft destroyed?
Yes
No
600 XP

CAPTAIN ON DECK

NEW OBJECTIVE
"Activate the Engine Core Teleporter" begins.

You can't tell what the Captain's saying, but you get the gist; his hologram head may be orange, but he's seeing red.

Back from your giant leap for mankind, decompress for a moment before entering the door to the north, stepping into a teleportation room, and activating the teleporter itself. Your quest objective updates, and the surviving members of your ragtag team beam into this chamber, ready to deal with this Alien menace. Sally opens the locked door, so gather equipment from either Alien Container before following her westward to an Observation Deck. Keep your vertigo in check as you stare down at the pockmarked earth below while Sally locates another door to open. Moments later, the holographic image of an Alien Captain crackles into view, barking some harsh and incomprehensible words at your team, followed by a show of strength; the Ship's Death Ray activates, zapping a massive bolt of energy across the earth's atmosphere.

NEW OBJECTIVE
"Reach the Bridge of the Alien ship" begins.

NEW OBJECTIVE
"Disable the Death Ray" begins.

Optionally seek further understanding of the situation from Somah, then move west, and then north into a small teleportation room. The Aliens have turned this off, forcing you to find an alternate route to the Bridge. Gather some Large Alien Crystals, and open the door to the Weapons Lab.

Alien Container Items (2)
Large Alien Crystal (3)

WEAPONS LAB: BACKTRACK AND BUTTERCUP TOY

Turn right (southwest) and look up and out—there are two turrets to destroy, as well as a (possibly cloaked) Alien on the balcony to the southwest. When the threats are gone, check out the area, rummaging for container items and checking the shelves for goodies. Beware of a Drone and Alien teleporting in to attack from the north. Swing around to dispatch them, then take the connecting corridor to the west, because the doorway to the south has an energy barrier preventing you from progressing. Halfway along the corridor, you can turn right (north), open (or rig) a door controller and enter a small room with a Guardian Drone in its cage pod. Find some weapons and another strange toy on the shelves here.

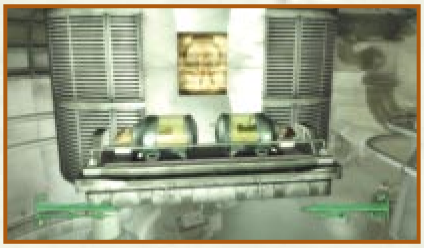
Alien Container Items (3)
Alien Epoxy (9)
Alien Biogel
Large Alien Crystal (4)
Small Alien Crystal (3)
Atomic Pulverizer (2)
Alien Power Cell (24)
Alien Power Module
Buttercup Toy

Tip

Remember; if you took the Drone Control Device from the Alien in the Robot Assembly, you can activate this (or any other caged) Drone as a Follower.

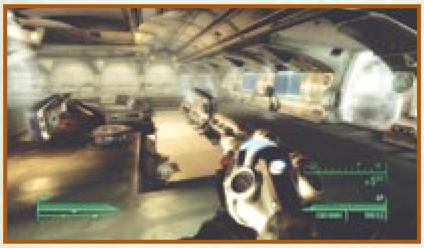
At the junction, turn right (north) and follow the slightly curving corridor to the far end, blasting Aliens and Drones into goo as you go. Follow the winding corridor around and up the stairs, head along another identical corridor directly above the first, and make a left (east) turn at the junction. Destroy an Alien as you walk into the balcony you saw from the Weapons Lab entrance earlier. Activate the archway if you wish, but make sure you switch the control so the energy barrier dissipates. Drop back down to the initial chamber or take the steps. There are two Alien Containers in this oval lab along with an alcove where a Guardian Drone attacks, soon helped by an Alien. Destroy them both before leaving via the east doorway.

Alien Container Items (2)



Instead of dropping back down to the initial chamber, stay on the balcony and move to the northeast corner, just past the Healing Archway. Hop onto the support railing halfway up the main wall, and carefully walk along it northward, around to a strange little scene: a Teddy and Gnome sleeping soundly inside their Alien snooze pods!

WEAPONS LAB: DRONE DROPPINGS & A PERK PICK-UP



Find a unique Drone Cannon, and a bounty of items a pack Brahmin would have trouble carrying out of here. Jackpot!

Moving into the large two-story chamber to the south, attack any foes you spot (especially Aliens on the stairs), then head to the upper balcony to check out an Alien Container, and move through the circular doorway to the south. This opens up into a large control room with a low ceiling, and a Drone to defeat. Beware of an Alien heading in from the eastern part of this chamber. There's an interesting experiment in a side chamber to the west, but for now, inspect the larger chamber. In the sunken middle area, a control device allows access to another Alien Captive Recorded Log. Access this, and then head to the south wall, where a wealth of items are spread out along a low shelf, scavenged from countless abductees. The opposite side of the room features a small sunken dining area with disgusting Squid Food, a Worker, and a Guardian Drone, as well as a rather interesting shooting gallery.

FREEFORM QUEST

The Legend of Zeta

Note: Alien Captive Recorded Log 24
Total Logs: 20/25

Alien Container Items (2)

Alien Power Cell (72)

Armor (3)

Mines and Grenades

Alien Epoxy (7)

Alien Biogel (2)

Gatling Laser

Alien Disintegrator

Small Alien Crystal (3)

Alien Atomizer (3)

Ammo

Plasma Rifle

Whoa! Before you exit this area, inspect the three switches on the west wall, Two of the switches have "pistol" images above them. Either of these teleports in a confused-looking Brahmin, which is promptly set upon by an Experimental Weapons Drone. The third switch, to the right of the energy walled doorway, switches the wall off. Why do this? So you can enter the chamber, destroy either of the Drones, and inspect the smoking wreckage afterward. Each Drone carries a Drone Cannon Ex-B, a highly desired and unique variant of the Drone Cannon. Be sure to snag one of these before checking out the doorway to the northeast.

Drone Cannon Ex-B

Enter what can only be described as a shooting range, checking the right wall for a fancy new (and unique) weapon: the Destabilizer (a unique version of the Alien Disintegrator). Once you've picked that up, test it (or any other Alien weapon) on the shooting gallery to the east. Press the button to teleport in a Brahmin, and then bag it from range. For more of a challenge, head north along the corridor past an Alien Container to a second button near a Healing Archway. This button activates a teleport that drops in a variety of captured Wasteland denizens. They lumber, dash, or fire toward you before attacking each other. Watch this fracas, tapping the button for further entities, and continue this until you're awarded a brand new perk: the Xenotech Expert! This is the only location where you can access this perk. When you've inspected the experimental Drone chamber, exit to the east, up the stairs, past a cowering Worker to the Door to Experimentation Lab.

Destabilizer

Alien Container Items

Alien Disintegrator

Alien Atomizer

Xenotech Expert
+20% damage with Alien weapons

Note

This perk affects the following weapons: Alien Atomizer, Alien Blaster, Alien Disintegrator, Atomic Pulverizer, Captain's Sidearm, Destabilizer, Drone Cannon, Drone Cannon Ex-B, Firelance, and the Shock Baton.

Tip

A little low on Experience Points? Then stay here, taking potshots at spawning foes until you're ready to go!

EXPERIMENTATION LAB: ALIEN AUTOPSIES

Open the door ahead of you and step into the entrance chamber, vaporizing the hapless Alien Worker if you wish, and then check the table for disgusting Food before heading north, into the first of many rooms housing the real truth behind the abductions: inhuman experimentation! After fighting off a particularly well-armored foe, inspect the "dining room," with scattered offal and bodies everywhere. This table holds Combat Armor and a dead Wastelander, and a bloodied autopsy chamber lies to the north. You vaguely remember thrashing around on a table with metal arms attached to it. Inspect two Alien Containers before leaving via the doorway to the west.

FREEFORM QUEST

The Legend of Zeta

Note: Alien Captive Recorded Log 20

Total Logs: 21/25

Head south down the connecting corridor, pausing at doorways left and right of you. The first door to the right (west) leads to a small probe room with Alien Biogel in it. The next doorway (east) accesses a tiny room with a bloody table. The next has a controller you can fiddle with, and allows access into a room with a frightening operating table, plus seven scattered Biogel canisters and a Healing Archway. Move along to the large chamber at the far end of this corridor. Peer through the windows to the south, into the adjacent but currently inaccessible chamber where you can make out "things" housed behind energy barriers. Stifle a scream and instead check a nearby Alien Container for goods, and activate a control to the northwest. This downloads the next Recorded Log!

Alien Biogel (9)

Alien Container Items

FREEFORM QUEST

The Legend of Zeta

Note: Alien Captive Recorded Log 10

Total Logs: 22/25

Dear god, what abominations are these?! Oh right, that's *exactly* what they are. These half-human hybrids can't be reasoned with.

Now move to the control in the sunken part of this chamber, and activate the core just as before. Activate the three core coolant switches, and wait for the core to explode. This frees the "things" from their cells in the next room, and allows access into a curved connecting corridor. Ignore the Worker, check the Alien Container, and either flee to the west into the Biological Research Lab, or head east and face your fears! In this holding cell area are two surviving Abominations, with thick and sinewy arms. Fortunately, they die when subjected to your favored weapons. When these sickening freaks are dispatched, check the chamber, and don't forget to access the control for the next Recorded Log! Now collect the Biogel and inspect the Alien Containers before heading quickly to the Biological Research area.

Alien Biogel

Alien Container Items (2)

FREEFORM QUEST

The Legend of Zeta

Note: Alien Captive Recorded Log 9

Total Logs: 23/25

BIOLOGICAL RESEARCH: ALIEN ATROCITIES

Enter the research level and optionally fiddle with the adjacent door control before stepping into a small teleporter bay and securing Epoxy. Then head west into a massive coil chamber. There's a Drone Pod to activate if you have the Drone Control Device, but otherwise the ground level is devoid of interest. Take any of the steps up to the mezzanine level above, and you're soon set upon by another hideous Abomination. Another appears as you head north to a sunken control area to the northwest. Grab the Epoxy, Biogel, and Crystals on the small shelf before fending off another Abomination attack. A control switch in here downloads the penultimate Recorded Log into your Pip-Boy. Don't forget to access it. Then check the western alcove for Food and Crystals before passing a Healing Archway, heading south toward a new chamber.

Alien Epoxy (5)

Alien Biogel (2)

Small Alien Crystal (3)

Large Alien Crystal

FREEFORM QUEST

The Legend of Zeta

Note: Alien Captive Recorded Log 18

Total Logs: 24/25

Although the team wants to kick some Alien hide, they wait here patiently for you to gather any remaining Recorded Logs. Last chance!

The sunken floor of the research living area has scattered bodies and a switch near an energy barrier doorway to turn off. Step through the doorway to a small connecting corridor leading to a second, upper platform area. Hop off the side of the upper balcony to rummage through shelving and Alien Containers. Activate a Support Drone in its pod if you wish. Climb back up the stairs and inspect the sunken teleporter controls, activating them so Sally (and any other teammate) joins you. You're encouraged to continue your mission to destroy the Death Ray, and you have two choices of Teleportation Matrix: One goes back to the Observation Deck, and the other to the Death Ray Hub. Step into the latter when you wish to proceed.

Alien Container Items

Alien Epoxy (4)

Alien Power Cell (100)

Large Alien Crystal

FREEFORM QUEST

The Legend of Zeta

Caution

Beware! This is your last opportunity to backtrack for any missed Recorded Logs, because many areas become inaccessible once you enter the Death Ray Hub. Use the teleport to the Observation Deck and find the remaining logs if you wish to receive the associated Achievement.

DEATH RAY HUBBUB

Step into the connecting chamber, watching two Workers scurry off to raise the alarm. Leave them be, or shoot them in the back if you're feeling evil. There's a Support Drone to activate in a small antechamber to the northwest. Rig the door control if you want, and ransack the Alien Container inside. There's an identical chamber to the southwest with a Drone and an Alien Container. Move south, through the open door the Workers fled through. Step into the narrow corridor, checking the door on your left (which you can rig), offering some Biogel and Epoxy, an Alien Container, and a window into the next chamber. Move through the linking chamber, battling the Alien menace as you go, before stepping into a wide area with a single core in the middle. Step through the Healing Archway if you need to, and remotely overload the turret circuitry at the wall communicator to your right (east).

Alien Container Items (3)

Alien Biogel (3)

Alien Epoxy

The core can't be touched, but the Aliens jabbering and firing at you most certainly can; dissolve them into piles of ash as you fight to the stairs on the chamber's east side. Beware of turrets if you didn't switch them off. Take either of the two staircases, and doors below them, because they link up at a connecting hallway with two doorways ahead (east) of you, each with an energy barrier. Simply switch them off using the release mechanism between the doorways. Then follow the narrow corridor to the stairs leading down, fighting a few more Aliens. At the bottom of the stairs, poke your head through the doorway on your left (southwest), and check out a room with a Healing Archway and Alien Container. Then continue your descent to the Door to Death Ray Control.

Alien Container Items

DEATH RAY CONTROL: MASSIVE MELTDOWN

Move into the huge Death Ray Control chamber, turning about four more Aliens into piles of goo. This square-shaped location is where the Mothership's main Death Ray cannon is controlled as it strafes the earth. A rudimentary fiddle with the Death Ray controls allows you to fire the weapon, reposition it, or (if you press the control on the left) access the four cores powering the Death Ray. Activate this control, with the holographic core icon above it, four times in quick succession, so all four cores ascend, one in each corner.

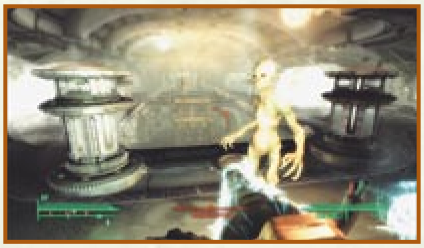
For each of the four exposed cores, step over to one of three core coolant switches, and activate it so it switches off. There are 12 to activate, three at each core. After the first two cores are off, the core explodes, and you receive an influx of Aliens attacking you; a second wave attacks when all four cores are down. Continue your core meltdowns until all four explode, and the energy wall in the same wall you came from dissipates. Step into the Teleportation Matrix to Living Quarters.

You can fiddle with the Death Ray itself, "accidentally" firing it off at the earth. Maybe you just destroyed Europe; you don't find out.

NEW OBJECTIVE

"Defeat the Alien Captain" begins.

SLAUGHTER IN THE LIVING QUARTERS



Abominations, Sphere Shields, turrets, and more Alien scum. This trek to the Bridge isn't for those faint of heart or empty of inventory.

By the time you reach the Living Quarters, the evil Aliens are beginning to take you seriously, and erect a temporal Sphere Shield in the connecting passage that you must maneuver through. Retaliate by lobbing a Grenade over the gap above the shield, or fire the orbs from the Drone Cannon to bounce over and into the Aliens behind this crackling cover. Then quickly tag the ceiling turret, and finish your lower level culling by beating down an Abomination.

Alien Container Items

Tip

You can also fire consecutive rounds at a temporal Sphere Shield until it explodes. Otherwise, head around the shield, or fire weapons or lob Grenades above or around it.

At the top of the stairs are the Aliens' sleeping quarters, now defended by an Abomination, a gun-toting Alien on the middle balcony ahead of you, and two turrets on the ceiling. Deal with the Abomination first, then the turrets and Alien on the balcony, backing to the steps or dropping down to the lower stasis pod chambers if you're coming under heavy fire. Or, you can whittle the energy off the Sphere Shields and break through that way. Expect to face another foe as you check the four small stasis rooms. Climb the steps to the middle of this chamber so you navigate past the shields. There's a storage room on the west wall with little but an Alien Container to check out, and a longer stasis pod room to the east. When you're finished exploring here, head down the stairs to the south.

Alien Container Items

KAGO'S KILLING SPREE, AND A LEGEND COMPLETE

The steps lead down to a corridor and a Drone on your right (west), and a corridor junction to the left (east). You can head up the steps, or check the door east of you. This leads to a hallway where two Aliens aren't expecting enemies attacking from this angle, and are trapped by their own Sphere Shield! Blast them apart, then the shield, before venturing northward along the thin corridor to a dead-end room with a broken teleport. If you gave Toshiro Kago his sword back, the mystery of the missing samurai has been solved. He's standing here, looking over the corpses of the many Aliens he's expertly slain. He won't follow you from this location, so search the bodies, attempt some incomprehensible chatter, and retrace your steps to the stairs upward, and head down the western corridor, passing the Drone.

Alien Biogel

There are two Alien pillars and a couple of foes along with a turret to nullify as you head to a junction with a door on your left (west) and a Sphere Shield blocking your path ahead (north). Either way is accessible (as long as you destroy the shields), but take your time as there are two turrets and a few Aliens in the room behind the door, and a turret beyond the shield in the corridor. Take care of these foes before inspecting the room. To the southeast is the control with the final Recorded Log! Congratulations; your Freeform Quest is complete, and an Achievement is duly awarded. Now check the room and gather Epoxy, Biogel, and some Crystals. You can booby-trap some controls if you're planning a more sneaky way through here or wish to deactivate the turrets.

FREEFORM QUEST

The Legend of Zeta

Note: Alien Captive Recorded Log 23
Total Logs: 25/25

Alien Archivist Achievement

Alien Epoxy

Alien Biogel

Large Alien Crystal (2)
Small Alien Crystal (3)

The room's eastern exit opens back into the corridor, on the other side of the Sphere Shield. Beware of enemy stragglers before passing the Healing Archway and heading north, up the stairs to a wider east-west corridor with two turrets on either side on the ceiling. Battle through to an open area with steps on either side of an Abomination to rake, and three more as you ascend to an upper balcony area. A disused teleport alcove to the east holds Epoxy and an Alien Container. Ransack the area before crossing the balconies to a doorway that leads around and to the Teleportation Matrix to the Bridge.

Alien Container Items

Alien Epoxy

Caution

Beware! Once you step through this matrix and enter the Bridge, you cannot backtrack to some previous Mothership locations.

TAKE IT TO THE BRIDGE

Meet the Alien Captain, then introduce him to your Disintegrator. The ship is yours!

Enter a small chamber with a teleport, a Healing Archway, and a door control to press, allowing access onto the ship's Bridge. Prepare to defeat the small band of Alien officers guarding the Captain at the far end of the Bridge, who fires a particularly devastating weapon at you: the Captain's Sidearm (a unique Alien Blaster). Dodge or pin the Alien Captain down first, then mop up his subordinates, and the Bridge comes under the Lone Wanderer's control!

NEW OBJECTIVE

"Secure the Bridge" begins.

More Aliens teleport in from the south, so spin around and bombard them with your favored weapon, or orbs from the Drone Cannon, which are lethal in such an enclosed area. As you continue to drop Alien scum as they pour into the Bridge, an amber Alien hologram appears from where the Captain was standing; this appears to be an Alien Lieutenant screeching gobbledegook at you. Ignore the four generator controls for the moment (they are on each side of the Bridge), and wait for the jabbering to end. The Alien Lieutenant's ship hoves into view in front of you. It is preparing to fire on the Mothership!

Captain's Sidearm

YOU MAY FIRE WHEN READY

Shields down! Fire! Shields up! Repeat until one of you is floating debris in the upper atmosphere.

The Bridge is rocked by a Death Ray from the other Alien craft, and after the customary juddering about the Bridge, Sally runs in with your remaining allies (assuming they're alive) and tells you this looks exactly like the Bridge from Captain Cosmos. She tells you to remain at the main Bridge controls where the Alien's head hologram appeared. Everyone else takes up a position around the Bridge, and braces for more space combat. Your mettle is now put to the test; you must survive the other ship's Death Ray onslaught, and fire back with everything you've got! Fortunately, a secondary Death Ray survived your earlier sabotage attempts. Action stations!

NEW OBJECTIVE

"Defeat the attacking Alien ship" begins.

With icons floating above buttons, and a massive saucer craft crumbling your craft's superstructure every few seconds, resist the temptation to freak out. Instead, optionally sit on the Captain's chair, and then study the control sensors. Here's what they do:

Ship Controls

LOCATION	ACTION	RESULTS	WHEN USED	PROBLEMS
Three-button cluster: Left	Shields up!	The ship's remaining energy banks are routed to the shields, siphoning off power from the Death Ray.	When absorbing the most damage from the enemy Death Ray	Your Death Ray is very weak.
Three-button cluster: Middle	Power to shields and Death Ray	The initial setting; the energy banks are routed to both the shields and Death Ray.	Only occasionally	Doesn't protect or fire the ray with as much potency as the other buttons.
Three-button cluster: Right	Shields down!	The ship's remaining energy banks are routed to the Death Ray, siphoning off power from the shields.	When firing at the enemy craft.	Your shields are very weak, and you're open to enemy attack.
Central console button	Fire Death Ray!	The ship fires its Death Ray, and it strikes the enemy craft.	Frequently; to weaken and destroy the enemy craft.	The strength of the attack depends on the energy diverted to the Death Ray.

The trick to easily destroying the enemy craft is to follow this simple yet cunning plan:

1. Shields up! You absorb the next enemy shot with minimal damage.
2. Shields down! Drop the shields and fire the Death Ray as soon after the enemy ship fires as possible.
3. Shields up! Wait for the enemy to fire again, and repeat this tactic.

Tip

The enemy ship's shields are shown in holographic form, over the central console button. Keep track of your combat using this.

Combat isn't quite as simple as this though; after the first few shots, Somah shouts that the generators are offline. Switch them back on by flicking your shields up, then scurrying quickly to the two buttons on either side of the Bridge.

When the enemy craft's shields are half depleted, the Aliens try one last, desperate attempt to board the Bridge, via the Teleportation Matrix. A Grenade, Drone Cannon shot, or simply letting your teammates handle this incursion are all possible plans. Then return to the controls, and finish the extraterrestrial menace off once and for all!

XP 600 XP

POST-QUEST ACTIVITIES

CAPTAIN OF THE COSMOS

You're even better than Captain Cosmos! Thank Sally for the complement, then figure out if you'll ever see this ragtag bunch of allies alive again.

After a chat with Sally, you can bid goodbye to Somah and Paulson (or kill them for their items), and then take a Teleportation Matrix back to the Engineering Core, Steamworks, and back to the Bridge, or back down to the Capital Wasteland.

Now is the final opportunity to slit the throats or dispatch your allies (with the obvious exception of Sally) and claim that loot!

FUTURE ABDUCTIONS

The Alien Anomaly is no more. In its place is a Beacon, allowing you access to the Mothership whenever you please.

When you land back in the Capital Wasteland, at 2.G [MZ1] Crashed Anomaly [LAT 03/LONG 22], the crashed craft has been removed, but the Alien body and Alien Power Cells are still there. In place of the anomaly is a Mothership Beacon. Simply touch it and you're beamed back aboard, and you can use the few accessible chambers to store items, and use in the same way as you would your house.

ALLY INTERACTION

If you return to the Mothership after completing all associated quests, Somah and Paulson have left the ship for parts unknown, and are never seen again. However, Elliott, Sally, and Toshiro Kago remain on the Bridge.

Sally: Once a day or so, you can speak with Sally, and receive a random selection of Alien Biogel, Alien Epoxy, weapons, and ammunition she has scavenged.

Elliott: Once a day or so, you can chat with Elliott and receive additional Alien weaponry.

You can also return to the Engineering Core and scavenge any items you left behind. You can even backtrack all the way to the Holding Cells, if you forgot to gather your inventory when you escaped.

QUEST REWARDS

Tip

Make sure you've grabbed as many of the rare or powerful items as you wish, as many are unique, and most can't be obtained after you reach the Bridge. Their locations are listed by Zone in the Unique Weapons and Outfits Appendix beginning on page 735. For details on how to obtain each of them, consult the Mothership Zeta Walkthrough, or the Wasteland Gear sections of this guide.

Howdy, pardner! There's a new sheriff in town, mainly because you shot Paulson and took his outfit. Finish the ensemble off with a Destabilizer. Then ruin it with a Samurai Helmet.

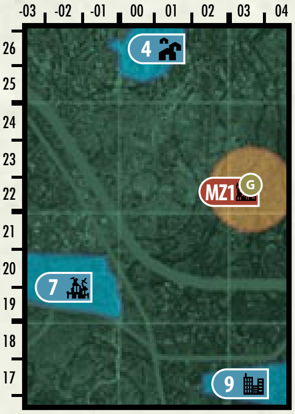
Relive your Operation Anchorage field operations fantasies by dressing the part, and carry a heavy-weapons punch in the form of a Drone Cannon. You stole the wig from a Ghoul with self-esteem issues.

TOUR OF MOTHERSHIP ZETA

Capital Wasteland Zone 2: Northern Mountains

TOPOGRAPHICAL OVERVIEW

The Crashed Anomaly—a small one-green-man Recon craft code named Theta—is bathed in low-radiation and is a surprising discovery out in the northern wilds of the Capital Wasteland. It's not the only spacecraft you can witness (randomly there's an explosion in the sky, and a falling Alien Blaster to scavenge afterward), but once you begin Mothership Zeta, the Crashed Anomaly becomes altogether more dangerous.



PRIMARY LOCATIONS

MOTHERSHIP ZETA

2.G/MZ1: Crashed Anomaly (LAT 03/LONG 22)

2.G/MZ1: Alien Homing Beacon (LAT 03/LONG 22)

ZONE 2

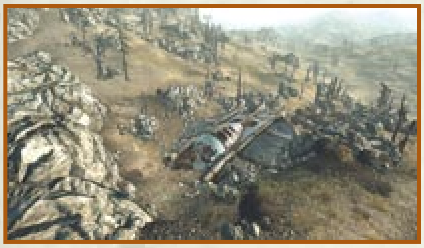
2.04: Clifftop Shacks (LAT 00/LONG 26)

2.07: Reclining Groves Resort Homes (LAT -02/LONG 20)

2.09: MDPL-13 Power Station (LAT 02/LONG 17)

Primary Locations

MZ1: CRASHED ANOMALY [LAT 03/LONG 22]



- Add-on Quest: Not of This World
- Threat Level: 2
- Faction: Alien
- Danger: Low Radiation
- Interior Exploration
- Radio Signal

Almost directly north of the MDPL-13 Power Station (as you follow the line of power towers) you pick up an odd radio signal: You hear mainly static and then some eerie garbled speech you can't decipher. Locate the remains of a house; something has crashed straight through it, digging a furrow into the hillside. This is Recon Craft Theta, an Alien scout ship! Round the front of the craft to uncover a strange body, thrown from the cockpit. When Mothership Zeta arrives (which you are unaware of), as soon as you step close to the cockpit, you are grabbed by a tractor beam, and sucked up into an Alien spacecraft to begin **Add-on Quest: Not of This World**.

- Recon Craft Theta Beacon Signal
- Alien Blaster
- Alien Power Cell (10)

Note

This is classified as a Secondary Location [2.G] prior to Mothership Zeta arriving.

MZ1: ALIEN HOMING BEACON [LAT 03/LONG 22]

- Threat Level: 1
- Alien
- Low Radiation
- Interior Exploration
- Services: Healer, Repairer

Once **Add-on Quest: This Galaxy Ain't Big Enough...** is completed and you return to the Capital Wasteland, Recon Craft Theta is gone (it's actually in the Hangar aboard the Mothership), and has been replaced by a Homing Beacon. Activate this beacon if you wish to return to the Mothership for Elliott's aid, or you want to gather additional supplies from the chambers still accessible. You can come and go as you please.

Mothership Zeta: Interior Locations

TOPOGRAPHICAL OVERVIEW

Mothership Zeta is never seen from the Capital Wasteland, as it is currently in high earth orbit. Both you and Recon Craft Theta are plucked unceremoniously from the ground and deposited aboard. Once inside this eldritch structure, you must free yourself with the help of a new friend, and fully explore the ship, gathering new weaponry, retrieving your inventory, learning how to destroy generators, and trekking from the lower decks all the way up to the Bridge itself. Expect swift and constant retaliation from your Alien masters, as they throw their best shock troops, Drones, and freakish Abominations at you.

> **Note**
>
> The number suffix relates to the order of the Add-on Quest you are engaged in. For example, “MZ1.02 Steamworks” is first encountered during **Add-on Quest 1: Not of This World.** Whereas “MZ3.22 Living Quarters” is first encountered during **Add-on Quest 3: This Galaxy Ain’t Big Enough....**

> **Note**
>
> As you journey through the Mothership, there is a variety of new items available for you to pick up. They are detailed below.

Mothership Zeta: Aid and Other Items

NAME	VALUE	WEIGHT	EFFECT LIST
Alien Biogel	25	0	Restore Health & Conditions +10, Random Biochemical Anomaly †
Adapted Biogel	25	0	Restore Health & Conditions +50, Random Biochemical Anomaly †
Alien Crystal (Small)	10	0	A good source of Caps (with no added weight to encumber you) when sold back in the Wasteland
Alien Crystal (Large)	20	0	A better source of Caps (with no added weight to encumber you) when sold back in the Wasteland
Alien Epoxy	25	0	Repair currently equipped weapon
Alien Power Module	5	0	Used to supply ammunition to any type of ranged Alien weapon
Alien Squid Food	1	0	Restore Health +5
Alien Worm Food	1	0	Restore Health +5
Buttercup Toy	150	2	A toy version of the Giddyup Buttercup and an expensive type of ammunition for the Rock-it Launcher
Drone Control Device	300	3	Allows you to control Drones in stasis pods throughout the Mothership, one at a time

† The Biochemical Anomaly temporarily causes one of the following effects: INT -1, PER -1, END -1, AGI -1, Radiation Damage 5, Restore Health 5, Restore Rads 10, AP +10, STR +2, AGI +2

PRIMARY LOCATIONS

MZ1.01 Holding Cells*
MZ1.02 Steamworks*
MZ1.03 Engineering Core*
MZ2.04 Cryo Lab†
MZ2.05 Cryo Storage†
MZ2.06 Hangar†
MZ2.07 Robot Assembly†
MZ2.08 Maintenance Level†
MZ2.09 Waste Disposal†
MZ2.10 Engine Room†
MZ2.11 Cargo Hold†
MZ2.12 Research Lab†
MZ2.13 Decompression Chamber†
MZ2.14 Space Walk†
MZ3.15 Observation Deck†
MZ3.16 Weapons Lab†
MZ3.17 Experimentation Lab†
MZ3.18 Biological Research†
MZ3.19 Death Ray Hub†
MZ3.20 Death Ray Control†
MZ3.21 Living Quarters†
MZ3.22 Bridge*

* This location remains accessible once all Mothership Zeta quests are completed.

† This location cannot be re-entered once you enter the Death Ray Control, during **Add-on Quest: This Galaxy Ain’t Big Enough....**

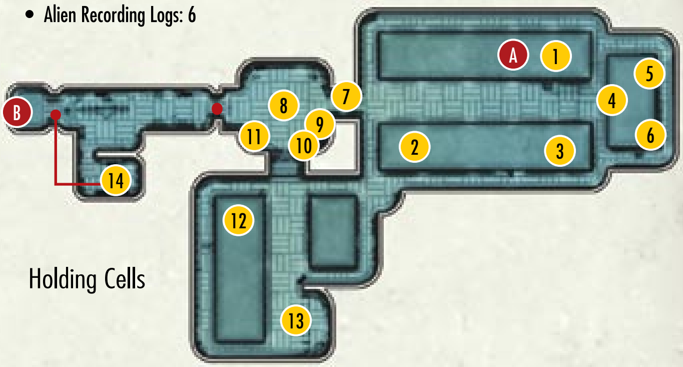
Primary Locations

MZ1.01: HOLDING CELLS

- Add-on Quest: Not of This World
- Threat Level: 2
- Faction: Alien
- Interior Exploration
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Inhabitants: Sally, Somah

You begin your exploration of Mothership Zeta after being abducted and placed in a cell with Somah. In this area, you’ll learn to trust Somah, encounter your first Alien and kill it, acquire new Alien technologies, rescue a young girl adept at crawling through tiny ducts, and figure out how to overload a generator.

- Alien Recording Logs: 6



Holding Cells

A Somah's Cell

You wake up from your abduction here. Somah is with you, and hatches an escape plan from this point. You receive your first Shock Baton from a fight with Aliens close to this location.

- Shock Baton

1 Clamped Wastelander (Cell)

A screaming Wastelander is plucked by robotic claw from this cell.

2 Dead Enclave Officer (Cell)

- Enclave Officer Hat
- Enclave Officer Uniform

3 Rivet City Security Officer (Cell)

4 5 6 Alien Captive Recorded Logs #14, #22, #15

- Recorded Log 01-03/25

7 Healing Archway

8 Holding Cells Control Room

There are three Recorded Logs in here. Sally unlocks the door to the west.

9 10 11 Alien Captive Recorded Logs #03, #01, #12

- Recorded Log 04-06/25

12 Sally's Cell

Rescue the little girl, so she can unlock the door in the control room.

13 Generator

This powers the cell Sally is in. Shut down the three coolants to destroy this, and all future generators.

14 Door Controls

Press the switch in here to open the door leading directly to the Door to the Steamworks. Pick up your entire inventory from here.

- Complete Inventory
- Alien Container Items (2)

B Door to the Steamworks

MZ1.02
STEAMWORKS

- Add-on Quest: Not of This World
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

The Steamworks is a massive series of conduits and machinery designed to help propel Mothership Zeta through space. There are Aliens and their robot Drones to defeat, more new and interesting Alien weaponry to use, and Alien Workers to save from your wrath if you're so inclined. You battle through here to reach the Engineering Core.

- Alien Recording Logs: 0

A Door to Holding Cells

1 Winding Corridors

Expect combat with Aliens through this area of steaming pipes.

2 Long Corridor

Check the shelves for items. Expect more Alien combat here. Dropped items from combat include the Atomizer and Disintegrator.

- Large Alien Crystal (2)
- Small Alien Crystal (2)
- Alien Atomizer
- Alien Disintegrator

3 Long Side Corridor

Accessed via the door to the southeast. Inside is a Healing Archway. The corridor leads east, to the previously locked door and an Alien Container.

- Alien Container Items

4 Steamworks Junction

- Alien Container Items

5 Steamworks Bay

A balcony and lower steam vents. Expect combat, and your first encounter with innocent Alien Workers here.

6 Side Corridor

- Alien Container Items
- Alien Epoxy (2)

7 Catwalk

Beware of the turret at the eastern end.

8 Connecting Corridor

There's a Healing Archway here.

9 Maintenance Bay

- Alien Container Items

10 Connecting Upper Corridor

Beware of an Alien ambush and turret here. There's a Healing Archway before the stairs.

11 Sally Rendezvous Point

Check the storage room to the east before proceeding.

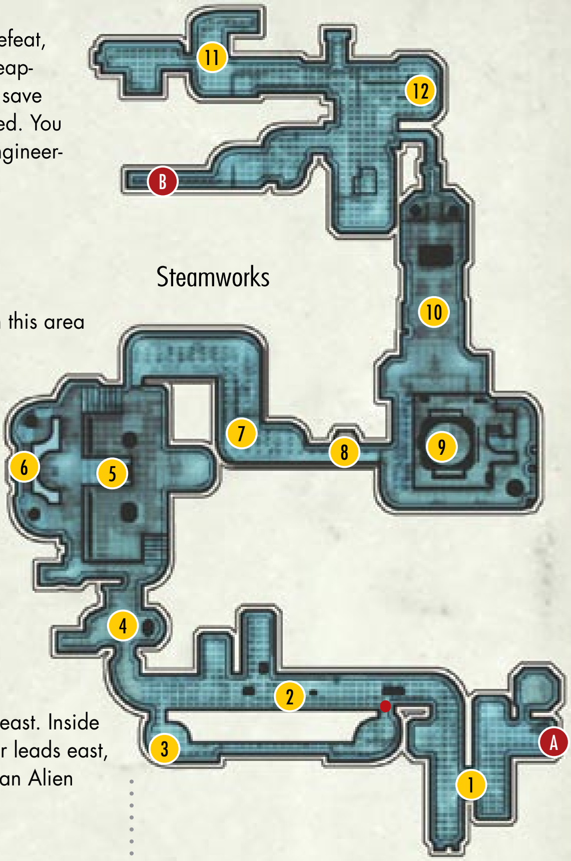
- Alien Container Items (2)
- Small Alien Crystal (2)
- Large Alien Crystal (2)
- Alien Power Cell (48)
- Alien Biogel

12 Catwalk and Balcony

Watch for turrets in this area.

- Alien Worm Food
- Small Alien Crystal (2)

B Door to Engineering Core

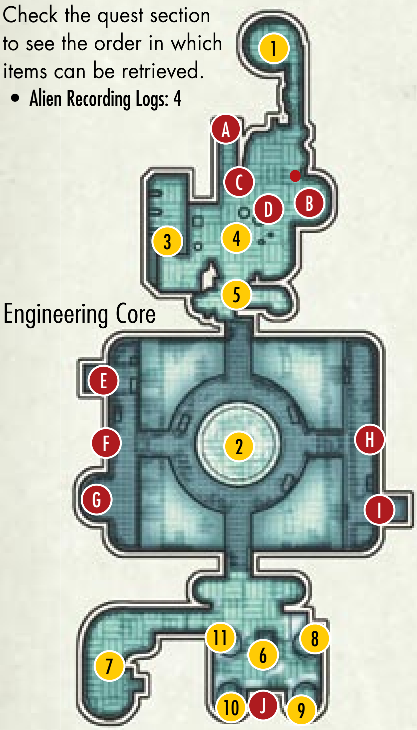


MZ1.03
ENGINEERING CORE

- Add-on Quest: Not of This World
- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Collectibles: Mini-Nuke, Nuka-Cola Quantum (3)
- Interior Exploration
- Area Is Locked
- Follower
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item
- Sleep Mattress
- Work Bench
- Inhabitants: Colonel Hartigan (Deceased), Elliott Tercorien, Paulson,Toshiro Kago

This is the main hub of your exploration. You meet (or more precisely, thaw out) your remaining allies, and can elect to execute them if you need their unique items (although it is better to use their talents and slay them at the end of this quest). You must attack the giant core dominating the center of this location by overloading three generators accessed via the Cryo Lab, Hangar, and Robot Assembly areas. You can access other optional locations, too. The Engineering Core also benefits from your allies' plundering plans; you can return to locations ③, ④, and ⑤ six times, and your friends will have unearthed an increasingly potent new set of items to choose from. Check the quest section to see the order in which items can be retrieved.

- Alien Recording Logs: 4



Ⓐ Door to the Steamworks (Lower Level)

① Sally's Stash (Lower Level)

This small Container collection is accessible only if you've destroyed a generator, speak with Sally, and have the Child at Heart perk.

- Alien Container Items (3)

Ⓑ Teleportation Matrix to Bridge (Lower)

The door to this teleport is sealed until you complete the entire quest. Then it opens, allowing free access to and from the Bridge.

② Power Core (Lower and Upper)

The central power for Mothership Zeta. The lower level surrounding the core has limited areas of interest.

- Alien Container Items (2)

③ Lower Observation Deck

This area is constantly filled with new items. Toshiro Kago also makes his makeshift bed here, and disappears before you head out for the space walk.

- Small Alien Crystal (13)
- Large Alien Crystal (7)
- Ammunition Box (3)
- Buttercup Toy (129/152)
- Weapons and Ammo
- Buffout
- Nuka-Cola Quantum (107–109/110)
- Toy Robot with Teddy Hostage

④ Upper Observation Deck

This area is constantly filled with new items. A door to the Decompression Chamber and a Teleportation Matrix to the Main Observation Deck are accessed here.

- Work Bench
- Weapons and Ammo
- Ammunition Box (4)
- First Aid Box
- Buttercup Toy (130/152)
- Mini-Nuke (91/92)
- Chems
- Alien Biogel (4)
- Nuka-Cola Quantum (110/110)
- Teddy with Beer

Ⓒ Door to Decompression Chamber (Upper)

Access this door only after destroying the three generators in the Cryo Lab Storage, Hangar, and Robot Assembly.

Ⓓ Teleportation Matrix to Observation Deck (Upper)

Your allies use this to reach you, although you can use this to return here prior to storming the final parts of the ship.

Ⓔ Door to Engine Room

This allows access to an optional exploration. It unlocks after you thaw out your allies.

Ⓕ Door to Robot Assembly

This allows access to a mandatory generator. It unlocks after you thaw out your allies.

Ⓖ Teleportation Matrix to Maintenance Level

This allows access to the Waste Disposal and an optional exploration. It unlocks after you thaw out your allies.

Ⓗ Door to Hangar

This allows access to a mandatory generator. It unlocks after you thaw out your allies.

Ⓘ Door to Cargo Hold

This allows access to the Biological Research and an optional exploration. It unlocks after you thaw out your allies.

⑤ Northern Balcony Shelving

⑥ Pod Chamber

This contains stasis pods for Toshiro Kago, Elliott Tercorien, Colonel Hartigan (deceased), and Paulson. Should Tercorien survive the expedition into the Cryo Lab, he can provide you with Cryo Grenades and Cryo Mines. Otherwise, he can provide you with Adapted Biogel. Somah can repair your items.

- Paulson's Outfit (131/152)
- Paulson's Revolver (132/152)
- Sheriff's Hat (133/152)
- Samurai Armor (134/152)
- Samurai Helmet (135/152)
- Spacesuit (136/152)
- Winterized Medic Armor (137/152)
- Adapted Biogel
- Cryo Grenade
- Cryo Mine

⑦ Side Storage Room

It unlocks after you thaw out your allies.

- Alien Container Items
- Alien Epoxy

⑧ ⑨ ⑩ ⑪ Alien Captive Recorded Logs #07, #06, #08, #05

- Recorded Log 07-10/25

Ⓙ Door to Cryo Lab

This allows access to the Cryo Storage and a mandatory generator. It unlocks after you thaw out your allies.

MZ2.04 CRYO LAB

- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Inhabitants: Private Mears (Deceased), Private Beckett, Sergeant Daniels

The deep freeze is where the Aliens store the abductees they have tagged for their collections, or those they aren't currently experimenting on. Among the frozen are members of Elliott Tercorien's battalion. Most of the time, you're letting loose rabid Ghouls and Raiders en route to the main Cryo Storage facility itself. For best results, take Elliott with you.

- Alien Recording Logs: 4

Ⓐ Door to Engineering Core

① Initial Chamber (two floors)

Release the mechanism to remove the energy barrier below, to access the room with the glass roof and Healing Archway.

- Alien Container Items (4)
- Alien Epoxy
- Small Alien Crystal (4)
- Large Alien Crystal
- Alien Biogel (2)
- 5.56mm Round (16)

② Alien Captive Recorded Log #04 (Lower)

- Recorded Log 11/25

Ⓑ Teleportation Matrix to Cryo Storage

This isn't working when you arrive here, and is switched on once you return from Cryo Storage.

③ Connecting Corridor

- Alien Worm Food

④ Freezer

There is a central chamber with a Healing Archway, and a pod room to the north and south with a switch to raise the pods. Deranged Raiders and Ghouls are released if you do this.

⑤ Alien Captive Recorded Log #02

- Recorded Log 12/25

⑥ Experiments Freezer Control Room

Destroy the turret, release all freezer pods, and unlock the door to a small storage room from this side chamber.

7 Small Storage Room

- Flamer Fuel (33)
- Railway Spikes (9)
- Intact Garden Gnome
- Food and Chems
- Alien Epoxy (2)
- Alien Biogel (2)
- Alien Container Items (2)
- Chinese Commando Hat
- Chinese Pistol
- Frag Grenade
- Small Alien Crystal (2)
- Large Alien Crystal

8 Experiments Freezer

The switches raise individual pods, which are either empty or contain a hostile Raider or Ghoul. There are three Raiders, Ghouls, and Aliens in this area. Check the lower area for shelving with a wealth of supplies:

- Food and Chems
- Combat Knife
- Recon Armor and Helmet
- Scoped .44 Magnum and Ammo
- Police Hat
- Police Baton
- Spiked Knuckles
- Roving Trader Outfit
- Darts (20)
- Gum Drops
- Red Racer Jumpsuit
- Microfusion Cell (18)
- Electron Charge Pack (24)
- Whiskey (2)
- Railway Spikes (19)
- Combat Armor and Helmet
- Plasma Pistol
- Alien Epoxy
- Power Armor and Helmet
- Ammunition Box
- Laser Rifle

9 Control Room

Freeze the Aliens in the Examination Room from here.

10 Examination Room

Three dead soldiers (Rheems, Mears, and Spurlock) from Elliott's battalion are being dissected here. They appear as Wastelanders if Elliott isn't with you.

- Frag Mine
- Pulse Grenade
- Advanced Radiation Suit (2)
- .32 Pistol and Ammo
- Rad-X
- Purified Water
- Whiskey

11 12 Alien Captive Recorded Log #11and #17

- Recorded Log 13-14/25

13 Stasis Pod Chamber

Ignore the pods, open them, or speak with Elliott until he has the cryogenic materials to restore the frozen memories of the two trapped soldiers in the pods. Private Beckett and Sergeant Daniels are friendly only if you choose the latter option. If Elliott isn't with you, the pods are empty.

- Winterized Medic Armor (138–139/152)
- Winterized Medic Helmet (140–141/152)

C Door to Cryo Storage

MZ2.05 CRYO STORAGE

- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

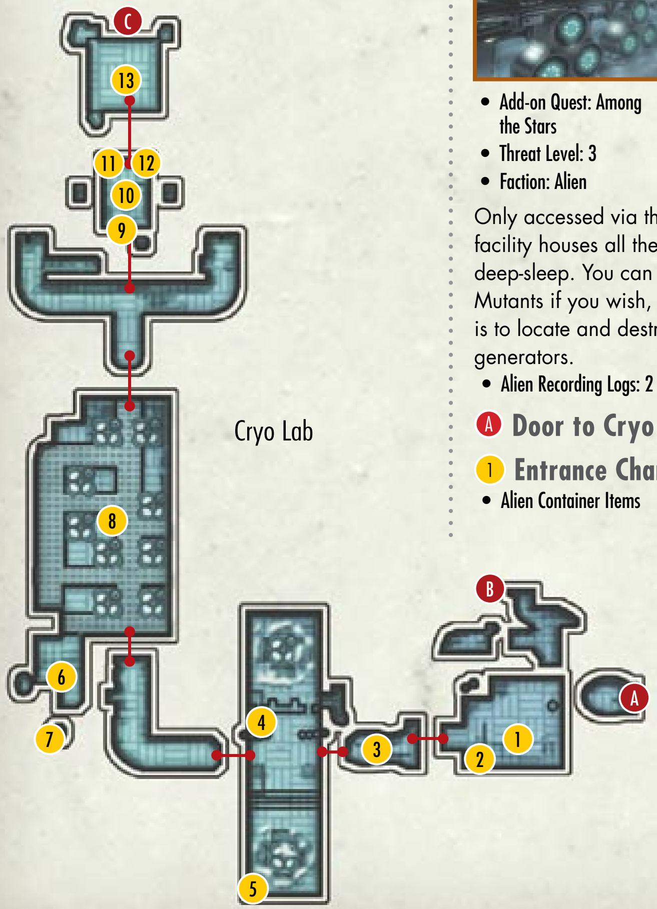
Only accessed via the Cryo Lab, this storage facility houses all the abductees in suspended deep-sleep. You can wake a few Super Mutants if you wish, but your main task here is to locate and destroy one of the three generators.

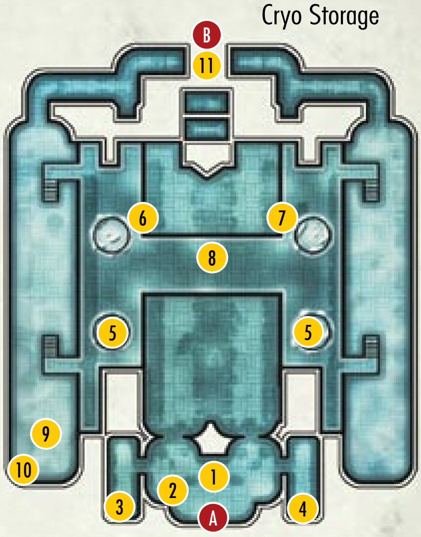
- Alien Recording Logs: 2

A Door to Cryo Lab

1 Entrance Chamber

- Alien Container Items





2 Alien Captive Recorded Log #25

- Recorded Log 15/25

3 Healing Archway

4 Healing Archway

5 Balcony Area (both sides)

You can raise pods in this balcony, releasing Super Mutants from lower ground stasis pods.

6 7 Super Mutant Pods

8 Connecting Passage (lower)

- Alien Epoxy
- Shock Baton
- Alien Container Items

9 Small Workstation

- Alien Epoxy (2)

10 Alien Captive Recorded Log #16

Recorded Log 16/25

11 Generator

B Teleportation Matrix to Cryo Lab

MZ2.06 HANGAR

- Add-on Quest: Among the Stars
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

For best results, take Paulson with you. The Hangar features a giant bay with a pylon energy field holding the remains of Recon Craft Theta, plucked from the Capital Wasteland at the same time you were abducted.

Battle to an upper balcony where the generator room is located, then bounce the Aliens ambushing you with their own pylon technology.

- Alien Recording Logs: 0

A Door to Engineering Core

1 Entrance Room

- Alien Container Items

2 Mess Hall

- Alien Container Items (2)
- Alien Food
- Small Alien Crystal (6)
- Large Alien Crystal

3 Hangar Dock (Recon Craft Theta)

This is surrounded by 10 pylons.

4 U-Shaped Corridor

Beware of a turret in this corridor.

5 Shelving

- Small Alien Crystal (2)

6 South Balcony

- Large Alien Crystal (3)
- Alien Atomizer

7 Control to Upper Balcony

8 Upper Balcony

There are two Healing Archways in here, and controls to the generator room. Access the door control and the alarm is raised.

9 Pylon Controls

10 Connecting Corridor

- Small Alien Crystal (2)
- Large Alien Crystal

11 Generator Room

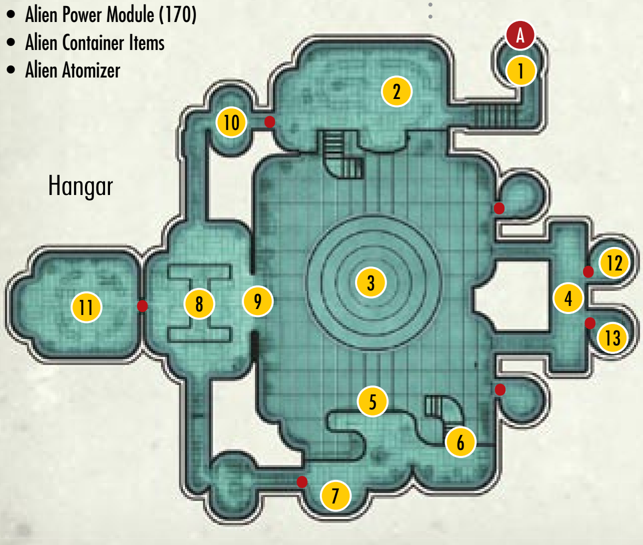
- Alien Food
- Small Alien Crystal (10)
- Large Alien Crystal (5)
- Disintegrator
- Shock Baton (2)
- Alien Power Module (170)
- Alien Container Items
- Alien Atomizer

12 Alien Incursion Teleport

- Small Alien Crystal (5)
- Large Alien Crystal (2)
- Alien Container Items

13 Alien Incursion Teleport

- Alien Power Module (170)
- Alien Container Items
- Alien Atomizer



MZ2.07 ROBOT ASSEMBLY

- Add-on Quest: Among the Stars
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

Somah can provide both supporting fire and accessibility to an upper balcony during the exploration of this area, which is a long conveyor belt of partially built Drones ending in a northern testing area where these robots are activated. A special Drone Control Device helps you befriend Drones if you can find it. Destroy the generator here before returning to the Engineering Core.

- Alien Recording Logs: 0

A Door to Engineering Core

1 Initial Balcony (Upper)

- Large Alien Crystal (4)
- Small Alien Crystal (3)
- Alien Container Items (2)

2 Robot Assembly (Lower, South)

- Alien Epoxy (5)
- Alien Container Items
- Large Alien Crystal
- Small Alien Crystal (5)
- Alien Power Module (100)
- Alien Power Cell (12)

3 Robot Assembly Line

- Large Alien Crystal (3)

4 Healing Archway

- Alien Container Items
- Alien Epoxy

5 L-Corridor (Lower)

6 Robot Assembly (Central)

- Alien Biogel (4)
- Alien Squid Food

7 Turret Control Switch

8 Electronics Access Panel

9 Teddy's TV Watch

- Vodka

10 Robot Assembly (North)

Defeat all Aliens and check them for the Drone Control Device, allowing you to control a single Drone to aid you.

- Drone Control Device (142/152)
- Alien Epoxy (3)
- Alien Biogel (2)
- Alien Disintegrator
- Alien Container Items (3)

11 Healing Archway (Lower)

12 Generator

13 Dual Corridor (Lower)

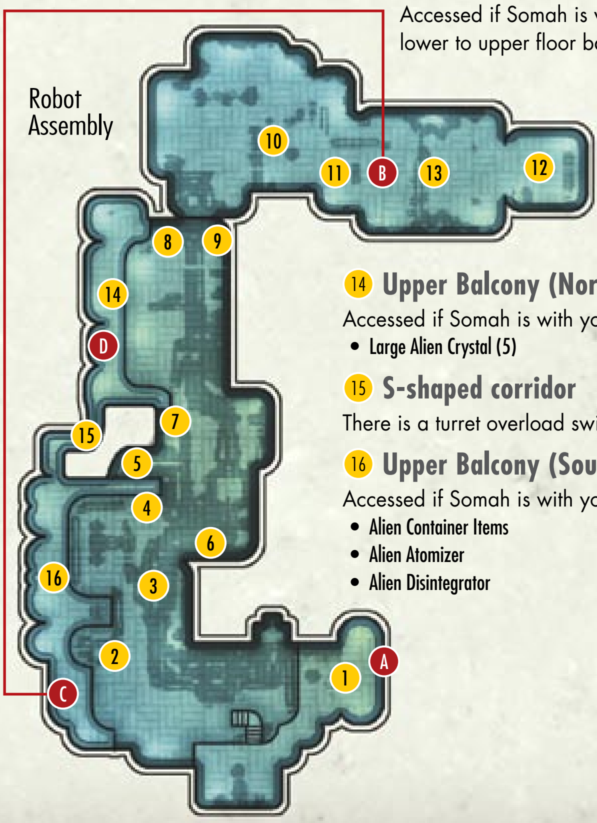
- Large Alien Crystal (4)
- Small Alien Crystal (14)
- Alien Container Items
- Alien Epoxy

B Teleportation Matrix to Robot Assembly (Lower)

C Teleportation Matrix to Robot Assembly (Lower, Exit)

D Teleportation Matrix

Accessed if Somah is with you; lower to upper floor balcony.



14 Upper Balcony (North)

Accessed if Somah is with you.

- Large Alien Crystal (5)

15 S-shaped corridor

There is a turret overload switch here.

16 Upper Balcony (South)

Accessed if Somah is with you.

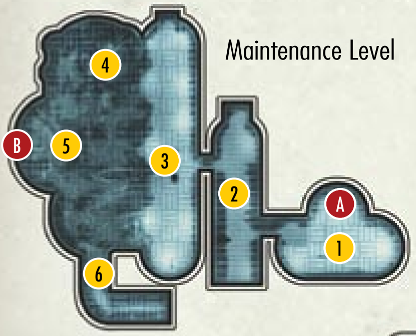
- Alien Container Items
- Alien Atomizer
- Alien Disintegrator

MZ2.08 MAINTENANCE LEVEL

- Add-on Quest: Among the Stars
- Threat Level: 1
- Faction: Alien
- Interior Exploration

In this optional area to explore, you find Sally tinkering with a set of trash compactor controls, which soon becomes a rapid descent into a giant refuse pile. The only method of escape involves traipsing through the waste disposal area at the base of this area.

- Alien Recording Logs: 0



Ⓐ Teleportation Matrix to Engineering Core

① Entrance

- Alien Container Items

② Entrance Corridor

- Alien Squid Food

③ Narrow Corridor

- Alien Container Items (2)

④ Trash Collection Pod

Ride down with Sally the tinkerer.

⑤ Trash Pile

⑥ South Balcony (Inaccessible)

Sally speaks to you from here.

Ⓑ Door to Waste Disposal

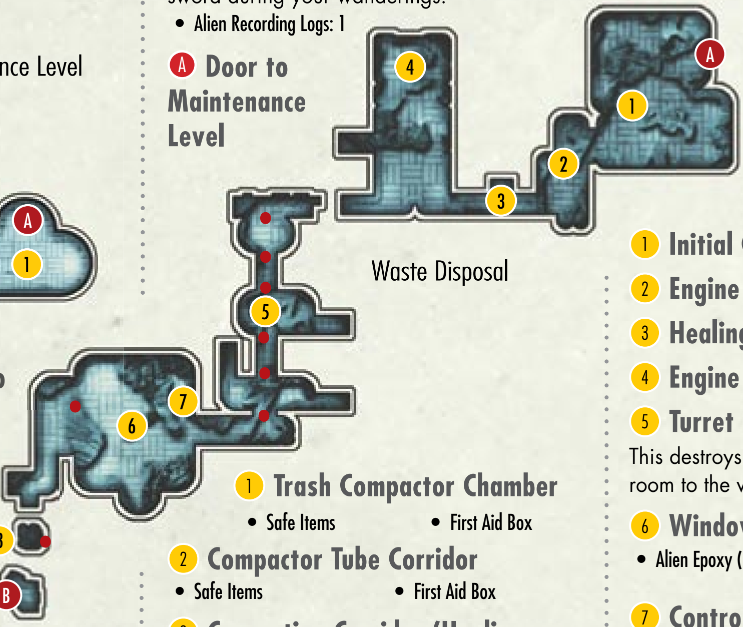
MZ2.09 WASTE DISPOSAL

- Add-on Quest: Among the Stars
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

After you're dumped here by Sally's wayward fiddling, she dutifully provides audible assistance as you navigate the many crushing columns and tubes of this refuse-strewn location. You battle Aliens and Drones, and find a sword during your wanderings.

- Alien Recording Logs: 1

Ⓐ Door to Maintenance Level



① Trash Compactor Chamber

- Safe Items
- First Aid Box

② Compactor Tube Corridor

- Safe Items
- First Aid Box

③ Connecting Corridor (Healing Archway)

④ Connecting Chamber and Semi-Circular Catwalk

- Holotape: Anchorage Quartermaster Shipment
- General Chase's Overcoat (143/152)
- First Aid Box

⑤ Compactor Cells and Linking Corridors

- Safe Items [Hard]
- First Aid Box

⑥ Control Chamber (Alien Ambush)

- Alien Container Items (3)

⑦ Alien Captive Recorded Log #19

- Recorded Log 17/25

⑧ Storage Room

- Samurai Sword (144/152)
- First Aid Box (8)

Ⓑ Teleportation Matrix to Engineering Core

MZ2.10 ENGINE ROOM

- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

A navigation through the main reactors powering Mothership Zeta, this stores a special Shock Baton, has some additional enemies to slay, and provides a glimpse into the method of powering this vessel.

- Alien Recording Logs: 0

Ⓐ Door to Engineering Core

① Initial Control Room

② Engine Connecting Corridor

③ Healing Archway

④ Engine Room Reactor Chamber

⑤ Turret Control

This destroys the turrets (and Aliens) in the room to the west.

⑥ Windowed Room

- Alien Epoxy (3)
- Electro-Suppressor (145/152)

⑦ Control Antechamber

Press the switch to unlock the circular door to the northwest

⑧ Corridor and Alcove (and turret)

⑨ Conduit Chamber

Access the turret controls at the base of the stairs to destroy them.

⑩ Connecting Corridor (Healing Archway)

⑪ Turret Room

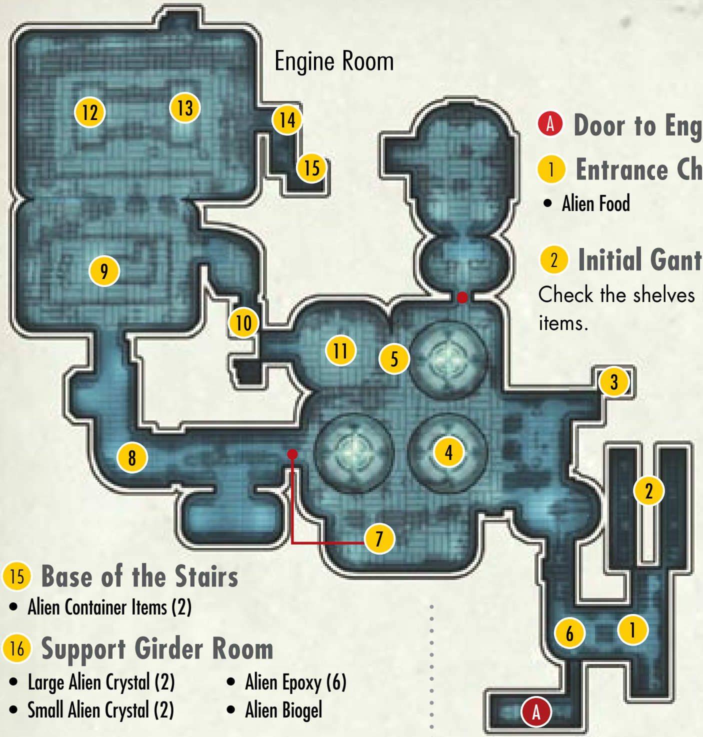
- Alien Container Items (2)

⑫ Reactor Room

⑬ Reactor Room

⑭ Connecting Corridor

There is a Healing Archway and turret switch in here.



15 Base of the Stairs

- Alien Container Items (2)

16 Support Girder Room

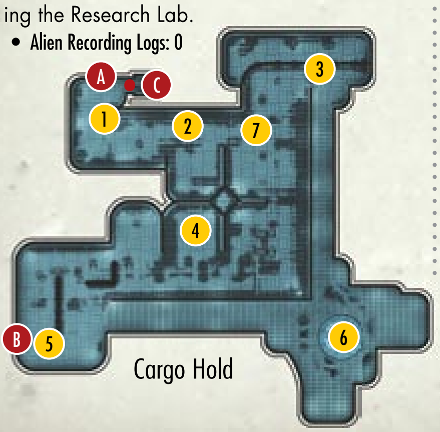
- Large Alien Crystal (2)
- Small Alien Crystal (2)
- Alien Epoxy (6)
- Alien Biogel

MZ2.11 CARGO HOLD

- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Collectible: Mini-Nuke
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

A mass of equipment, most of which you cannot hope to carry out with you, is neatly arranged in this massive, two-level chamber with a central conveyor belt, and surrounding shelving stocked with supplies. Only take what you really need, which should include a special prototype Plasma Pistol, before accessing the Research Lab.

- Alien Recording Logs: 0



A Door to Engineering Core

1 Entrance Chamber

- Alien Food
- Alien Container Items (3)

2 Initial Gantry

Check the shelves below for various items.

3 Northeast Corner

There are Jukeboxes, Wrenches, billboards, two bathtubs, baby carriages, Vault posters , and a Teddy Bear here.

4 Central Conveyor Corner

There are a couple of alcoves here to check, near shelves with Ammo Boxes on them. The alcove with computer parts has Reid Underwood's Terminal.

> Access Reid Underwood's Terminal, where you can read four Log Entries or remote unlock Underwood's safe (located in the southeast corner of the Cargo Hold.

- Ammunition Box (12)

5 Southwest Corner

- Plasma Rifle
- Assault Rifle
- Missile Launcher
- 10mm Pistol (3)
- Scoped .44 Magnum
- Hunting Rifle
- Laser Pistol (2)
- Ammunition Box (5) [1: Average]
- Flamer Fuel (150)
- Bottlecap Mine (2)
- Food
- Buffout (5)
- Mentats (4)
- Med-X (3)
- Scotch (3)
- RadAway (3)
- Rad-X (2)

6 Southeast Corner Detritus Pile

A waste disposal chute drops random items down, which cannot be grabbed. The safe only opens after accessing Reid Underwood's Terminal.

- Energy Cell
- Note: MPLX "Novasurge" Prototype Plasma Pistol
- MPLX Novasurge (146/152)

7 Conveyor Belt

The following items are of most interest. Start your clockwise search where indicated on the map.

- Frag Mine (5)
- Plasma Grenade (3)
- Ammunition Box
- Railway Spikes (120)
- Missile Launcher
- 5mm Round (100)
- Frag Mine (5)
- Missile (6)
- Ammunition Box
- Shotgun Shell (8)
- BB (200)
- Crate of Chems
- Crate of Stimpaks
- Combat Armor and Helmet
- Raider Painspike Armor
- Raider Blastmaster Armor
- Sniper Rifle
- Power Armor
- Power Helmet (2)
- Mini-Nuke (92/92)
- Flamer
- Minigun
- Nail Board (2)
- Chinese Assault Rifle
- Frag Grenade (6)

C Door to Research Laboratory

This is only accessed when you exit from the laboratory.

MZ2.12 RESEARCH LAB

- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

An initial chamber has a variety of vehicles (including Colonel Hartigan's space pod). Witness the depth of the Aliens' malevolent fascination with Giddyup Buttercup as you delve deeper into this laboratory! Row after row of steely-eyed robotic horses stand motionless, ready for the call to strike and overthrow their human riders!

- Alien Recording Logs: 2

A Door to Cargo Hold

1 Main Facility Chamber

This features a variety of human technology, including Colonel Hartigan's space pod.

- Toy Car (37)

2 Alien Captive Recorded Log #13

- Recorded Log 18/25

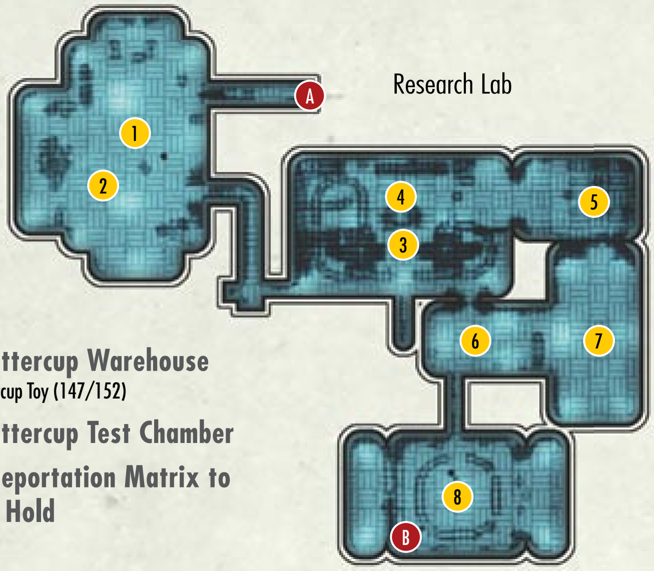
3 Buttercup Facility Chamber

4 Alien Captive Recorded Log #21

- Recorded Log 19/25

5 Lower Production Chamber

6 Electrical Carousel Room



7 Buttercup Warehouse

- Buttercup Toy (147/152)

8 Buttercup Test Chamber

B Teleportation Matrix to Cargo Hold

MZ2.13 DECOMPRESSION CHAMBER

- Add-on Quest: Among the Stars
- Threat Level: 1
- Faction: Alien
- Interior Exploration

This small location is accessed only after you've shut down the three generators, and spoken to Sally. Don your Spacesuit, and wait for the atmosphere to match the outside before disengaging the airlock!

- Alien Recording Logs: 0

A Door to Engineering Core

1 Decompression Room

Press the switch to decompress the chamber and open the door to the west.

2 Connecting Chamber (Lower)

3 Stairs

4 Locked Storage Room

- Alien Biogel (4)
- Alien Container Items (2)

B Door to Space Walk

MZ2.14 SPACE WALK

- Add-on Quest: Among the Stars
- Threat Level: 2
- Faction: Alien
- Interior Exploration

This lumbering and awe-inspiring stroll among the stars may be mind-boggling, but it also has a purpose. You must locate three panels, and press them into the Mothership's superstructure before you can beam yourself to the upper decks of this massive craft.

- Alien Recording Logs: 0

MZ3.15 OBSERVATION DECK

- Add-on Quest: This Galaxy Ain't Big Enough…
- Threat Level: 2
- Faction: Alien
- Interior Exploration

After you recompress, this small location becomes the main point for assembling your allies as you begin to assault the inner chambers of the Mothership. On the upper deck, you have a better view of the earth, and your first encounter with the Alien Captain, who isn't too happy with your plucky band of miscreants.

- Alien Recording Logs: 0

A Teleportation Matrix

You appear here from your space walk, and cannot return outside.

1 Decompression Room

Press the switch to decompress the chamber and open the door to the north.

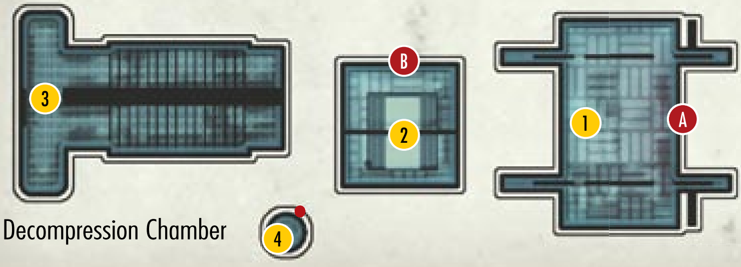
B Teleportation Matrix to Engineering Core

Activate this so your allies can join you and so Sally can open the door to the west. You can optionally return to the Engineering Core before continuing.

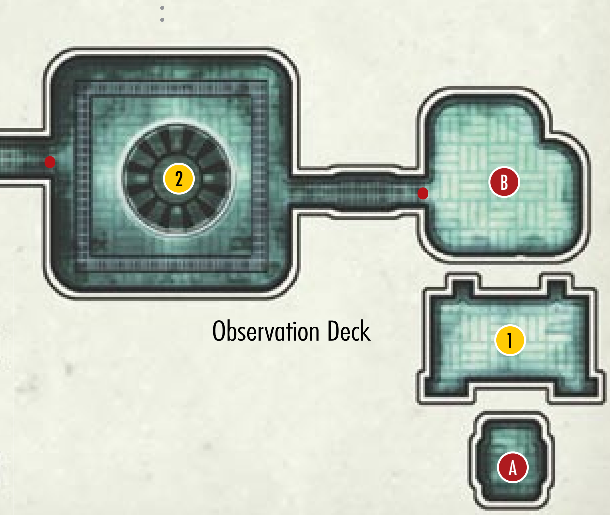
- Alien Container Items (2)

2 Observation Chamber

Look down for a view of the earth, and look out for a holographic threat from the Alien Captain. Afterward, Sally opens the door to the west.



Decompression Chamber



Observation Deck

Ⓒ Teleportation Matrix to Biological Research

This is shut down, and only used to transport allies once you reach the Biological Research area.

Ⓓ Door to Weapons Lab

- Large Alien Crystal (4)

MZ3.16 WEAPONS LAB

- Add-on Quest: This Galaxy Ain't Big Enough…
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

The Weapons Lab is where much of the Aliens' more offensive technology is tested. You must trek through this maze of connecting corridors en route to the Bridge. The main control room holds a wealth of armaments, and also includes a hefty unique Drone Cannon, as well as a shooting range where you can practice your skills, increase your XP, and earn the only perk in this quest.

- Alien Recording Logs: 1

Ⓐ Door to Observation Deck

① Turret Switch (Lower)

Activate this to destroy the turrets in the first main area.

② Initial Chamber (Lower)

There are turrets, and a balcony to the southwest. Check the shelves for goods.

- Alien Container Items
- Alien Epoxy (3)
- Alien Biogel (3)
- Large Alien Crystal (4)
- Small Alien Crystal (4)

③ Connecting Corridor (Lower)

The Teleportation Matrix to the south can be stood on, but not used.

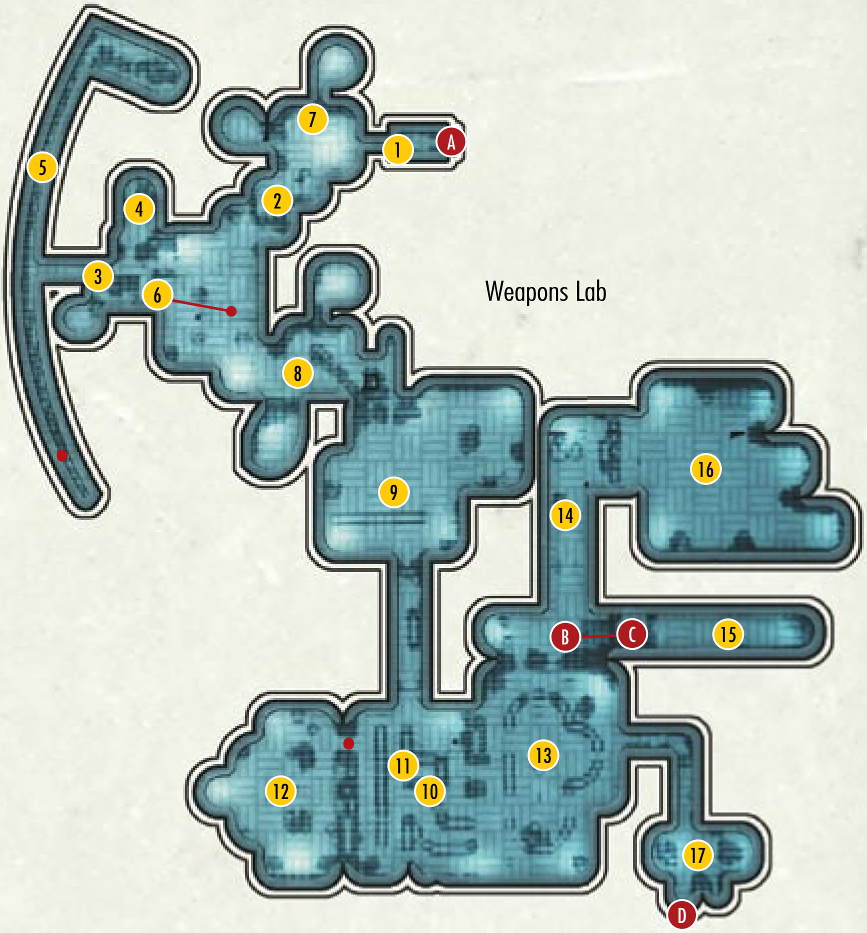
④ Drone Pod Storage (Lower)

Open this using the door controller.

- Alien Container Items
- Alien Epoxy (6)
- Alien Biogel (3)
- Atomic Pulverizer (2)
- Alien Power Cell (24)
- Alien Module
- Buttercup Toy (148/152)

⑤ Slightly Curving Corridor (Lower and Upper)

Access the balcony above by navigating these two identical corridors.



⑥ Initial Chamber Balcony (Upper)

Switch off the energy barrier doorway below from this point. There is a Healing Archway here.

- Shock Baton

⑦ Teddy and Gnome Snoozing (Upper)

⑧ Connecting Chamber (Lower)

- Alien Container Items (3)

⑨ Large, Two-Story Chamber

- Alien Container Items (2)

⑩ Control Room

Access the Experimental Chamber and begin the Brahmin experiment from here. There's a mass of items along the south wall.

- Alien Container Items (2)
- Alien Atomizer
- Alien Power Cell (72)
- Combat Armor
- Tesla Armor
- Frag Mine (6)
- Alien Epoxy (7)
- Alien Biogel (2)
- Plasma Mine (4)
- Pulse Grenade (9)
- Plasma Grenade (12)
- Gatling Laser
- Alien Disintegrator
- Small Alien Crystal (3)
- Alien Atomizer (2)
- Microfusion Cell (80)
- Energy Cell (80)
- Plasma Rifle
- Metal Armor

⑪ Alien Captive Recorded Log #24

- Recorded Log 20/25

⑫ Experimental Chamber

- Drone Cannon Ex-B (149 –150/152)

⑬ Dining Area

- Alien Squid Food
- Alien Worm Food

⑭ Shooting Gallery Balcony

Access both galleries to obtain the Xenotech Expert perk.

- Destabilizer (151/152)
- Alien Container Items
- Alien Disintegrator
- Alien Atomizer
- Xenotech Expert (+20% damage with Alien weapons)

⑮ Brahmin Shooting Gallery

⑯ Wastelander Shooting Gallery

Ⓑ Ⓒ Teleportation Matrix

This allows you to get "up close and personal" with the Brahmin shooting gallery.

⑰ Exit Chamber

Ⓓ Door to Experimentation Lab

MZ3.17 EXPERIMENTATION LAB

- Add-on Quest: This Galaxy Ain't Big Enough…
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

The true horror of the Aliens' abduction begins to sink in as you discover the more grisly side of their probing. This series of chambers is dotted with the corpses of those of particular interest to these fiends, along with the Aliens' greatest triumph: half-human, half-Alien hybrids known only (and suitably) as Abominations.

- Alien Recording Logs: 3

Ⓐ Door to Weapons Lab

① Entrance Chamber

- Alien Worm Food

② "Dining Room"

- Combat Armor

③ Autopsy Room

- Alien Container Items (2)

④ Alien Captive Recorded Log #20

- Recorded Log 21/25

⑤ Small Probe Room

- Alien Biogel (2)

⑥ Small Room with Bloody Table

- Small Alien Crystal (4)
- Large Alien Crystal (4)

⑦ Operating Room

This is accessed from the narrow corridor controller. Inside is a dead Wastelander and Healing Archway.

- Alien Biogel (8)
- Recon Armor and Helmet

⑧ Large Windowed Chamber

The generator in the sunken central area opens the energy barrier to the west. The southern windows overlook the Abomination holding cells.

- Alien Biogel
- Alien Container Items

⑨ Alien Captive Recorded Log #10

- Recorded Log 22/25

⑩ Connecting Double Corridor

- Alien Container Items

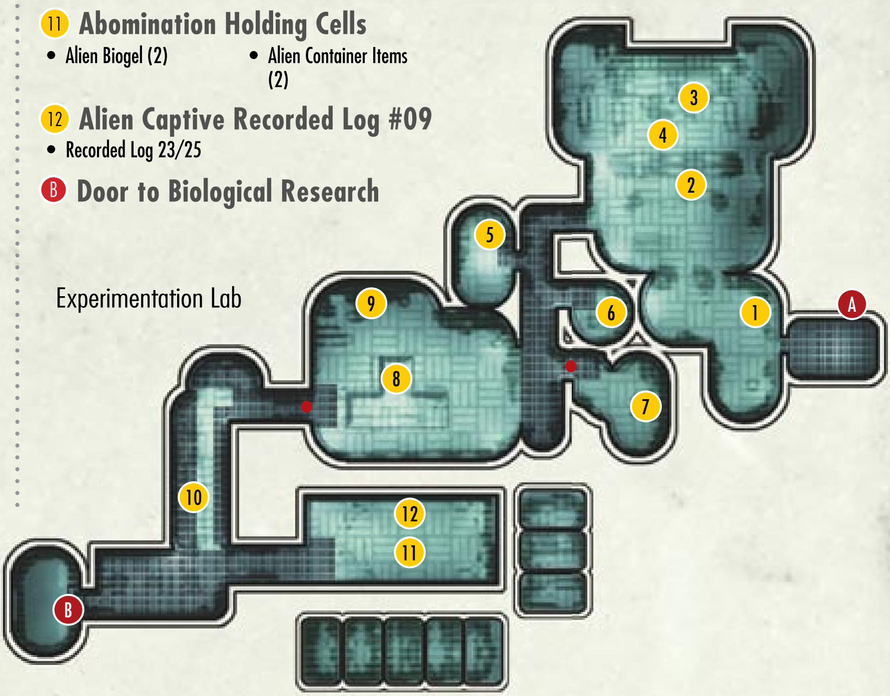
⑪ Abomination Holding Cells

- Alien Biogel (2)
- Alien Container Items (2)

⑫ Alien Captive Recorded Log #09

- Recorded Log 23/25

Ⓑ Door to Biological Research



MZ3.18 BIOLOGICAL RESEARCH

- Add-on Quest: This Galaxy Ain't Big Enough…
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

This additional research facility yields more Abomination adversaries to fight through as you edge ever-closer to the Bridge. It features a large coil chamber, and an increasingly frantic Alien presence. The final chamber features three Teleportation Matrix pads, allowing your allies to storm in again, and you to maneuver back and forth from the Bridge to the Engineering Core once this quest is over.

- Alien Recording Logs: 1

Ⓐ Door to Experimentation Lab

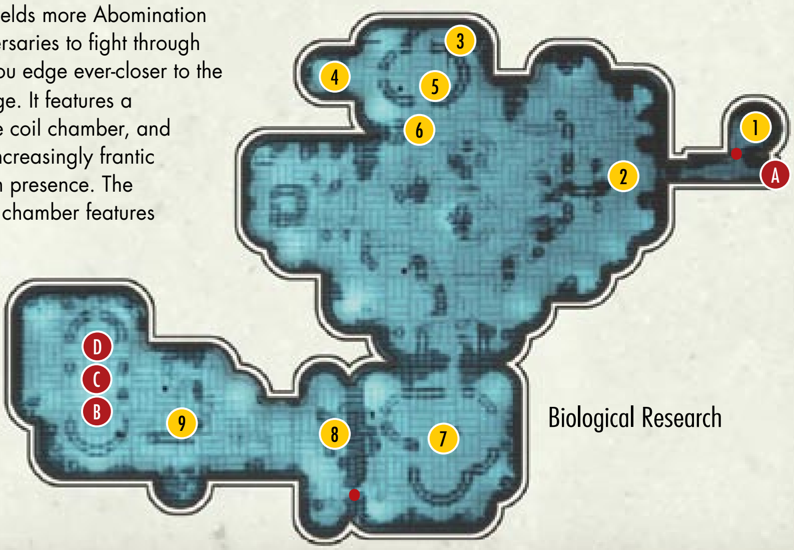
① Locked Bay

Open this door by accessing the controller in the narrow corridor.

- Alien Epoxy (5)

② Coil Chamber (Lower and Upper)

This massive chamber has Abominations to face.



③ Side Shelf (Upper)

- Alien Epoxy (2)
- Alien Biogel (2)
- Large Alien Crystal (2)

④ Western Alcove (Upper)

- Alien Worm Food
- Large Alien Crystal
- Small Alien Crystal (2)

⑤ Alien Captive Recorded Log #18

- Recorded Log 24/25

⑥ Healing Archway (Upper)

⑦ Sunken Research Living Area

⑧ Connecting Corridor

⑨ Upper Platform and Triple Teleportation Matrix

Drop down to secure the following items on the floor below.

- Alien Container Items
- Alien Epoxy (7)
- Alien Biogel (2)
- Alien Power Cell (100)
- Large Alien Crystal
- Small Alien Crystal (3)

Caution

Beware! This is your last opportunity to backtrack for any missed Recorded Logs, as many areas become accessible once you enter the Death Ray Hub.

Ⓑ Teleportation Matrix to the Bridge

Inaccessible the first time you reach this point. Used by your allies to storm the Bridge when you arrive.

Ⓒ Teleportation Matrix to Observation Deck

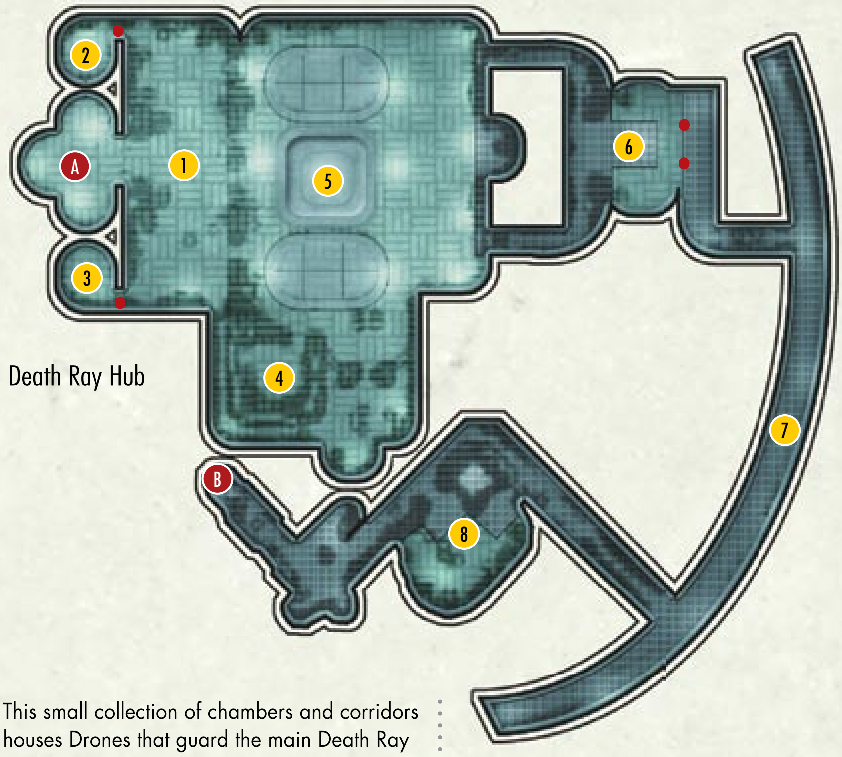
Your allies appear from here. Use this when backtracking.

Ⓓ Teleportation Matrix to Death Ray Hub

This area is only accessible after the quest is over, and useful for quickly maneuvering between areas.

MZ3.19 DEATH RAY HUB

- Add-on Quest: This Galaxy Ain't Big Enough…
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems



This small collection of chambers and corridors houses Drones that guard the main Death Ray Control area. This is a straightforward push through toward your goal of complete Alien annihilation!

- Alien Recording Logs: 0

Ⓐ Teleportation Matrix to Biological Research

① Entrance Chamber

② Drone Alcove

Access this via the controller in the previous chamber.

③ Drone Alcove

Access this via the controller in the previous chamber.

④ Equipment Alcove

Access this via the controller in the corridor.

- Alien Container Items (3)
- Alien Biogel (3)
- Alien Epoxy

⑤ Single Core Chamber

There is a Healing Archway, and a turret controller to the south as you enter this large chamber, with steps down to the south.

⑥ Connecting Chamber (Lower)

Activate the release mechanism to remove the energy barriers.

⑦ Curved Corridor (Lower)

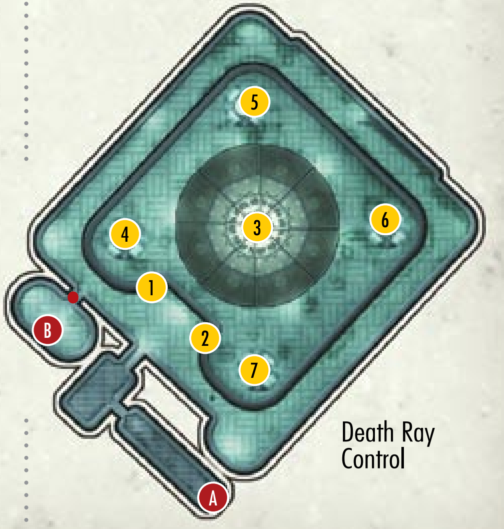
⑧ Healing Archway Room

- Alien Container Items

Ⓑ Door to Death Ray Control

MZ3.20 DEATH RAY CONTROL

- Add-on Quest: This Galaxy Ain't Big Enough…
- Threat Level: 2
- Faction: Alien
- Interior Exploration



This single, giant chamber has an observation floor you can use to watch the majesty of a broken and dying earth, made all the more uninhabitable if you decide to "accidentally" fire off the Mothership's main cannon. The Death Ray itself must be put out of commission by destroying the four generators connected to it.

- Alien Recording Logs: 0

A Door to Death Ray Hub

1 Generator Activation Switch and Death Ray Fire

2 Death Ray Fire Maneuver

3 Death Ray

4 5 6 7 Generator

B Teleportation Matrix to Living Quarters

MZ3.21 LIVING QUARTERS

- Add-on Quest: This Galaxy Ain't Big Enough…
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

The Aliens themselves sleep in small stasis pods dotted around a central sleeping area, and have fortified this position with Sphere Shields. Fortunately, you should be carrying equipment to negate these blockades, by bouncing Grenades or Drone cannon blasts, or hopping around the shields themselves. Only then can you locate the final Recorded Log, and storm the Bridge!

- Alien Recording Logs: 1

A Teleportation Matrix to Death Ray Control

1 Entrance Shield

- Alien Container Items

2 Sleeping Quarters

Drop down or destroy the Sphere Shields from the side to fully access this area. There are empty stasis chambers off this main area.

3 Hallway

4 Toshiro Kago's Killing Spree

5 Hallway

6 Control Room

You can explode the turrets via a wall controller here, obtain the last Recorded Log, and search for more items. You can avoid a Sphere Shield in the hallway by heading through here.

- Alien Container Items
- Small Alien Crystal (7)
- Large Alien Crystal (5)
- Alien Epoxy (2)
- Alien Biogel
- Alien Worm Food (2)
- Alien Squid Food

7 Alien Captive Recorded Log #23

- Recorded Log 25/25

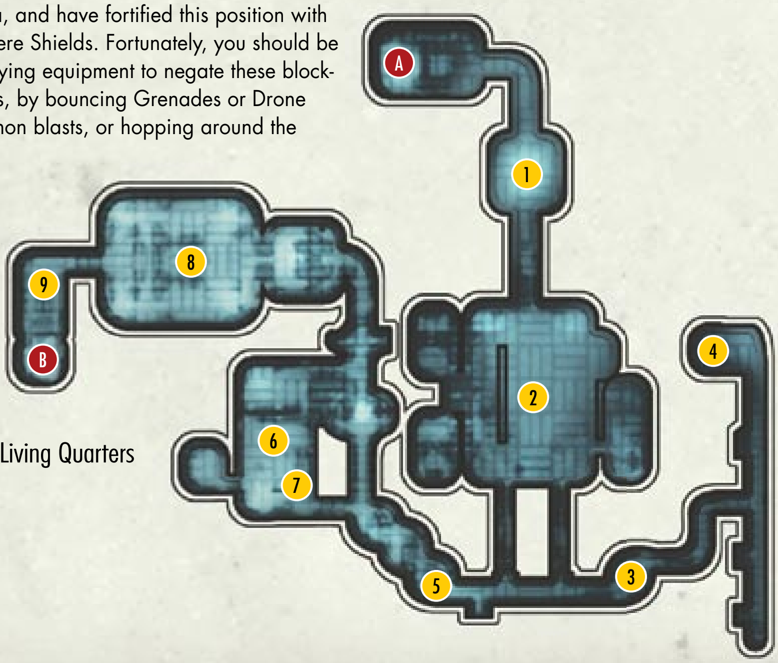
8 Exit Balcony (lower and upper)

Fight Abominations to reach the exit.

- Alien Container Items
- Large Alien Crystal
- Alien Epoxy
- Alien Biogel (2)

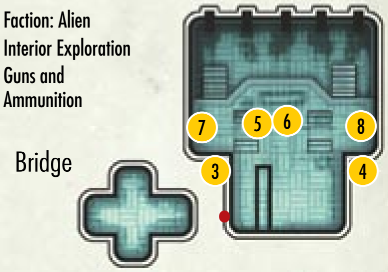
9 Healing Archway

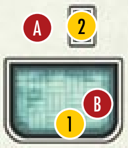
B Teleportation Matrix to the Bridge



MZ3.22 BRIDGE

- Add-on Quest: This Galaxy Ain't Big Enough…
- Threat Level: 5
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item
- Work Bench





The final combat occurs here, and is fraught and bloody, with you spilling green Alien goo around the Bridge, executing the Alien Captain, and stealing his Sidearm. After that, the main controls are utilized cunningly to fight off a sister craft before it rips through Zeta's shields. Only then can you return home to the Capital Wasteland.

- Alien Recording Logs: 0

A Teleportation Matrix from Living Quarters

This allows access to the Engineering Core after the quest is over.

B Teleportation Matrix to Capital Wasteland

This becomes functional once the quest is over.

1 Work Bench

2 Healing Archway

3 Generator Switches (2)

4 Generator Switches (2)

5 Power Distribution

Utilized during the battle with the spacecraft.

6 Fire Control

Utilized during the battle with the spacecraft. Obtain the Captain's Sidearm from the body of the Alien Captain standing here.

- Captain's Sidearm (152/152)

7 Lower Bridge

- Alien Container Items

8 Lower Bridge

- Alien Container Items

Chapter 13

APPENDICES

The following appendices are presented so you can keep track of your Achievements, collectibles, and rare inventory items.

APPENDIX 1: ACHIEVEMENTS (XBOX 360/PC) AND TROPHIES (PS3)

	XBOX 360/PC ACHIEVEMENT	VALUE	PS3 TROPHY	VALUE	DESCRIPTION
1	Vault 101 Citizenship Award	10	Bronze	15	Got the Pip-Boy 3000
2	The G.O.A.T. Whisperer	10	Bronze	15	Took the G.O.A.T.
3	Escape!	20	Bronze	15	Completed "Main Quest: Escape!"
4	Following in His Footsteps	20	Bronze	15	Completed "Main Quest: Following in His Footsteps"
5	Galaxy News Radio	20	Bronze	15	Completed "Main Quest: Galaxy News Radio"
6	Scientific Pursuits	20	Bronze	15	Completed "Main Quest: Scientific Pursuits"
7	Tranquility Lane	20	Bronze	15	Completed "Main Quest: Tranquility Lane"
8	The Waters of Life	20	Bronze	15	Completed "Main Quest: The Waters of Life"
9	Picking up the Trail	20	Bronze	15	Completed "Main Quest: Picking up the Trail"
10	Rescue from Paradise	20	Bronze	15	Completed "Main Quest: Rescue from Paradise"
11	Finding the Garden of Eden	20	Bronze	15	Completed "Main Quest: Finding the Garden of Eden"
12	The American Dream	20	Bronze	15	Completed "Main Quest: The American Dream"
13	Take It Back!	40	Silver	30	Completed "Main Quest: Take It Back!"
14	Big Trouble in Big Town	20	Bronze	15	Completed "Miscellaneous Quest: Big Trouble in Big Town"
15	The Superhuman Gambit	20	Bronze	15	Completed "Miscellaneous Quest: The Superhuman Gambit"
16	The Wasteland Survival Guide	20	Bronze	15	Completed "Miscellaneous Quest: The Wasteland Survival Guide"
17	Those!	20	Bronze	15	Completed "Miscellaneous Quest: Those!"
18	The Nuka-Cola Challenge	20	Bronze	15	Completed "Miscellaneous Quest: The Nuka-Cola Challenge"
19	Head of State	20	Bronze	15	Completed "Miscellaneous Quest: Head of State"
20	The Replicated Man	20	Bronze	15	Completed "Miscellaneous Quest: The Replicated Man"
21	Blood Ties	20	Bronze	15	Completed "Miscellaneous Quest: Blood Ties"
22	Oasis	20	Bronze	15	Completed "Miscellaneous Quest: Oasis"
23	The Power of the Atom	20	Bronze	15	Completed "Miscellaneous Quest: The Power of the Atom"
24	Tenpenny Tower	20	Bronze	15	Completed "Miscellaneous Quest: Tenpenny Tower"
25	Strictly Business	20	Bronze	15	Completed "Miscellaneous Quest: Strictly Business"
26	You Gotta Shoot 'Em in the Head	20	Bronze	15	Completed "Miscellaneous Quest: You Gotta Shoot 'Em in the Head"
27	Stealing Independence	20	Bronze	15	Completed "Miscellaneous Quest: Stealing Independence"
28	Trouble on the Homefront	20	Bronze	15	Completed "Miscellaneous Quest: Trouble on the Homefront"
29	Agatha's Song	20	Bronze	15	Completed "Miscellaneous Quest: Agatha's Song"
30	Reilly's Rangers	20	Bronze	15	Completed "Miscellaneous Quest: Reilly's Rangers"
31	Reaver	10	Bronze	15	Reached Level 8 with Bad Karma
32	Mercenary	10	Bronze	15	Reached Level 8 with Neutral Karma
33	Protector	10	Bronze	15	Reached Level 8 with Good Karma
34	Harbinger of War	20	Bronze	15	Reached Level 14 with Bad Karma
35	Pinnacle of Survival	20	Bronze	15	Reached Level 14 with Neutral Karma
36	Ambassador of Peace	20	Bronze	15	Reached Level 14 with Good Karma
37	Scourge of Humanity	30	Silver	30	Reached Level 20 with Bad Karma
38	Paradigm of Humanity	30	Silver	30	Reached Level 20 with Neutral Karma

Appendix 1: Achievements and Trophies (continued)

	XBOX 360/PC ACHIEVEMENT		VALUE	PS3 TROPHY	VALUE	DESCRIPTION
	39	Last, Best Hope of Humanity	30	Silver	30	Reached Level 20 with Good Karma
	40	Weaponsmith	30	Silver	30	Made one of every Custom Weapon †
	41	Doesn't Play Well with Others	20	Bronze	15	Killed 300 people ‡
	42	Slayer of Beasts	20	Bronze	15	Killed 300 creatures ††
	43	Silver-Tongued Devil	20	Silver	30	Won 50 Speech challenges
	44	Data Miner	20	Silver	30	Hacked 50 terminals
	45	Keys are for Cowards	20	Silver	30	Picked 50 Locks
	46	One-Man Scouting Party	20	Silver	30	Discovered 100 locations †‡
	47	Psychotic Prankster	10	Bronze	15	Placed a Grenade or Mine while Pickpocketing
	48	The Bigger They Are…	20	Gold	90	Kill all the Super Mutant Behemoths ‡‡
	49	Yes, I Play with Dolls	10	Silver	30	Collected 10 Vault-Tec Bobbleheads
	50	Vault-Tec C.E.O.	30	Gold	90	Collected 20 Vault-Tec Bobbleheads
	51	Aiding the Outcasts	20	Silver	30	Complete Sub-Quest: Aiding the Outcasts
	52	The Guns of Anchorage	20	Silver	30	Complete Sub-Quest: The Guns of Anchorage
	53	Paving the Way	20	Silver	30	Complete Sub-Quest: Paving the Way
	54	Operation: Anchorage	40	Gold	90	Complete Sub-Quest: Operation: Anchorage!, and Additional Quest: Operation: Anchorage
	55	Into the Pitt	20	Silver	30	Complete Sub-Quest: Into the Pitt
	56	Unsafe Working Conditions	20	Silver	30	Complete Sub-Quest: Unsafe Working Conditions
	57	Free Labor	40	Gold	90	Complete Sub-Quest: Free Labor, and Additional Quest: The Pitt
	58	Mill Worker	20	Silver	30	Locate 100 Steel Ingots
	59	Death from Above	30	Silver	30	Complete Sub-Quest: Death from Above
	60	Shock Value	30	Silver	30	Complete Sub-Quest: Shock Value
	61	Who Dares Wins	30	Gold	90	Complete Sub-Quest: Who Dares Wins
	62	Devil	20	Bronze	15	You reach Level 30 with Bad Karma
	63	True Mortal	20	Bronze	15	You reach Level 30 with Neutral Karma
	64	Messiah	20	Bronze	15	You reach Level 30 with Good Karma
	65	The Local Flavor	20	Silver	30	Complete Sub-Quest: The Local Flavor
	66	Walking with Spirits	20	Silver	30	Complete Sub-Quest: Walking with Spirits
	67	A Meeting of the Minds	20	Gold	90	Complete Sub-Quest: A Meeting of the Minds
	68	Bog Walker	20	Silver	30	Discover all (29) Primary Locations in Point Lookout
	69	Not of This World	20	Silver	30	Complete Not of This World
	70	Among the Stars	20	Silver	30	Complete Among the Stars
	71	This Galaxy Ain't Big Enough…	40	Gold	90	Complete This Galaxy Ain't Big Enough…
	72	Alien Archivist	20	Silver	30	Collected all Alien Captive Recordings

† There are seven Custom Weapons: Bottlecap Mine, Dart Gun, Deathclaw Gauntlet, Nuka-Grenade, Railway Rifle, Rock-it Launcher, and Shishkebab.

‡ These include Enclave troops, Brotherhood Outcasts, Megaton Settlers, Raiders, Rivet City Security, Scavengers, Slavers, Talon Company Mercs, Tenpenny Residents and Security Guards, Underworld Residents, Wastelanders, and Feral Wastelanders.

†† These include Ants, Bloatflies, Brahmin, Centaurs, Deathclaws, Dogs, Enclave Eyebots, Feral Ghouls, Mirelurks, Robots, Radroaches, Radscorpions, Super Mutants, Turrets, and Yao Guai.

†‡ These are Primary Locations on your Pip-Boy's World Map.

‡‡ There are five Behemoths to kill: One is in a large pen in Evergreen Mills [7.04]; one is near the Jury Street Tunnel Super Mutant Camp [8.A]; one is outside Galaxy News Radio [10.03]; one is outside the auto shop in Takoma Park [13.03]; and one is in the Central Rotunda of the Capital Building [17.14].

APPENDIX 2: BOBBLEHEADS (20)

NUMBER	ZONE	LOCATION	NOTES
#01: Energy Weapons	1.01	Raven Rock [LAT -28 / LONG 28]	Raven Rock—Level 2, colonel Autumn's quarters, on table.
#02: Big Guns	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, inside open safe.
#03: Endurance	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Deathclaw Sanctuary, initial chamber, next to corpse pile.
#04: Explosives	1.11	WKML Broadcast Station [LAT -17 / LONG 18]	Sealed Cistern, next to ham radio.
#05: Speech	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, on table.
#06: Perception	3.03	The Republic of Dave [LAT 19 / LONG 27]	Museum of Dave, bookcase.
#07: Agility	3.06	Greener Pastures Disposal Site [LAT 07 / LONG 21]	Office, on table.
#08: Repair	5.07	Arefu [LAT -11 / LONG 06]	Evan King's house, on table.
#09: Science	5.12	Vault 106 [LAT -09 / LONG 01]	Vault 106 living quarters, medical bay eastern wall, on shelves.
#10: Charisma	6.06	Vault 108 [LAT 18 / LONG 06]	Vault 108—Cloning Lab, on table.
#11: Lockpick	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Offices East, top floor, on desk in central room.
#12: Small Guns	6.11	National Guard Depot [LAT 18 / LONG -03]	National Guard Armory, shelf in equipment storage.
#13: Sneak	7.01	Yao Guai Tunnels [LAT -28 / LONG -04]	Yao Guai Den, on metal crate, eastern area of central cavern.
#14: Barter	7.04	Evergreen Mills [LAT -18 / LONG -07]	Bazaar, Jack's northeast alcove; top right shelf behind the Work Bench.
#15: Melee Weapons	7.11	Dunwich Building [LAT -26 / LONG -18]	Virulent Underchambers, mall maintenance room.
#16: Unarmed	7.C	Rockopolis [LAT -26 / LONG -07]	Rockopolis, next to Argyle's body.
#17: Medicine	8.01	Vault 101 [LAT -04 / LONG -04]	Vault 101, Dad's clinic table.
#18: Strength	8.03	Megaton [LAT -01 / LONG -06]	Lucas Simms's house, sheriff's bedroom, on table.
#19: Intelligence	9.15	Rivet City [LAT 18 / LONG -17]	Science Lab, on table.
#20: Luck	16.03	Arlington House	Arlington house, cellar shelves.

APPENDIX 3: FAT MEN (9)

#	ZONE	LOCATION	NOTES
#01	0.51	Wasteland Mini-Encounter: Dead Guy, Fat Man	A randomly found Wastelander with a Fat Man and Mini-Nuke.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental Chamber on table, near two Mini-Nukes.
#03	3.02	Old Olney [LAT 10 / LONG 26]	Olney Sewers. southeastern safe storage room (the bloody sleeping quarters).
#04	4.11	Fort Bannister [LAT -18 / LONG -01]	Fort Bannister Main, locked [Average] storage room.
#05	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Basement, in small storage room [Average] near firing range.
#06	7.04	Evergreen Mills [LAT -18 / LONG -07]	Foundry. inside locked storage room [Average].
#07	10.03	Galaxy News Radio	Exterior plaza, on the body of the fallen Brotherhood Knight.
#08	15.02	White House Utility Tunnel	White House crater, on concrete "island."
#09	17.14	Capitol Building West Entrance	Rotunda, on body of Talon Company Merc during Behemoth battle.

† The "Experimental MIRV" Fat Man is included in the Unique Weapons and Outfits Appendix.

APPENDIX 4: FAT MAN: MINI-NUKES (92)

#	ZONE	LOCATION	NOTES
#01	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Sold by (or in the inventory of) Lucky Harith.
#02	0.01	Wasteland Mini-Encounter: Searching for Cheryl	On the Behemoth corpse once you locate and fight it, near the Super Mutant Camp [8.A].
#03	0.25	Wasteland Mini-Encounter: The Lone Ranger	Near the Irradiated Metro [9.12], on Ranger, once Miscellaneous Quest: Reilly's Rangers is complete.
#04	0.51	Wasteland Mini-Encounter: Dead Guy, Fat Man	A randomly found Wastelander with a Fat Man and Mini-Nuke.
#05	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber on table, near Fat Man.
#06	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber on table, near Fat Man.
#07	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, upstairs office, on table.
#08	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Deathclaw Sanctuary, initial chamber, next to corpse pile.
#09	1.A	Raider Wharf [LAT -24 / LONG 25]	Base of bookcase, on the wharf.
#10	1.D	Jackknifed Truck (on Freeway) [LAT -26 / LONG 20]	Back of container truck, on table.
#11	1.E	Overlook Raider Shack [LAT -25 / LONG 21]	Shack, in the bathtub.
#12	1.E	Overlook Raider Shack [LAT -25 / LONG 21]	Rude skeleton, in the lone bathtub northeast of shack.
#13	2.01	Oasis [LAT -03 / LONG 28]	Sunken Chambers, underwater in grotto.
#14	2.02	SatCom Array NN-03d [LAT -13 / LONG 25]	On Super Mutant mannequin, on top of the upper satellite dish.
#15	2.02	SatCom Array NN-03d [LAT -13 / LONG 25]	On Super Mutant mannequin, on top of the upper satellite dish.
#16	3.02	Old Olney [LAT 10 / LONG 26]	Olney Sewers, generator room, behind storage closet door [Very Hard].
#17	3.D	Ruined Farmstead [LAT 06 / LONG 27]	Barn: On shelf inside the open tool cabinet.
#18	3.L	The Roach King [LAT 08 / LONG 16]	Inside his "rocket throne."
#19	4.02	Five Axles Rest Stop [LAT -21 / LONG 10]	Inside one of the truck containers.
#20	4.04	Broadcast Tower KT8 [LAT -26 / LONG 09]	Drainage Chamber, under floor hatch, where Remnant skeletons lie.
#21	4.10	VAPL-58 Power Station [LAT -14 / LONG 03]	Interior. Look up! It's on top of the light fixture nearer the door.
#22	4.11	Fort Bannister [LAT -18 / LONG -01]	Fort Bannister Main, locked [Average] storage room.
#23	4.J	Wasteland Gypsy Village [LAT -18 / LONG 06]	Inside the shack with tree stump left of the door.
#24	4.K	Wastelander Pylon [LAT -14 / LONG 05]	Among the items at the base of the pylon.
#25	5.03	Hamilton's Hideaway [LAT -07 / LONG 07]	Inside locked cell gate, part of Freeform Quest: Caching in with Three Dog.
#26	5.04	Hallowed Moors Cemetery [LAT -04 / LONG 09]	On the table with the ham radio.
#27	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Metro Station (interior), lower mezzanine, northeast corner, on the inaccessible elevated platform roof, above the Work Bench and shelves; dislodge it with gunfire or explosives (it won't explode).
#28	5.06	Agatha's House [LAT 01 / LONG 08]	Inside Agatha's Locked Ammo Box.
#29	5.12	Vault 106 [LAT -09 / LONG 01]	Science Labs, security vault.
#30	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Gold Ribbon Grocers. Freeform Quest: Rube's Gold Ribbon.
#31	5.A	Wrecked Vehicles [LAT -13 / LONG 12]	Raider's Jetty north of vehicles.

Appendix 4: Mini-Nukes (continued)

#	ZONE	LOCATION	NOTES
#32	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Offices West, top floor, under the cluster of tiny crates by the chest freezer.
#33	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Offices East, the room just inside the exit to the exterior balcony, to the north, nestled between two filing cabinets, on a rubble pile.
#34	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Underworks, "pillar" storeroom, under tiny crate right next to Nuka-Cola Quantum, on the shelf.
#35	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#36	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#37	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#38	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#39	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#40	6.P	Jackknifed Truck (under Monorail) [LAT 16 / LONG 02]	Inside tipped-over container of truck.
#41	6.AA	Super Mutant Bonfire [LAT 11 / LONG -03]	On the concrete ground, near the Health and Ammo stash.
#42	E6.07	Enclave Camp [LAT 09 / LONG -03]	Sometimes located with or on the Enclave troops dropped on the bridge by a Vertibird.
#43	7.06	VAPL-66 Power Station [LAT -23 / LONG -14]	Interior, on the floor to the side of the desk.
#44	7.08	VAPL-84 Power Station [LAT -15 / LONG -12]	In the container truck, outside.
#45	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Dashwood's Safe, Freeform Quest: A Manhandled Manservant
#46	7.E	Ruined Chapel [LAT -14 / LONG -06]	By the pulpit.
#47	7.M	Drainage Chamber [LAT -20 / LONG -13]	Trap-filled, underground office.
#48	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply. Awarded by Moira Brown. Miscellaneous Quest: The *Wasteland Survival Guide.*
#49	8.04	Fort Independence [LAT -06 / LONG -13]	Lower level, outcast weapons room [Hard door].
#50	8.04	Fort Independence [LAT -06 / LONG -13]	Lower level, outcast weapons room [Hard door].
#51	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, inside the tent.
#52	8.E	Ruined Farmhouse [LAT -06 / LONG -04]	Shelf at the rear of the building.
#53	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Inside locked storage room.
#54	9.I	Outpost [LAT 04 / LONG -11]	On a shelf, near a gun cabinet.
#55	10.03	Galaxy News Radio	Exterior plaza, on the body of the fallen Brotherhood Knight.
#56	13.03	Auto Shop	Exterior parking lot, on the body of the fallen Behemoth.
#57	14.08	La Maison Beauregard Lobby	Lobby, on the pool table.
#58	15.02	White House Utility Tunnel	White House crater, on concrete "island."
#59	15.02	White House Utility Tunnel	White House crater, on concrete "island."
#60	15.02	White House Utility Tunnel	White House crater, on concrete "island."
#61	17.11	The National Archives	Archives sub-basement, tunnel junction, through gate [Very Hard].
#62	17.14	Capitol Building West Entrance	Rotunda, on body of Talon Company Merc during Behemoth battle.
#63	17.14	Capitol Building West Entrance	Rotunda, on body of the fallen Behemoth.
#64	17.14	Capitol Building West Entrance	Rotunda, weapon cache against the wall.
#65	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#66	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#67	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#68	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#69	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#70	19.06	L.O.B. Enterprises	East Wing, on top of the light fixture in the CEO's bathroom.
#71	U17.B	Franklin Metro Utility	Flooded end tunnel, underwater.
#72	OA.U2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#73	9.11	The Citadel	Inside the Armory, accessed if you destroy the Citadel.
#74	9.11	The Citadel	Inside the Armory, accessed if you destroy the Citadel.
#75	9.11	The Citadel	Inside the Armory, accessed if you destroy the Citadel.
#76	BS B15.02.1	Presidential Sub Level	Near skeleton and blocked tunnel, at rear of train car.
#77	AAFB 01	Adams Air Force Base (Exterior)	On a narrow alcove above an awning, south of the baseball field.
#78	AAFB 01	Adams Air Force Base (Exterior)	Hidden behind a filing cabinet inside Hangar 2A.
#79	AAFB 01	Adams Air Force Base (Exterior)	Hidden below a desk inside Hangar 2A.
#80	AAFB 01	Adams Air Force Base (Exterior)	On top of a large plastic crate in the northwest corner of Hangar 2B.
#81	AAFB 03	Adams Air Force Base: Storage Facility	On the long equipment bench on the factory floor.
#82	AAFB 03	Adams Air Force Base: Storage Facility	On the long equipment bench on the factory floor.
#83	PL 1.03	Grower's Shack	On the bedroom table inside the shack.
#84	PL 2.08	Trash Heap	Inside the open safe among the junk on the heap.
#85	PL 2.10	Turtledove Detention Camp	Among the other weapons in the weapons storage area of the Administration Building.
#86	PL 3.17	Coastal Grotto	Inside Plik's Cell.
#87	PL 5.E	Naval Recruiting Center	Inside the DIA Recruitment Office, by the terminal.
#88	PL 5.F	Perambulator Warehouse	Inside the warehouse, on the rear bookcase shelves.
#89	PL 5.K	Sunken Treasure Buoy	On the sea floor under the buoy, in a small plastic container by the mannequins.
#90	PL 5.M	Calvert Hothouse (Chinese Intelligence Bunker)	In the bunker, on a shelf in the storage room.
#91	MZ 1.03	Engineering Core	Upper Observation Deck, on a chair near the Work Bench (sixth return visit).
#92	MZ 2.11	Cargo Hold	On the conveyor belt.

APPENDIX 5: UNIQUE WEAPONS AND OUTFITS (152)

#	NAME	TYPE	ZONE	LOCATION	NOTES
#01	Crow's Eyebot Helmet	Outfit	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Freeform Quest: Merchant Empire. Reward from Crow.
#02	"Stabhappy" Combat Knife	Weapon	0.21+	Mini-Encounter	Any encounter involving Raiders; this might be dropped.
#03	"Firelance" Alien Blaster	Weapon	0.17	Mini-Encounter	Falls from the sky, after unknown explosion.
#04	T-51b Power Armor	Outfit	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber.
#05	T-51b Power Helmet	Outfit	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber.
#06	"Vengeance" Gatling Laser	Weapon	1.07	Deathclaw Sanctuary [LAT -12 / LONG 20]	Innermost chamber, in blood grotto.
#07	"Jack" Ripper	Weapon	1.07	Deathclaw Sanctuary [LAT -12 / LONG 20]	On the dead Enclave Soldier.
#08	"Reservist's Rifle" Sniper Rifle	Weapon	1.08	Dickerson Tabernacle Chapel [LAT -19/ LONG 19]	Carried by the Drifter.
#09	Linden's Outcast Power Armor	Outfit	2.01	Oasis [LAT -03 / LONG 28]	Miscellaneous Quest: Oasis. Possible reward.
#10	Maple's Garb	Outfit	2.01	Oasis [LAT -03 / LONG 28]	Miscellaneous Quest: Oasis. Possible reward.
#11	Poplar's Hood	Outfit	2.01	Oasis [LAT -03 / LONG 28]	Miscellaneous Quest: Oasis. Possible reward.
#12	Bear Charm	Outfit	2.01	Oasis [LAT -03 / LONG 28]	Freeform Quest: Yew Got a New Friend. Possible reward.
#13	"Board of Education" Nail Board	Weapon	2.04	Clifftop Shacks [LAT 00 / LONG 26]	Inside one of the shacks next to a nightstand; a skeleton's arm is outstretched for it.
#14	Mesmetron	Weapon	2.08	Paradise Falls [LAT -09 / LONG 16]	Miscellaneous Quest: Strictly Business; given by Grouse.
#15	Vault 77 Jumpsuit	Outfit	2.08	Paradise Falls [LAT -09 / LONG 16]	Located in the barracks.
#16	"The Break" Pool Cue	Weapon	2.08	Paradise Falls [LAT -09 / LONG 16]	On the pool table by the roasting Brahmin.
#17	Eulogy Jones' Hat	Outfit	2.08	Paradise Falls [LAT -09 / LONG 16]	On a table, inside Eulogy's Pad.
#18	Eulogy Jones' Suit	Outfit	2.08	Paradise Falls [LAT -09 / LONG 16]	Worn by Eulogy Jones.
#19	Boogeyman's Hood	Outfit	2.08	Paradise Falls [LAT -09 / LONG 16]	Freeform Quest: The Kid-Kidnapper. Reward from Eulogy Jones.
#20	"Fisto!" Power Fist	Weapon	2.09	MDPL-13 Power Station [LAT 02 / LONG 17]	Foreman's office.
#21	Soil Stradivarius	Outfit	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, in the sealed recording studio.
#22	Prototype Medic Power Armor	Outfit	3.02	Old Olney [LAT 10 / LONG 26]	On the body of the dead Brotherhood of Steel Initiate.
#23	"Ol' Painless" Hunting Rifle	Weapon	3.03	The Republic of Dave [LAT 19 / LONG 27]	Carried by Dave.
#24	Torcher's Helmet	Outfit	4.03	MDPL Mass Relay Station [LAT -17 / LONG 10]	Carried by Torcher.
#25	Fawkes' Super Sledge	Weapon	4.06	Vault 87 [LAT -28 / LONG 06]	Carried by Fawkes.
#26	"Wazer Wifle" Laser Rifle	Weapon	4.08	Little Lamplight [LAT -26 / LONG 02]	Freeform Quest: Biwwy's Wazer Wifle
#27	"Occam's Razor" Combat Knife	Weapon	4.11	Fort Bannister [LAT -18 / LONG -01]	Taken from Commander Jabsco.
#28	"Victory Rifle" Sniper Rifle	Weapon	4.E	Abandoned Shack [LAT -23 / LONG 08]	In the shack locker, north of the Rockbreaker's Gas Station.
#29	Vance's Longcoat Outfit	Outfit	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Worn by Vance, leader of the Family.
#30	"Vampire's Edge" Chinese Officer's Sword	Weapon	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Miscellaneous Quest: Blood Ties: Inside Vance's sword cabinet.
#31	"Blackhawk" Scoped .44 Magnum	Weapon	5.06	Agatha's House [LAT 01 / LONG 08]	Miscellaneous Quest: Agatha's Song. Possible reward.
#32	Red's Bandana	Outfit	5.10	Big Town [LAT -04 / LONG 03]	Worn by Red.
#33	Timebomb's Lucky 8-Ball	Outfit	5.10	Big Town [LAT -04 / LONG 03]	Given by Timebomb if you heal him and complete Miscellaneous Quest: Big Trouble in Big Town.
#34	"Xuanlong" Assault Rifle	Weapon	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	On the body of Prime, in the diner.
#35	Wanderer's Leather Armor	Outfit	5.A	Wrecked Vehicles [LAT -13 / LONG 12]	On a Wanderer, just north of the wrecked vehicles.
#36	"Ant's Sting" Knife	Weapon	6.01	AntAgonizer's Lair [LAT 17 / LONG 12]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#37	The AntAgonizer's Costume	Outfit	6.01	AntAgonizer's Lair [LAT 17 / LONG 12]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#38	The AntAgonizer's Helmet	Outfit	6.01	AntAgonizer's Lair [LAT 17 / LONG 12]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#39	"Highwayman's Friend" Tire Iron	Weapon	6.02	Canterbury Commons [LAT 18 / LONG 11]	In the garage.
#40	The Mechanist's Costume	Outfit	6.02	Canterbury Commons [LAT 18 / LONG 11]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#41	The Mechanist's Helmet	Outfit	6.02	Canterbury Commons [LAT 18 / LONG 11]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#42	"Protectron's Gaze" Laser Pistol	Weapon	6.02	Canterbury Commons [LAT 18 / LONG 11]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#43	"Experimental MIRV" Fat Man	Weapon	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and Bunker: Inside armory, on table with Mini-Nukes.
#44	The Terrible Shotgun	Weapon	7.04	Evergreen Mills [LAT -18 / LONG -07]	Bazaar, carried by Jack.
#45	"The Kneecapper" Sawed-Off Shotgun	Weapon	7.05	Girdershade [LAT -26 / LONG -11]	Carried by Ronald Laren.
#46	Ghoul Mask	Outfit	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Miscellaneous Quest: Tenpenny Tower. Possible reward.
#47	Lucky Shades	Outfit	7.R	Lucky's Grocer [LAT -18 / LONG -20]	Inside the store.
#48	"Butch's Toothpick" Switchblade	Weapon	8.01	Vault 101 [LAT -04 / LONG -04]	On the body of Butch.
#49	Sheriff's Duster	Outfit	8.03	Megaton [LAT -01 / LONG -06]	Worn by Sheriff Lucas Simms.
#50	Sheriff's Hat	Outfit	8.03	Megaton [LAT -01 / LONG -06]	Worn by Sheriff Lucas Simms.
#51	Armored Vault 101 Jumpsuit	Outfit	8.03	Megaton [LAT -01 / LONG -06]	Miscellaneous Quest: The *Wasteland Survival Guide*. Reward from Moira.
#52	Shady Hat	Outfit	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply: Awarded by Moira Brown. Miscellaneous Quest: The *Wasteland Survival Guide*.
#53	"Miss Launcher" Missile Launcher	Weapon	8.04	Fort Independence [LAT -06 / LONG -13]	Small southwest room on the lower level, adjacent to the high galley area.
#54	Goalie Ledoux's Hockey Mask	Outfit	8.08	Red Racer Factory [LAT 02 / LONG -15]	Just outside the factory, worn by the mercenary; accessed during Freeform Quest: Just for the Taste of It.
#55	Giant Teddy Bear	Other	8.08	Red Racer Factory [LAT 02 / LONG -15]	Factory floor, southern conveyor belt room, riding tricycle, suspended from ceiling.
#56	The Surgeon's Lab Coat	Outfit	8.08	Red Racer Factory [LAT 02 / LONG -15]	Worn by the Surgeon.
#57	"The Tenderizer" Sledgehammer	Weapon	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Service entrance, sewers utility door. Repair or use Anchorage Stash Key to open.
#58	Elder Lyons' Robe	Outfit	9.11	The Citadel [LAT 08 / LONG -14]	Worn by Elder Lyons.
#59	"Smuggler's End" Laser Pistol	Weapon	9.11	The Citadel [LAT 08 / LONG -14]	B-Ring, in Elder Lyons's safe.
#60	Colonel Autumn's 10mm Pistol	Weapon	9.14	Jefferson Memorial [LAT 13 / LONG -17]	Main Quest: Take It Back! Rotunda, during final attack.
#61	Colonel Autumn's Laser Pistol	Weapon	9.14	Jefferson Memorial [LAT 13 / LONG -17]	Main Quest: Take It Back! Rotunda, during final attack.
#62	Colonel Autumn's Uniform	Outfit	9.14	Jefferson Memorial [LAT 13 / LONG -17]	Main Quest: Take It Back! Rotunda, during final attack.
#63	A3-21's Plasma Rifle	Weapon	9.15	Rivet City [LAT 18 / LONG -17]	Miscellaneous Quest: The Replicated Man. Reward from Harkness.

Appendix 5: Unique Weapons and Outfits (continued)

#	NAME	TYPE	ZONE	LOCATION	NOTES
#64	Three Dog's Head Wrap	Outfit	10.03	Galaxy News Radio	Worn by Three Dog.
#65	Takoma Park Little Leaguer Cap	Outfit	13.02	NiftyThrifty	On hat-stand inside the store.
#66	"Plunkett's Valid Points" Spiked Knuckles	Weapon	16.03	Arlington House	Carried by Junders Plunkett.
#67	Lincoln's Diary	Other	17.07	Museum of History	Lower halls, upper floor, on a wrecked display (west).
#68	"Action Abe" Action Figure	Other	17.07	Museum of History	Offices, southwest armory, on a desk.
#69	Lincoln's Hat	Outfit	17.07	Museum of History	Offices, among the large rubble pile in the northwest room.
#70	John Wilkes Booth Wanted Poster	Other	17.07	Museum of History	Offices, southwest corner of archives.
#71	Civil War Draft Poster	Other	17.07	Museum of History	Offices, southeast corner of archives.
#72	Lincoln Memorial Poster	Other	17.07	Museum of History	Offices, during Miscellaneous Quest: Head of State, on wall above upper floor desk in archives.
#73	Lincoln's Voice	Other	17.07	Museum of History	Offices, on upper floor desk in archives.
#74	Lincoln's Repeater	Weapon	17.07	Museum of History	Offices, rear archives area, inside display case.
#75	Antique Lincoln Coin Collection	Other	17.07	Museum of History	Offices, west library room, on bookcase.
#76	Bill of Rights	Other	17.11	The National Archives	Archives Secure Wing East, inside Secure Vault #1.
#77	Magna Carta	Other	17.11	The National Archives	Archives Secure Wing East, inside Secure Vault #2.
#78	Button's Wig	Outfit	17.11	The National Archives	Worn by Button Gwinett.
#79	Declaration of Independence	Other	17.11	The National Archives	Archives Secure Wing East, inside Button's Secure Vault.
#80	[Fake] Declaration of Independence	Other	17.11	The National Archives	Archives Secure Wing East, given by Button once Freeform Quest: An Ink to the Past is complete.
#81	Sydney's 10mm "Ultra" SMG	Weapon	17.11	The National Archives (front entrance)	Miscellaneous Quest: Stealing Independence. Carried by Sydney.
#82	Ranger Battle Armor	Outfit	18.05	Reilly's Rangers Compound	Miscellaneous Quest: Reilly's Rangers. Possible reward.
#83	"Eugene" Minigun	Weapon	18.05	Reilly's Rangers Compound	Miscellaneous Quest: Reilly's Rangers. Possible reward.
#84	"Zhu-Rong v418" Chinese Pistol	Weapon	19.06	L.O.B. Enterprises	East Wing, inside case in CEO's office.
#85	Lesko's Lab Coat	Outfit	U16.A	Marigold Station	Worn by Doctor Lesko.
#86	"Burnmaster" Flamer	Weapon	U17.B	Franklin Metro Utility	Irradiated and gutted subway car.
#87	"The Shocker" Power Fist	Weapon	U19	Flooded Metro	Inside the trap-filled storage chamber.
#88	Neural Interface Suit	Outfit	OA.U.2	Outcast Outpost	Given by, or on the body of, Specialist Olin; used to access the simulation.
#89	Chinese Stealth Armor	Outfit	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#90	Gauss Rifle	Weapon	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#91	Jingwei's Shocksword	Weapon	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#92	Trench Knife	Weapon	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#93	T-51b Power Armor (Winterized)	Outfit	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#94	T-51b Power Helmet (Winterized)	Outfit	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#95	Wild Bill's Sidearm	Weapon	TP 4	Pitt Steelyard	On Wild Bill's corpse, on the stairs in the southwest corner of the Steelyard.
#96	Laborer Outfit	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 10 Steel Ingots.

#	NAME	TYPE	ZONE	LOCATION	NOTES
#97	Filtration Helmet	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 20 Steel Ingots.
#98	Steel Knuckles	Weapon	TP B	The Mill	Everett's Office; awarded when you give him 30 Steel Ingots.
#99	Metal Master Armor	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 40 Steel Ingots.
#100	Metal Blaster	Weapon	TP B	The Mill	Everett's Office; awarded when you give him 50 Steel Ingots.
#101	Bombshell Armor	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 60 Steel Ingots.
#102	Leather Rebel Armor	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 70 Steel Ingots.
#103	The Mauler	Weapon	TP B	The Mill	Everett's Office; awarded when you give him 80 Steel Ingots.
#104	Perforator	Weapon	TP B	The Mill	Everett's Office; awarded when you give him 90 Steel Ingots.
#105	Tribal Power Armor	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 100 Steel Ingots.
#106	Man Opener	Weapon	TP E	Supply Plant	Lying on a queen-sized bed in the large generator room with the catwalk.
#107	Ashur's Power Armor	Outfit	TP G	Haven (Interior)	Optionally secured on Ashur's body if you decide to defeat him.
#108	Callahan's Magnum	Weapon	9.11	The Citadel	Inside the armory, at Callahan's cubicle, accessed if you destroy the Citadel.
#109	Lag-Bolt's Combat Armor	Outfit	BS 14.08	La Maison Beauregard lobby	On the body of Lag-Bolt.
#110	Lag-Bolt's Shades	Outfit	BS 14.08	La Maison Beauregard lobby	On the body of Lag-Bolt.
#111	All-Nighter Nightwear	Outfit	BS 14.08	La Maison Beauregard lobby	Inside the locked suitcase on the pool table.
#112	Rapid-Torch Flamer	Weapon	AAFB 03	Adams Air Force Base: Storage Facility	On the long equipment bench on the factory floor.
#113	Slo-Burn Flamer	Weapon	AAFB 04	Mobile Base Crawler	On the table inside the Protection Station (Deathclaw Facility).
#114	Recon Armor Helmet	Outfit	AAFB 04	Mobile Base Crawler	On the body of the Armory Master.
#115	Precision Gatling Laser	Weapon	AAFB 04	Mobile Base Crawler	On the body of the Armory Master.
#116	Lab Coat	Outfit	AAFB 04	Mobile Base Crawler	On the body of the Enclave Doctor near the medical bay.
#117	Handyman Jumpsuit	Outfit	PL 2.11	Haley's Hardware	On Haley's body, if you kill him.
#118	Toy Knife	Weapon	PL 2.G	Detention Camp Perimeter Sign	West of the sign, on a small crate with a Hockey Mask.
#119	Fertilizer Shovel	Weapon	PL 3.13	The Ark & Dove Cathedral	Given to you by Croatoa.
#120	Pint-Sized Slasher Mask	Outfit	PL 3.15	Herzog Mine	Must be stolen from Kenny's living quarters in the Miner's Rest. One of only two in existence.
#121	Grifter's Fit	Outfit	PL 5.21	Point Lookout Pier	On the body of Tobar the Ferryman.
#122	Lump of Brain	Special	PL 5.21	Point Lookout Pier	Inside the locked engine room of the Duchess Gambit.
#123	Cryptochromatic Spectacles	Outfit	PL 5.24	The Homestead Motel	Inside Room 1D.
#124	Pint-Sized Slasher Mask	Outfit	PL 5.24	The Homestead Motel	Inside Room 1K. One of only two in existence.
#125	Ritual Knife	Weapon	PL 5.25	Ritual Site	Stuck in the sacrificial corpse, on the altar.
#126	Backwater Rifle	Weapon	PL U5.M1	Chinese Intelligence Bunker	On a shelf in the trap room.
#127	Desmond's Eyeglasses	Outfit	PL 6.29	Point Lookout Lighthouse	On Desmond's body, if you kill him.
#128	Microwave Emitter	Weapon	PL 6.29	Point Lookout Lighthouse	In the Laboratory's vault room.
#129	Buttercup Toy (1/4)	Object	MZ 1.03	Engineering Core	Lower Observation Deck, on a table, third return visit.
#130	Buttercup Toy (2/4)	Object	MZ 1.03	Engineering Core	Upper Observation Deck, on a table, sixth return visit.
#131	Paulson's Outfit	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Paulson.
#132	Paulson's Revolver	Weapon	MZ 1.03	Engineering Core	Pod chamber, carried by Paulson.

Appendix 5: Unique Weapons and Outfits (continued)

#	NAME	TYPE	ZONE	LOCATION	NOTES
#133	Sheriff's Hat	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Paulson.
#134	Samurai Armor	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Toshiro Kago.
#135	Samurai Helmet	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Toshiro Kago.
#136	Spacesuit	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Colonel Hartigan.
#137	Winterized Medic Armor (1/3)	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Elliot Tercorien.
#138	Winterized Medic Armor (2/3)	Outfit	MZ 2.04	Cryo Lab	Stasis pod chamber, worn by Private Beckett.
#139	Winterized Medic Armor (3/3)	Outfit	MZ 2.04	Cryo Lab	Stasis pod chamber, worn by Sergeant Daniels.
#140	Winterized Medic Helmet (1/2)	Outfit	MZ 2.04	Cryo Lab	Stasis pod chamber, worn by Private Beckett.
#141	Winterized Medic Helmet (2/2)	Outfit	MZ 2.04	Cryo Lab	Stasis pod chamber, worn by Sergeant Daniels.
#142	Drone Control Device	Object	MZ 2.07	Robot Assembly	Northern chamber, on the body of an Alien you slay.
#143	General Chase's Overcoat	Outfit	MZ 2.09	Waste Disposal	Semi-circular refuse catwalk, inside Military Footlocker.
#144	Samurai's Sword	Weapon	MZ 2.09	Waste Disposal	Storage room filled with First Aid Boxes, off the exit corridor.
#145	Electro-Suppressor	Weapon	MZ 2.10	Engine Room	On a table in the windowed room off the first Reactor Chamber.
#146	MPLX Novasurge	Weapon	MZ 2.11	Cargo Hold	Inside detritus pile safe, opened via Reid Underwood's Terminal.
#147	Buttercup Toy (3/4)	Object	MZ 2.12	Research Lab	Giddyup Buttercup Warehouse, on a shelf on the west side.
#148	Buttercup Toy (4/4)	Object	MZ 3.16	Weapons Lab	Drone Pod Storage small room, accessed via door controller.
#149	Drone Cannon Ex-B (1/2)	Weapon	MZ 3.16	Weapons Lab	Experimental Chamber, on Drone that fires at Brahmin.
#150	Drone Cannon Ex-B (2/2)	Weapon	MZ 3.16	Weapons Lab	Experimental Chamber, on Drone that fires at Brahmin.
#151	Destabilizer	Weapon	MZ 3.16	Weapons Lab	Shooting Gallery Balcony, on a small shelf near the teleport.
#152	Captain's Sidearm	Weapon	MZ 3.22	The Bridge	Bridge near captain's chair, carried by Alien Captain.

APPENDIX 6: NUKA-COLA QUANTUMS (110)

The first time you activate each of the 178 Nuka-Cola vending machines, there's a 10 percent chance it will deposit a Nuka-Cola Quantum.

#	ZONE	LOCATION	NOTES
#01	0.34	Wasteland Mini-Encounter: Quantum Sales Pitch	Sold by a wandering merchant for more than market value, along with directions to Girdershade.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	Commanding officer's quarters at base of open fridge.
#03	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Amid pile of animal remains, near shaft of light.
#04	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Main lobby entrance, on a desk just below the wall First Aid Box.
#05	1.B	Brotherhood Outcast Shack [LAT -14 / LONG 25]	On the corner of the roof.
#06	2.01	Oasis [LAT -03 / LONG 28]	Damp cave, northeastern lake bank, amid a small amount of debris.
#07	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#08	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#09	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#10	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#11	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#12	2.09	MDPL-13 Power Station [LAT 02 / LONG 17]	Inside the power station, on a Work Bench.
#13	2.E	Abandoned Tent [LAT -12 / LONG 23]	Northeast corner, by the ham radio.
#14	3.01	Vault 92 [LAT 08 / LONG 27]	Living quarters, lower area, on a table by a terminal.
#15	3.02	Old Olney [LAT 10 / LONG 26]	Sewers, eastern area, small bloody sleeping quarters off the main sewer passage.
#16	3.03	The Republic of Dave [LAT 19 / LONG 27]	Capitol Building, on a corner safe by Dave's throne.
#17	3.05	MDPL-16 Power Station [LAT 18 / LONG 24]	Inside the power station, on a Work Bench.
#18	3.06	Greener Pastures Disposal Site [LAT 07 / LONG 21]	Office, on desk to the right of the entrance.
#19	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Back of the container truck.
#20	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Back of the container truck.
#21	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Back of the container truck.
#22	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Back of the container truck.
#23	3.I	Irradiated Outhouse [LAT 15 / LONG 23]	In the bathtub.
#24	4.03	MDPL Mass Relay Station [LAT -17 / LONG 10]	Inside the locked [Very Hard] interior safe.
#25	4.05	Rockbreaker's Last Gas [LAT -21 / LONG 08]	On top of a Nuka-Cola vending machine.
#26	4.06	Vault 87 [LAT -28 / LONG 06]	Living quarters, southern area on shelving in the storage room.
#27	4.08	Little Lamplight [LAT -26 / LONG 02]	Metal bunker storage, in the middle of the tunnel.
#28	4.09	Jalbert Brothers Waste Disposal [LAT -18/ LONG 03]	Office, on desk to the right of the entrance.
#29	4.10	VAPL-58 Power Station [LAT -14 / LONG 03]	Inside the power station, on a Work Bench.
#30	4.11	Fort Bannister [LAT -18 / LONG -01]	Commanding officer's quarters, behind corrugated metal, under the stairs.
#31	4.I	Jackknifed Truck [LAT -20 / LONG 04]	Waste disposal truck, among the barrels.
#32	4.N	Scavenger Ruin [LAT -22 / LONG -02]	Northwest corner in small crate.
#33	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Storage room in the basement, just off the kitchen.
#34	5.03	Hamilton's Hideaway [LAT -07 / LONG 07]	In the Raiders' hideout room, in small crate on the desk.
#35	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Mole Rat laboratory, on a desk by the terminal.
#36	5.14	Springvale School [LAT -01 / LONG -01]	Interior, on top of a central cage, by headless corpse on the mattress.
#37	5.E	Power Transformers [LAT 02 / LONG 11]	Under the pylon, by the skeleton and chair.
#38	5.N	South Arefu Pier [LAT -10 / LONG 05]	Wooden buttress, stacked on top of two tin cans.
#39	5.U	Brahmin Skull Shack [LAT -13 / LONG 02]	On the floor, behind a billboard, just southeast of VAPL-58 Power Station.
#40	5.DD	North Pier [LAT 03 / LONG -01]	Potomac Mirelurk nest, underwater, near isolated bridge section.
#41	6.01	AntAgonizer's Lair [LAT 17 / LONG 12]	To the side of the AntAgonizer's Throne.
#42	6.06	Vault 108 [LAT 18 / LONG 06]	In entrance level storage closet, behind some stacked crates.
#43	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Underworks, inside "pillar" style storage room.
#44	6.08	Chryslus Building [LAT 08 / LONG -01]	Derelict room, through hole in wall, south of reception entrance.
#45	6.09	Rock Creek Caverns [LAT 16 / LONG -02]	In a box on some planks, near a half-buried Ammo Box and First Aid Box.
#46	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory, dirt corridor, under table where Unique Fat Man is.
#47	6.A	Regulator Headquarters [LAT 09 / LONG 11]	In locker on northwest corner of the building, near a bathtub.
#48	6.S	Bethesda Coach Station [LAT 10 / LONG 00]	North end of the nearby freeway skeleton, above the Red Racer Gas.
#49	7.01	Yao Guai Tunnels [LAT -28 / LONG -04]	Northern tunnel, on a small table surrounded by small junk and debris.
#50	7.03	Smith Casey's Garage [LAT -22 / LONG -08]	Northwest corner of the room, by a small crate.
#51	7.04	Evergreen Mills [LAT -18 / LONG -07]	Bazaar, southern area, in small crate behind bar.

Appendix 6: Nuka-Cola Quantums (continued)

#	ZONE	LOCATION	NOTES
#52	7.07	Jocko's Pop & Gas Stop [LAT -22 / LONG -12]	Inside the shack, on the back shelf behind the counter.
#53	7.11	Dunwich Building [LAT -26 / LONG -18]	Storage room north and east from main entrance.
#54	7.13	Warrington Station (Exterior) [LAT -18 / LONG -19]	Roy Phillips's Ghoul hidey-hole, between two metal boxes.
#55	7.R	Lucky's Grocer [LAT -18 / LONG -20]	Cooler at back of store.
#56	8.04	Fort Independence [LAT -06 / LONG -13]	Table in the living quarters south of the stairwell.
#57	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, southern area, on table between generators.
#58	8.08	Red Racer Factory [LAT 02 / LONG -15]	CEO offices, in the cell with Stefan, the Glowing One.
#59	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	On the packing line, after activating the packing terminal.
#60	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	On the packing line, after activating the packing terminal.
#61	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	On the packing line, after activating the packing terminal.
#62	8.U	Overturned Truck [LAT -05 / LONG -15]	At the far end of overturned truck container, under a freeway section.
#63	8.AA	Parked Nuka-Cola Trucks and Drainage Outlet [LAT -02 / LONG -19]	Loose inside of the container.
#64	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Pharmacy locked storage, north shelves, inside small crates on the floor.
#65	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Pharmacy locked storage, north shelves, inside small crates on the floor.
#66	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Pharmacy locked storage, north shelves, inside small crates on the floor.
#67	9.03	Sewer Waystation [LAT 04 / LONG -08]	Just inside in a door-less fridge, by skeleton, on the west wall.
#68	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Repair the door. Inside a small sewer storage room.
#69	9.08	Dukov's Place [LAT 11 / LONG -08]	Dukov's bedroom, on shelving behind his bed.
#70	9.13	Alexandria Arms [LAT 07 / LONG -17]	Second floor, locked room behind the desk, adjacent to recreation area.
#71	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archives, on a small table behind two skulls, upper floor media room.
#72	9.I	Outpost [LAT 04 / LONG -11]	Small chamber with flaming barrel, in small crate by desk.
#73	9.T	Flooded Metro Raider Camp [LAT 04 / LONG -19]	In small crate on top of shelves, near central desk.
#74	12.02	Vault-Tec Headquarters	Corporate office level (second floor), in a northern rubble-filled room, on a shelf.
#75	12.08	The Statesman Hotel	Alfresco Lounge, just before you reach the roof, on a low shelf behind the bar in the middle.
#76	13.04	Takoma Industrial Factory	In the corner, above an alcove with a generator on it; use planks to access.
#77	14.08	La Maison Beauregard Lobby	At the top of the dirt pile, behind the balcony bar.
#78	14.C	Pulowski Preservation Shelter	Georgetown, in alley near Cornucopia Fresh Groceries.
#79	16.05	Mama Dolce's Processed Foods	Second floor office, southeast area, to the right of the terminal.
#80	17.01	Lincoln Memorial	Maintenance Room (Leroy Walker's Slaver base), on eastern wall shelving.

#	ZONE	LOCATION	NOTES
#81	17.03	Mirelurk Nesting Hole	Stuck in dirt near old crates and a ham radio, far upper area of southwest corner.
#82	17.07	Museum of History	Lower halls, alcove in the southeast corner, in small crate under table.
#83	17.10	Museum of Technology	On shelf in Planetarium Research office.
#84	17.14	Capitol Building	East entrance, behind coffee machine, sitting room off side corridor.
#85	19.06	L.O.B. Enterprises	First floor (ground), wedged between some old shelves.
#86	20.01	Hubris Comics Publishing	Printing area, on desk in the foreman's office balcony, by Mad Johnny Wes.
#87	U01.B	Tenleytown / Friendship Station	On a bench on upper mezzanine platform near newsstand.
#88	U03	Vernon East / Takoma Park	Rubble-filled western connecting chamber, on a metal shelf.
#89	U06.C	Foggy Bottom Station	Connecting corridor, behind gate, between two small generators.
#90	U13	County Sewer Mainline	Gallo's Hideaway, inside the safe near his terminal [Average]
#91	U16.B	Queen Ant's Hatchery	On desk near terminal and Inhibitor Pulse unit.
#92	U17.B	Franklin Metro Utility	In the irradiated and gutted subway car.
#93	U18.B	Taft Tunnel	Southern area, on a rotting picnic bench.
#94	U19	Flooded Metro	Northwestern area, top of cabinet in small storage room off the sewer passageway.
#95	TP F	Abandoned Apartment	Ground floor, southeast apartment, on the kitchenette work surface.
#96	TP F	Abandoned Apartment	Ground floor, southeast apartment, in a lower cabinet of the kitchenette work surface.
#97	TP F	Abandoned Apartment	Upper floor, in the remains of an upper room on a work surface.
#98	BS U3.02.2	Olney Underground	Lower and locked cellar storage room inside the large workshop.
#99	BS U15.02.2	Presidential Metro	Inside the equipment room, prior to reaching the Capitol Platform.
#100	AAFB 03	Adams Air Force Base: Storage Facility	On the long equipment bench on the factory floor.
#101	BS 17.01	Museum Authority Building	In a stall inside the ladies' restroom.
#102	PL 1.05	Trapper's Shack	Inside the shack's cellar, in a safe where the Swamplurk is standing.
#103	PL 1.06	Flooded Sinkhole	Either floating with the other detritus, or at the underwater sinkhole bottom.
#104	PL 1.06	Flooded Sinkhole	Either floating with the other detritus, or at the underwater sinkhole bottom.
#105	PL 5.25	Ritual Site	Inside the wall coffin, near the room with the unlocked safe.
#106	PL 6.28	Calvert Mansion	In the panic room, after the mansion explodes.
#107	MZ1.03	Engineering Core	Lower Observation Deck, in corner crate, fifth return visit.
#108	MZ1.03	Engineering Core	Lower Observation Deck, in corner crate, fifth return visit.
#109	MZ1.03	Engineering Core	Lower Observation Deck, in corner crate, fifth return visit.
#110	MZ1.03	Engineering Core	Upper Observation Deck, in crate, on a shelf next to the Work Bench.

APPENDIX 7: SCHEMATICS: CUSTOM WEAPONS (23)

#	SCHEMATIC # & TYPE	ZONE	LOCATION	NOTES
#01	#1 Rock-It Launcher	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Sold by (or in the inventory of) Crazy Wolfgang.
#02	#1 Nuka Grenade	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Sold by (or in the inventory of) Doc Hoff.
#03	#1 Shishkebab	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Sold by (or in the inventory of) Lucky Harith.
#04	#1 Deathclaw Gauntlet	0.13	Mini-Encounter: Wounded Deathclaw	On wounded Wastelander.
#05	#1 Dart Gun	1.02	MDPL-05 Power Station [LAT -27 / LONG 25]	On ground, near skeleton.

#	SCHEMATIC # & TYPE	ZONE	LOCATION	NOTES
#06	#2 Shishkebab	1.B	Brotherhood Outcast Shack [LAT -14 / LONG 25]	On a table, near a Work Bench, close to SatCom Array NN-03d.
#07	#1 Railway Rifle	2.09	MDPL-13 Power Station [LAT 02 / LONG 17]	Inside, on Work Bench.
#08	#2 Dart Gun	3.10	Temple of the Union [LAT 13 / LONG 15]	Miscellaneous Quest: Head of State. Possible reward (usually given at 17.01 Lincoln Memorial).
#09	#1 Bottlecap Mine	4.08	Little Lamplight [LAT -26 / LONG 02]	Sold by (or in the inventory of) Knick Knack.
#10	#3 Shishkebab	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Miscellaneous Quest: Blood Ties. Possible reward.

Appendix 7: Schematics (continued)

#	SCHEMATIC # & TYPE	ZONE	LOCATION	NOTES
#11	#2 Nuka Grenade	7.05	Girdershade [LAT -26 / LONG -11]	Miscellaneous Quest: The Nuka-Cola Challenge. Possible reward.
#12	#2 Bottlecap Mine	7.07	Jocko's Pop & Gas Stop [LAT -22 / LONG -12]	On the Work Bench, inside the shack.
#13	#2 Deathclaw Gauntlet	7.09	F. Scott Key Trail & Campground [LAT -27 / LONG -15]	In the caravan, in the picnic area.
#14	#3 Dart Gun	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Sold by Lydia Montenegro.
#15	#3 Bottlecap Mine	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Freeform Quest: A Manhandled Manservant. Inside Dashwood's Safe.
#16	#2 Rock-It Launcher	8.01	Vault 101 [LAT -04 / LONG -04]	Miscellaneous Quest: Trouble on the Homefront. Behind your mother's favorite Bible verse plaque [Average].
#17	#3 Rock-It Launcher	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply, sold by (or in the inventory of) Moira Brown.
#18	#4 Bottlecap Mine	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply, awarded by Moira Brown. Miscellaneous Quest: The *Wasteland Survival Guide*.
#19	#3 Nuka Grenade	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Hidden inside the Yao Guai Cave, follow the left wall, drop down, and look for the rock surrounded by skeletons.
#20	#4 Rock-It Launcher	9.15	Rivet City [LAT 18 / LONG -17]	In the bridge tower third-floor armory [Very Hard].
#21	#3 Deathclaw Gauntlet	9.15	Rivet City [LAT 18 / LONG -17]	Freeform Quest: Council Seat. Possible reward (from Bannon).
#22	#2 Railway Rifle	9.15	Rivet City [LAT 18 / LONG -17]	Miscellaneous Quest: Stealing Independence. Possible reward (from Abraham Washington).
#23	#3 Railway Rifle	17.07	Museum of History Entrance	Underworld Outfitters, sold by Tulip.

APPENDIX 8: SCRIBE PRE-WAR BOOKS (103)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, front room, on top of the fallen bookcase.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, on the telephone table near the bed.
#03	1.04	Fort Constantine [LAT -17 / LONG 26]	Launch control bunker, lower sleeping quarters, on a desk.
#04	1.06	Broadcast Tower KB5 [LAT -23 / LONG 20]	Drainage channel, on metal shelving in storage room.
#05	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Academy, headmaster's room.
#06	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Arts and Athletics Hall, on the shelf in the small room at the north end of the building, lower level.
#07	2.01	Oasis [LAT -03 / LONG 28]	Sunken Chambers, at the end of the side tunnel near the dead Scavenger.
#08	2.04	Clifftop Shacks [LAT 00 / LONG 26]	On a small table near the skeleton on the bed.
#09	2.08	Paradise Falls [LAT -09 / LONG 18]	Adult slave house, on corner table.
#10	3.01	Vault 92 [LAT 08 / LONG 27]	Entrance, utility, and atrium, by "cog" door, among rusting terminals.
#11	3.01	Vault 92 [LAT 08 / LONG 27]	Overseer's office, on a large bookcase.
#12	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, maintenance/storage area, among ruined books behind the counter.
#13	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, server room to the east, next to Zoe's terminal.
#14	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, in the kitchen / recreation room, on a table.
#15	3.03	The Republic of Dave [LAT 19 / LONG 27]	Museum of Dave, on the bookcase.
#16	3.03	The Republic of Dave [LAT 19 / LONG 27]	Museum of Dave, on the bookcase.
#17	3.08	Relay Tower KX-B8-11 [LAT 15 / LONG 20]	Radio alcove, through hatch door, near Medicine Skill Book.
#18	3.09	Minefield [LAT 04 / LONG 14]	Gillian house, upstairs, front room.
#19	3.09	Minefield [LAT 04 / LONG 14]	Gillian house, upstairs, front room.
#20	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, front room, on the table.
#21	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, upstairs, kid's room.
#22	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, upstairs, master bedroom near the bed.
#23	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, upstairs, master bedroom, ensuite bathtub.
#24	3.09	Minefield [LAT 04 / LONG 14]	Benson house, living room atop the shelves.
#25	3.09	Minefield [LAT 04 / LONG 14]	Benson house, master bedroom, on a table.
#26	3.09	Minefield [LAT 04 / LONG 14]	Zane house, atop the book shelves.
#27	3.10	Temple of the Union [LAT 13 / LONG 15]	Inside Caleb's home.
#28	E3.04	Enclave Camp [LAT 11 / LONG 14]	Sometimes located with or on the Enclave troops dropped on the bridge by a Vertibird.
#29	4.04	Broadcast Tower KT8 [LAT -26 / LONG 09]	Drainage Chamber, small, corrugated metal room.
#30	4.04	Broadcast Tower KT8 [LAT -26 / LONG 09]	Drainage Chamber, small, corrugated metal room.
#31	4.E	Abandoned Shack [LAT -23 / LONG 08]	Inside the shack.
#32	4.K	Wastelander Pylon [LAT -14 / LONG 05]	With the other items, near a mattress.
#33	4.N	Scavenger Ruin [LAT -22 / LONG -02]	On the table.
#34	4.N	Scavenger Ruin [LAT -22 / LONG -02]	On the table.
#35	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Ground floor, cells next to the lockdown terminal.
#36	5.A	Wrecked Vehicles [LAT -13 / LONG 12]	Raider's Jetty to the north, with other items.
#37	6.07	Bethesda Ruins [LAT 05 / LONG 03]	West offices, up the stairs, in room to the west, on the cabinets.
#38	6.07	Bethesda Ruins [LAT 05 / LONG 03]	West offices, up the stairs, in room to the west, on the cabinets.
#39	6.08	Chryslus Building [LAT 08 / LONG -01]	Lower offices, final locked door to the south, in the mail room.
#40	6.11	National Guard Depot [LAT 18 / LONG -03]	Bookshelf on the east wall, third floor.
#41	6.11	National Guard Depot [LAT 18 / LONG -03]	Bookshelf on the east wall, third floor.
#42	6.11	National Guard Depot [LAT 18 / LONG -03]	Training Wing, offices full of junk and debris, on shelves above a wall safe.
#43	6.11	National Guard Depot [LAT 18 / LONG -03]	Offices, upper floor, on a shelf connected to large central pillar, above hole in floor.
#44	6.11	National Guard Depot [LAT 18 / LONG -03]	Offices, upper floor, on a shelf connected to large central pillar, above hole in floor.
#45	6.11	National Guard Depot [LAT 18 / LONG -03]	Offices, upper floor, on a shelf connected to large central pillar, above hole in floor.
#46	7.01	Yao Guai Tunnels [LAT -28 / LONG -04]	On a picnic table.
#47	7.10	RobCo Facility [LAT -14 / LONG -15]	Factory floor, entrance foyer, on shelves above large desk.
#48	7.10	RobCo Facility [LAT -14 / LONG -15]	Factory floor, on the console in the room with the Protectron Pod.
#49	7.10	RobCo Facility [LAT -14 / LONG -15]	Offices and cafeteria, mainframe chamber.
#50	7.A	Broadcast Tower PN [LAT -24 / LONG -04]	Drainage Chamber, by the exit ladder.
#51	8.03	Megaton [LAT -01 / LONG -06]	Billy Creel's house, downstairs on a table.
#52	8.03	Megaton [LAT -01 / LONG -06]	Billy Creel's house, downstairs on a table.
#53	8.03	Megaton [LAT -01 / LONG -06]	Billy Creel's house, downstairs on a table.
#54	8.03	Megaton [LAT -01 / LONG -06]	Billy Creel's house, upstairs on a table.
#55	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, inside the tent.
#56	8.C	Drainage Chamber [LAT -11 / LONG -04]	Drainage Chamber, on the radio table.
#57	8.L	Independence Hamlet [LAT -11 / LONG -09]	On the Scavenger's table.
#58	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Facility, upper floor, in the Wastelander research laboratory.
#59	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Facility, upper floor, in the Wastelander research laboratory.
#60	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Facility: Upper floor, in the Wastelander research laboratory.
#61	9.13	Alexandria Arms [LAT 07 / LONG -17]	In the two-level recreation room.
#62	9.18	Arlington Library [LAT 08 / LONG -19]	Lobby, in the upper balcony bookcases.
#63	9.18	Arlington Library [LAT 08 / LONG -19]	Lobby, in the upper balcony bookcases.
#64	9.18	Arlington Library [LAT 08 / LONG -19]	Lobby, in the upper balcony bookcases.
#65	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archive, on a conveyor belt in the northeastern edge of this floor.
#66	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archive, south media room.

Appendix 8: Scribe Pre-War Books (continued)

#	ZONE	LOCATION	NOTES
#67	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, skeletal cage room and floor holes.
#68	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, skeletal cage room and floor holes.
#69	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, skeletal cage room and floor holes.
#70	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, coffee machine nook.
#71	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, northwest office.
#72	11.C	Raider Outpost	Upper floor open-air room, on a bookcase.
#73	12.02	Vault-Tec Headquarters	Corporate offices, on a trash bin, in the lower level of the large room to the northwest.
#74	12.07	Our Lady of Hope Hospital	On the cafeteria coffee counter.
#75	16.05	Mama Dolce's Processed Foods	Upstairs foreman's office (with escaping gas), near a Sledgehammer.
#76	16.05	Mama Dolce's Processed Foods	Food distribution, third floor, captain's office near a desk terminal.
#77	17.11	The National Archives	Scattered on a tipped-over shelf bank in the northwest archives area.
#78	17.11	The National Archives	Scattered on a tipped-over shelf bank in the northwest archives area.
#79	17.11	The National Archives	Scattered on a tipped-over shelf bank in the northwest archives area.
#80	17.11	The National Archives	Scattered on a tipped-over shelf bank in the northwest archives area.
#81	17.11	The National Archives	Scattered on a tipped-over shelf bank in the southwest archives area.
#82	17.14	Capitol Building	East entrance, in a cubicle with a Skill Book, in the long room.
#83	19.06	L.O.B. Enterprises	East Wing, upper floor to the north, on a desk with an R&D terminal.
#84	19.06	L.O.B. Enterprises	East Wing, upper floor to the north, on a desk with an R&D terminal.
#85	20.01	Hubris Comics Publishing	Northwest corner of the foyer, on a debris pile.
#86	20.01	Hubris Comics Publishing	Downstairs to the west, in the office to the north.
#87	U01.A	Farragut West Station	Hatch door [Average] to weapons cache.
#88	U01.A	Farragut West Station	Hatch door [Average] to weapons cache.
#89	U01.A	Farragut West Station	Hatch door [Average] to weapons cache.
#90	U05	Tepid Sewer	Raider sleeping quarters.
#91	U05	Tepid Sewer	Hidden in a small closet in the center of this area, in a room with a First Aid Box, lockers, and a set of shelves, with several burned books in a tiny crate.
#92	U13	County Sewer Mainline	In Gallo's hideaway.
#93	U13	County Sewer Mainline	In Gallo's hideaway.
#94	U13	County Sewer Mainline	The room beyond the sewer management room.
#95	U13	County Sewer Mainline	The room beyond the sewer management room.
#96	U17.A	Falls Church / Mason Dst Metro	Raider camp, in the diner.
#97	U17.B	Franklin Metro Utility	On a shelf near the dumpsters; drop down from the workshop, or use the catwalk stairs to climb up.
#98	U17.B	Franklin Metro Utility	On a shelf near the dumpsters; drop down from the workshop, or use the catwalk stairs to climb up.
#99	BS 2.A	Aqua Pura Raider Camp	On the upper balcony of the barn.
#100	PL 4.19	Disaster Relief Outpost	Next to the terminal inside Marcella's tent.
#101	PL 6.29	Point Lookout Lighthouse	In the Underground Laboratory, in a small office.
#102	PL 6.29	Point Lookout Lighthouse	In the Underground Laboratory, in a small office.
#103	PL 6.29	Point Lookout Lighthouse	In the Underground Laboratory, in a small office.

APPENDIX 9: SKILL BOOKS

TALES OF A JUNKTOWN JERKY VENDOR [BARTER] (24)

#	ZONE	LOCATION	NOTES
#01	1.14	Abandoned Car Fort [LAT -24 / LONG 14]	Near mattress and tiny crate.
#02	2.07	Reclining Groves Resort Homes [LAT -02 / LONG 20]	Northeast house, on some shelves.
#03	3.01	Vault 92 [LAT 08 / LONG 27]	Vault 92 Entrance: Gordie Sumner's store and weapons repository.
#04	3.07	Grisly Diner [LAT 13 / LONG 20]	Behind the counter, on a shelf.
#05	E3.04	Enclave Camp [LAT 11 / LONG 14]	Sometimes located with or on the Enclave troops dropped on the bridge by a Vertibird.
#06	4.08	Little Lamplight [LAT -26 / LONG 02]	U4.08.3 Murder Pass, eastern cave shack, on top of toilet.
#07	4.J	Wasteland Gypsy Village [LAT -18 / LONG 06]	Shack near picnic table, inside on a table.
#08	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Underworks, top of mezzanine, on stone bench near the skeleton and baby carriage near the phone booths, on a bucket.
#09	6.11	National Guard Depot [LAT 18 / LONG -03]	Depot Training Wing, on a desk in a debris-filled office.
#10	6.M	Bethesda Suburbs [LAT 09 / LONG 03]	Raider Shack: Inside, on master bedroom table.
#11	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Tenpenny Suites, northeast room, Susan Lancaster's suite (on desk).†
#12	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Tenpenny Suites, northeast room, Susan Lancaster's suite (on desk).†
#13	7.S	Willy's Grocer [LAT -14 / LONG -18]	Inside, by the counter.
#14	8.V	The Concrete Treehouse [LAT -03 / LONG -15]	Near mattress, up on the treehouse floor.
#15	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Area near the storage room terminal.
#16	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archive, in the pool table recreation room.
#17	11.06	Lady Frumperton's Fashions	Near the counter, on top of a floor safe.
#18	12.02	Vault-Tec Headquarters	Guest Relations, northwest balcony area, on table (take before dropping down to exit).
#19	12.08	The Statesman Hotel	Lobby, upstairs bedroom to the northeast, on a desk.
#20	16.H	Container Truck	Near the truck, inside a barrel-filled container, by a dead Wastelander.

Appendix 9: Skill Book [Barter] (continued)

#	ZONE	LOCATION	NOTES
#21	17.11	The National Archives	Button Gwinett's strongroom.
#22	17.14	Capitol Building	East entrance, on cubicle desk, in front of long cabinet row.
#23	20.01	Hubris Comics Publishing	Rear of the foyer desk, on a shelf above the dummy terminal.
#24	U13	County Sewer Mainline	On Gallo the Ghoul's corpse.

† There is a Skill Book at this location prior to a Ghoul invasion, and after the lights go out. To obtain both, claim the first book and then cause the Ghouls to break into the tower, as part of Miscellaneous Quest: Tenpenny Tower.

U.S. ARMY: 30 HANDY FLAMETHROWER RECIPES [BIG GUNS] (25)

#	ZONE	LOCATION	NOTES
#01	2.J	Irradiated Silo and Barn [LAT 00 / LONG 20]	Hillside to the northeast, near body of dead Mercenary.
#02	3.H	Jackknifed Truck (on Freeway) [LAT 13 / LONG 23]	Front end of a wrecked coach liner, near on-ramp.
#03	4.02	Five Axles Rest Stop [LAT -21 / LONG 10]	Inside one of the truck containers.
#04	4.08	Little Lamplight [LAT -26 / LONG 02]	U4.08.3 Murder Pass, dead end, on western side of rope bridge.
#05	4.10	VAPL-58 Power Station [LAT -14 / LONG 03]	Wasteland (PS04) -14, 3. On the roof, access via the interior, and the hatch in the southeast corner. By the barbecue near the two chairs.
#06	6.03	Scrapyard [LAT 05 / LONG 09]	Inside John's Treasure Box (northwestern exterior).
#07	6.04	Wheaton Armory [LAT 10 / LONG 08]	Inside irradiated inner locked chamber [Very Hard], with weapon cache.
#08	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Offices East, raider boss, with Flamer.
#09	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and Bunker, inside armory, on table with Fat Man and Mini-Nukes.
#10	6.P	Jackknifed Truck (under Monorail) [LAT 16 / LONG 02]	Irradiated weapons cache in the back of the truck.
#11	7.04	Evergreen Mills [LAT -18 / LONG -07]	Southern shack, in the bedroom.
#12	8.J	Jackknifed Truck [LAT -12 / LONG -07]	Inside truck container.
#13	8.Q	Car Dealership [LAT -01 / LONG -12]	Interior, northeast corner of raised area.

Appendix 9: Skill Book [Big Guns] (continued)

#	ZONE	LOCATION	NOTES
#14	8.X	Dot's Diner [LAT -01 / LONG -16]	Behind the counter.
#15	8.Z	Raider Camp [LAT 03 / LONG -16]	Old Scavenger's hut, near the mattress.
#16	9.06	Anchorage Memorial [LAT 10 / L ONG -07]	Service entrance, sewers utility area, amid junk.
#17	11.09	Sunken Sewer	Northern, irradiated end, along with other items.
#18	13.03	Auto Shop (Takoma Motors)	Interior, on the southeast corner desk.
#19	14.08	La Maison Beauregard Lobby	Behind the lobby desk.
#20	17.14	Capitol Building West Entrance	Rotunda, with weapon cache on wall.
#21	21.C	Tunnel Cache	With the rest of the cache.
#22	U01.A	Farragut West Station	Weapons cache behind hatch door [Average].
#23	U06.F	Arlington Utility	On the Raiders' eating balcony, with scattered Chems.
#24	U15	Arlington / Falls Church Metro	Container to the north, inside, on a chair.
#25	U17.B	Franklin Metro Utility	Rickety shelving, along the irradiated tunnel.

NIKOLA TESLA AND YOU [ENERGY WEAPONS] (25)

#	ZONE	LOCATION	NOTES
#01	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Initial chamber, next to corpse pile.
#02	1.09	Mason Dixon Salvage [LAT -14 / LONG 21]	Inside one of the abandoned shacks.
#03	1.A	Raider Wharf [LAT -24 / LONG 25]	On the boat moored a few feet to the southwest.
#04	2.03	MDPL-21 Power Station [LAT -10 / LONG 26]	Inside, near the Work Bench.
#05	2.E	Abandoned Tent [LAT -12 / LONG 23]	Inside the tent with other items.
#06	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, inside the recording studio.
#07	4.06	Vault 87 [LAT -28 / LONG 06]	Reactor chamber, small crate at foot of mannequin.
#08	4.11	Fort Bannister [LAT -18 / LONG -01]	Commanding officer's quarters, central silo area, on hidden roof alcove of rusting covered area with sandbags and Ammo; drop down from stairs directly above.
#09	5.12	Vault 106 [LAT -09 / LONG 01]	Living quarters, upper atrium, in a tiny crate at the base of the crate stack, on a desk in the room to the northeast.
#10	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Gold Ribbon Grocers. Freeform Quest: Rube's Gold Ribbon.
#11	6.02	Canterbury Commons [LAT 18 / LONG 11]	Robot Repair Center, next to a toolbox and some disabled Protectrons on a desk next to the conveyor belts in the generator room.
#12	6.11	National Guard Depot [LAT 18 / LONG -03]	Lower floor, storage room on same floor as utility hatch door.
#13	7.04	Evergreen Mills [LAT -18 / LONG -07]	Bazaar "good time" cells, inside locked cell on a bunk-bed.
#14	7.07	Jocko's Pop & Gas Stop [LAT -22 / LONG -12]	Inside the shack, on the counter.
#15	7.10	RobCo Facility [LAT -14 / LONG -15]	Offices and cafeteria (second floor), desk in northwest corner of open-plan office.
#16	7.F	Ruined Calverton Village [LAT -14 / LONG -07]	On a low bookcase shelf.
#17	8.03	Megaton [LAT -01 / LONG -06]	Your Megaton house, when you purchase the "Science" theme.
#18	8.08	Red Racer Factory [LAT 02 / LONG -15]	CEO offices, small room to the south, along with other items.
#19	9.W	Talon Company Recon Camp [LAT 08 / LONG -20]	On a table by the exposed bunk-bed.
#20	17.07A	Museum of History	Entrance, foyer restrooms.
#21	17.10	Museum of Technology	Upper area at top of stairs, small security room, on counter.
#22	17.14	Capitol Building West Entrance	A metal doored storage room [Hard] off a southern corridor.
#23	U01.A	Farragut West Station	Floor safe [Average] in the MDCTA service office.
#24	U06.C	Foggy Bottom Station	On the computer console adjacent to the Protectron charging pod.
#25	U18.B	Taft Tunnel	On picnic table near Nuka-Cola Quantum. Only available during Main Quest: The Waters of Life.

DUCK AND COVER! [EXPLOSIVES] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	Launch Control Bunker: On launch control desk, next to terminal.
#02	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Locked footlocker [Average] at the entrance.
#03	1.E	Overlook Raider Shack [LAT -25 / LONG 21]	Skeleton: Near rusting cars and Ammo Boxes, northwest of shack.
#04	2.N	Monorail Train Wreckage (Raider Camp) [LAT 00 / LONG 14]	By the bath.
#05	3.01	Vault 92 [LAT 08 / LONG 27]	Overseer's office, on bookcase.
#06	3.02	Old Olney [LAT 10 / LONG 26]	Olney Sewers, by skeleton at dead-end of rocky tunnel.
#07	4.J	Wasteland Gypsy Village [LAT -18 / LONG 06]	Inside the shack with tree stump left of the door.
#08	5.03	Hamilton's Hideaway [LAT -07 / LONG 07]	Interior Raiders' hideout, on the counter.
#09	5.14	Springvale School [LAT -01 / LONG -01]	Second floor; on the desk by "suk me hahaha's" terminal.
#10	5.D	Ruined House [LAT -05 / LONG 12]	On a shelf, in the building.
#11	6.11	National Guard Depot [LAT 18 / LONG -03]	Depot offices, achives room, on central wooden counter.
#12	6.X	Wastelander Mine Trap (Under Bridge) [LAT 05 / LONG -03]	In among the other items.
#13	7.02	Charnel House [LAT -21 / LONG -04]	Upper floor, end of platform.
#14	7.04	Evergreen Mills [LAT -18 / LONG -07]	Foundry. From the upper catwalks, look at the top of the lower pods (southwest corner), with the body on a mattress. Jump down, or use weapons to knock it down.
#15	7.09	F. Scott Key Trail & Campground [LAT -27 / LONG -15]	Middle picnic table in barbecue area.
#16	7.M	Drainage Chamber [LAT -20 / LONG -13]	Trap-filled, underground office.
#17	7.Q	Warrington Township [LAT -18 / LONG -16]	On a shelf in the debris pile at the east end of the street, opposite the intact dwelling.
#18	8.S	Scavenger's Bridge [LAT 02 / LONG -13]	On shelves in the Scavenger's bridge shack. Steal it.
#19	9.11	The Citadel [LAT 08 / LONG -14]	Laboratory, in a tiny crate, lower floor restroom (to the right of Liberty Prime).
#20	9.13	Alexandria Arms [LAT 07 / LONG -17]	Lower level side room, just before double doors to recreation room.
#21	9.L	Festive Raider Camp [LAT 12 / LONG -10]	Among the other items.
#22	17.08	Bunker	Near the bunk-beds, in the middle of the tunnel.
#23	17.11	The National Archives	On the side of a tipped-over desk in the northwest corner of the large room with the shelves at the northern end.
#24	17.11	The National Archives	Archives sub-basement, tunnel junction, through gate [Very Hard].
#25	U17.A	Falls Church / Mason Dst Metro	Raider Camp ticket booth.

TUMBLERS TODAY [LOCKPICK] (25)

#	ZONE	LOCATION	NOTES
#01	1.06	Broadcast Tower KB5 [LAT -23 / LONG 20]	Drainage Chamber, by corpse near the office door.
#02	1.09	Mason Dixon Salvage [LAT -14 / LONG 21]	Inside abandoned shack, on table.
#03	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Arts and Athletics Hall, third floor, in the southwest office near the locker room, by Ammo Boxes.
#04	1.E	Overlook Raider Shack [LAT -25 / LONG 21]	On the shelves, along with beer and Chems.
#05	1.J	Jackknifed Truck (near Crossing) [LAT -15 / LONG 19]	Inside the container, at the back of the truck.
#06	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, downstairs office, next to burned-out terminal.
#07	4.J	Wasteland Gypsy Village [LAT -18 / LONG 06]	Outside, by the top shack, in the open refrigerator.
#08	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Basement, weapons storage, on shelf next to the Fat Man.
#09	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Interior tunnels, among Robert's collection of junk.
#10	5.12	Vault 106 [LAT -09 / LONG 01]	Science Labs, on a table with milk bottles, in the server room (northeast corner of this level).

Appendix 9: Skill Book [Lockpick] (continued)

#	ZONE	LOCATION	NOTES
#11	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Gold Ribbon Grocers. Freeform Quest: Rube's Gold Ribbon.
#12	5.Q	Cratered Hamlet [LAT -01 / LONG 05]	In a bathtub, in one of the ruined houses.
#13	6.06	Vault 108 [LAT 18 / LONG 06]	Entrance, in entrance level south reactor room storage closet, behind some stacked crates, under a Nuka-Cola Quantum. It is almost impossible to obtain.
#14	7.03	Smith Casey's Garage [LAT -22 / LONG -08]	Inside the open safe, near the mattress and skeleton.
#15	7.T	Ruined Office Building [LAT -14 / LONG -19]	Second floor ruined ledge.
#16	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Milo's office, at the back near the safe.
#17	8.0	Talon Company Camp [LAT 02 / LONG -09]	Inside the small lab room.
#18	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archive, on a desk on the north wall of the southwest room.
#19	9.T	Flooded Metro Raider Camp [LAT 04 / LONG -19]	Missile launcher vantage point on the west of the camp.
#20	16.05	Mama Dolce's Processed Foods	Food distribution, on the ground by the skeleton and safes, in the lower tunnel "cave" area.
#21	19.03	Office Building (#1)	On the desk, near the south wall.
#22	19.06	L.O.B. Enterprises	East Wing, near the CEO's desk.
#23	U06.D	Freedom Street Station	Scavenger's barricade, steal from the shelf.
#24	U11	Sewer	Hidden stash with a cluster of Ammo Boxes.
#25	U17.B	Franklin Metro Utility	Near the desk terminal and gate, among Ammo Box and Stimpaks.

D.C. JOURNAL OF INTERNAL MEDICINE [MEDICINE] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber on table, near Fat Man.
#02	1.09	Mason Dixon Salvage [LAT -14 / LONG 21]	Inside one of the abandoned shacks.
#03	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Ground floor, nurse's office, desk in southeast corner.
#04	2.01	Oasis [LAT -03 / LONG 28]	Sunken Chambers, in a small crate at the sunlit west end of the cave.
#05	2.B	Toxic Pond [LAT -09 / LONG 30]	Next to the dead scientist.
#06	3.01	Vault 92 [LAT 08 / LONG 27]	Living quarters, lower level.
#07	3.06	Greener Pastures Disposal Site [LAT 07 / LONG 21]	Makeshift shack, near the Wasteland Recluse.
#08	3.08	Relay Tower KX-B8-11 [LAT 15 / LONG 20]	Radio alcove, through hatch door, near Pre-War Book.
#09	3.09	Minefield [LAT 04 / LONG 14]	Benson house, desk in master bedroom.
#10	4.01	Shalebridge [LAT -26 / LONG 12]	Dead mercenary, east of the Ant Hills.
#11	4.09	Jalbert Brothers Waste Disposal [LAT -18/ LONG 03]	Inside the first office, on one of the shelves.
#12	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Top floor, north conference room.
#13	5.04	Hallowed Moors Cemetery [LAT -04 / LONG 09]	On some shelves.
#14	5.10	Big Town [LAT -04 / LONG 03]	Red's Clinic, in the kitchen.
#15	7.10	RobCo Facility [LAT -14 / LONG -15]	Offices and cafeteria (second floor), computer office room, just before the stairs up.
#16	8.08	Red Racer Factory [LAT 02 / LONG -15]	Factory floor, in the large room to the northeast, climb to the higher catwalk, and look for two turbine-style generators on top of one of the lower pods. Look for some clutter, jump down there, and use the stepladder to climb between the turbines. The book is under a bucket.
#17	9.06	Anchorage Memorial [LAT 10 / LONG -0[illegible]]	Facility, lower floor in the room with medical equipment, on the table with the light.
#18	9.15	Rivet City [LAT 18 / LONG -17]	Broken Bow, on the computer console, below the X-ray screens.
#19	12.07	Our Lady of Hope Hospital	Ground floor, in room along the corridor from Mister Handy, to the south.
#20	12.07	Our Lady of Hope Hospital	Second level, on a table in the cafeteria area with the long slanted wall of windows.
#21	12.09	Sewer	On the shelves.

Appendix 9: Skill Book [Medicine] (continued)

#	ZONE	LOCATION	NOTES
#22	17.07A	Museum of History Entrance	Lower halls, lower floor, east side on the bottom shelf in the room with the long counters and refrigerators.
#23	17.14	Capitol Building West Entrance	Hall of Columns: On the railing of the sniper bridge spanning the hall at the northern end.
#24	U06.E	DCTA Tunnel 014-B Potomac	Waterlogged treatment room with Stimpaks and Egg Clutches.
#25	U17.A	Falls Church / Mason Dst Metro	On a First Aid Box on the east wall of a restroom, on the far north area of the Metro interior.

GROGNAK THE BARBARIAN [MELEE WEAPONS] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	Personnel offices northeast, small locked closet [Hard] at the foot of the stairs.
#02	1.12	The Silver Lining Drive-In [LAT -15 / LONG 17]	In the shack, near the rusting cars.
#03	1.F	Raider Wreckage Fortifications [LAT -24 / LONG 19]	Top fortification, in tiny crate under the tin cans.
#04	2.04	Clifftop Shacks [LAT 00 / LONG 26]	Inside the smaller shack, to the north.
#05	3.04	Chaste Acres Dairy Farm [LAT 15 / LONG 24]	In the farmhouse barn loft, next to the bloody mattress.
#06	3.09	Minefield [LAT 04 / LONG 14]	Gillian house, upstairs, the first doorway on your left.
#07	E3.04	Enclave Camp [LAT 11 / LONG 14]	Sometimes located with or on the Enclave troops dropped on the bridge by a Vertibird.
#08	6.02	Canterbury Commons [LAT 18 / LONG 11]	Pickpocketed from Derek Pacion.
#09	6.03	Scrapyard [LAT 05 / LONG 09]	Inside John's Treasure Box (northwestern exterior).
#10	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Underworks, inside the Ghoul-filled storage closet.
#11	6.G	Radio Mast Yankee Bravo [LAT 16 / LONG 07]	Drainage channel, small room to the south.
#12	7.0	Yao Guai Tunnels [LAT -28 / LONG -04]	Just beyond the broken fence after entering from the den, there's a ledge with a traffic cone and dead body. The book is on that ledge. Enter from the den, or lob a grenade up from down below.
#13	8.01	Vault 101 [LAT -04 / LONG -04]	Diner, present from Amata on your 10th birthday.
#14	8.03	Megaton [LAT -01 / LONG -06]	Inside Jericho's house.
#15	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, upper generator near eastern exit tunnel, on the edge of the defenses. Don't explode the generator, or the book could fly anywhere!
#16	8.07	Andale [LAT -05 / LONG -17]	Smith house basement.
#17	8.S	Scavenger's Bridge [LAT 02 / LONG -13]	On shelves in the Scavenger's bridge shack. Steal it.
#18	8.Y	Parked Red RacerTrucks [LAT 01 / LONG -16]	Next to dead Wastelander lying in radioactive container.
#19	12.02	Vault-Tec Guest Relations	Executive office, on one of the desks.
#20	12.08	The Statesman Hotel	Restaurant, the Alfresco Lounge, with cache behind the central bar.
#21	14.A	Super Mutant Camp	Upper concrete ledges to the south.
#22	20.01	Hubris Comics Publishing	Printing area, Mad Johnny Wes's balcony, foreman's office.
#23	U01.B	Tenleytown / Friendship Station	To the northeast, in the small office (across from the restrooms). Check the two sets of lockers; it is on the top left shelf.
#24	U02	Metro Junction	Eastern station area, in the eastern corner. Jump down from above to the sloping pile of rubble, and locate the table with the lantern; the book is there.
#25	U22.B	Museum Station	Inside the Raider's recreation room.

DEAN'S ELECTRONICS [REPAIR] (25)

#	ZONE	LOCATION	NOTES
#01	1.02	MDPL-05 Power Station [LAT -27 / LONG 25]	Near the skeleton of the worker, and Dart Gun Schematic.
#02	3.D	Ruined Farmstead [LAT 06 / LONG 27]	Barn area, on the ground-level shelves.
#03	3.N	Hilltop Farm Ruins [LAT 16 / LONG 17]	Loose on a radioactive barrel next to the body in the tipped-over container.
#04	4.10	VAPL-58 Power Station [LAT -14 / LONG 03]	Inside the station, on a computer desk.
#05	4.E and 4.F	Abandoned Shack & Container [LAT -23 / LONG 08 & 09]	Inside the shack, in a crate on the middle Work Bench shelf.
#06	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	In the Raider hideout on the mezzanine, on a Work Bench.
#07	6.02	Canterbury Commons [LAT 18 / LONG 11]	In the garage, in the storage room to the west.
#08	6.05	Corvega Factory [LAT 16 / LONG 05]	Southern warehouse interior, in the foreman's office accessed via the catwalk.
#09	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Offices West, inside a crate by the broken television and lantern; top floor room with the pit.
#10	7.06	VAPL-66 Power Station [LAT -23 / LONG -14]	Inside the station, on the desk.
#11	7.11	Dunwich Building [LAT -26 / LONG -18]	Forsaken Dunwich Ruins, on a shelf in a small pipe room off the hallway.
#12	7.13	Warrington Station [LAT -18 / LONG -19]	Tunnels, near the Ghouls' sleeping quarters, in a connecting chamber.
#13	8.08	Red Racer Factory [LAT 02 / LONG -15]	Factory floor, toward the main entrance, look for a room with an oversized tricycle hanging from above. Use the barrels behind a railing to jump up onto the tan-colored machine with clutter. There are also Mentats up here.
#14	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Factory floor, single large room east of the foyer.
#15	8.W	Jackknifed Truck [LAT -03 / LONG -17]	In the back of the truck's container.
#16	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Operations and clinic room.
#17	9.15	Rivet City [LAT 18 / LONG -17]	Broken Bow, in Pinkerton's hideout.
#18	12.04	Sewer Entrance	Tunnels, near the crossroad, in the locked room [Average].
#19	16.05	Mama Dolce's Processed Foods	Processed foods, on the shelf in the stairwell.
#20	18.06	Reilly's Rangers Compound	On top of the small generator in the southwest room.
#21	20.D	Pulowski Preservation Shelter	Inside the shelter.
#22	U04	Dry Sewer	Generator and storage room, away from main combat corridor.
#23	U05	Tepid Sewer	By the generator.
#24	U06.B	Metro Central	Connecting tunnel, behind gate [Easy] with small generators inside.
#25	U14	Hubris Comics Utility Tunnels	Inside the room with the columns and vertical pipes (northwest side), on a desk tucked in an alcove.

BIG BOOK OF SCIENCE [SCIENCE] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, in the experimental chamber with the Fat Man and T-51b Armor.
#02	1.D	Jackknifed Truck (on Freeway) [LAT -26 / LONG 20]	On the body of one of the dead scientists (watch for the explosion!)
#03	2.06	Broadcast Tower LP8 [LAT -04 / LONG 24]	Sealed cistern, among the salisbury steaks.
#04	3.06	Greener Pastures Disposal Site [LAT 07 / LONG 21]	Inside the container near the body of the dead scientist.
#05	4.01	Shalebridge [LAT -26 / LONG 12]	Tunnels, on a corpse in the middle of the large chamber at the northern end; look around the central rock formation.
#06	4.11	Fort Bannister [LAT -18 / LONG -01]	Fort Bannister Main, locked [Average] storage room containing Fat Man.
#07	5.04	Hallowed Moors Cemetery [LAT -04 / LONG 09]	On the pulpit.
#08	6.05	Corvega Factory [LAT 16 / LONG 05]	Exterior, in the irradiated container, drop down from the rocky outcrop above.
#09	6.05	Corvega Factory [LAT 16 / LONG 05]	Entrance, inside the open-plan office, on a desk.
#10	6.07	Bethesda Ruins [LAT 05 / LONG 03]	West offices, by the foyer desk, near the Turret Control System Terminal.

Appendix 9: Skill Book [Science] (continued)

#	ZONE	LOCATION	NOTES
#11	6.08	Chryslus Building [LAT 08 / LONG -01]	Basement, northwest, stone-floored generator room.
#12	7.10	RobCo Facility [LAT -14 / LONG -15]	By the Protectron Pod area to the northeast, on a console.
#13	7.13	Warrington Station [LAT -18 / LONG -19]	Tunnels, near the long, gas-filled corridor (three-door room), on a desk.
#14	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Penthouse Suites, your suite, when you purchase the "Science" theme.
#15	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply, awarded by Moira Brown. Miscellaneous Quest: The *Wasteland Survival Guide*.
#16	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Offices, on a table in the room on the upper floor, west end.
#17	8.C	Drainage Chamber [LAT -11 / LONG -04]	On the table with the radio.
#18	9.15	Rivet City [LAT 18 / LONG -17]	Pinkerton's Hideout.
#19	9.18	Arlington Library [LAT 08 / LONG -19]	Lobby, upper floor office.
#20	10.03	Galaxy News Radio	In Three Dog's upstairs workshop area and restroom.
#21	12.02	Vault-Tec Headquarters	Corporate offices, top floor (northeast end), on a shelf above the huge hole to the lower stories.
#22	16.03	Arlington House	In the kitchen.
#23	21.D	Pulowski Preservation Shelter	Inside the shelter.
#24	U13	County Sewer Mainline	Sewer management room.
#25	U16.B	Queen Ant's Hatchery	Ant Queen's nest, on Lesko's table.

GUNS AND BULLETS [SMALL GUNS] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, on the bed.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, inside one of the locked weapons storage rooms [Very Hard].
#03	1.08	Dickerson Tabernacle Chapel [LAT -19/ LONG 19]	Among the debris and mattresses on the ground.
#04	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Inside the mailbox at the entrance to the Chaste Acres Dairy Farm.
#05	3.N	Hilltop Farm Ruins [LAT 16 / LONG 17]	In the outhouse.
#06	4.03	MDPL Mass Relay Station [LAT -17 / LONG 10]	Interior substation, on a table.
#07	4.07	Everglow National Campground [LAT -23/ LONG 05]	Inside the caravan, northwest of the picnic tables.
#08	4.11	Fort Bannister [LAT -18 / LONG -01]	Bunker, on top of a gun cabinet in the small room off the east hallway.
#09	4.E	Abandoned Shack [LAT -23 / LONG 08]	Inside the shack.
#10	5.03	Hamilton's Hideaway [LAT -07 / LONG 07]	Inside locked cell gate, part of Freeform Quest: Caching in with Three Dog.
#11	6.03	Scrapyard [LAT 05 / LONG 09]	Inside John's Treasure Box (northwestern exterior).
#12	6.08	Chryslus Building [LAT 08 / LONG -01]	Ground floor, behind locked door [Average], or access through hole in second floor.
#13	6.A	Regulator Headquarters [LAT 09 / LONG 11]	Upstairs in Sonora Cruz's chamber.
#14	8.Z	Raider Camp [LAT 03 / LONG -16]	Inside the old Scavenger's hut.
#15	9.09	Graydítch [LAT 05 / LONG -09]	Inside the abandoned house to the north.
#16	9.11	The Citadel [LAT 08 / LONG -14]	A-Ring, under a bed in the northeast corner room.
#17	9.13	Alexandria Arms [LAT 07 / LONG -17]	In the two-level recreation room with the pool table.
#18	9.18	Arlington Library [LAT 08 / LONG -19]	Pulowski Preservation Shelter, outside main door.
#19	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, skeletal cage room and floor holes.
#20	16.05	Mama Dolce's Processed Foods	The restrooms to the west.
#21	16.05	Mama Dolce's Processed Foods	Loading yard, open-air sniping point balcony.
#22	17.10	Museum of Technology	West Wing, in a room on a desk, on the third floor off the Delta XI Rocket atrium, northeast corner.
#23	20.F	Mason Alcove	The sniping position upstairs, overlooking the Mutie courtyard.
#24	U17.B	Franklin Metro Utility	On the counter in the generator room.
#25	U19	Flooded Metro	Top floor, skeleton lying near some Jet.

APPENDICES — MOTHERSHIP ZETA — POINT LOOKOUT — BROKEN STEEL — THE PITT — OPERATION: ANCHORAGE — TOUR — MISC. QUESTS — MAIN QUEST — GEAR — CENSUS — FACTIONS & BESTIARY — TRAINING

CHINESE ARMY: SPEC. OPS. TRAINING MANUAL [SNEAK] (25)

#	ZONE	LOCATION	NOTES
#01	1.03	SatCom Array NW-05a [LAT -22 / LONG 25]	On the Ghoul Wastelander's desk, near her terminal.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, downstairs by the dead Wastelander, by the open safe.
#03	2.J	Irradiated Silo and Barn [LAT 00 / LONG 20]	Inside the footlocker [Very Hard] by the mattress, on the barn balcony.
#04	4.04	Broadcast Tower KT8 [LAT -26 / LONG 09]	Drainage Chamber, in secret room with dead Chinese spies.
#05	5.14	Springvale School [LAT -01 / LONG -01]	Lower level, under a corpse in the cave near the large ant egg Clutches.
#06	6.07	Bethesda Ruins [LAT 05 / LONG 03]	East Offices, office cubicle desk to the northwest, with the two Missiles.
#07	6.B	Jackknifed Freeway Truck [LAT 11 / LONG 10]	Inside the container.
#08	6.P	Jackknifed Truck (under Monorail) [LAT 16 / LONG 02]	Inside the footlocker [Very Hard] inside the container.
#09	8.05	Fairfax Ruins [LAT -04 / LONG -12]	Metro Station interior, on the rubble between two wrecked carriages to the east.
#10	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, inside the tent to the west.
#11	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Factory floor, in the main lobby; look up at the ceiling, and open the filing cabinet in the hole up here.
#12	8.G	Ruined Farmhouse [LAT 02 / LONG -04]	Across from the bathtub, on a low bookcase.
#13	8.S	Scavenger's Bridge [LAT 02 / LONG -13]	On shelves in the Scavenger's bridge shack. Steal it.
#14	9.17	Flooded Metro [LAT 04 / LONG -18]	Station exterior, inside Pulowski Preservation Shelter.
#15	12.08	The Statesman Hotel	Mid-level, a storage room south of the main corridor.
#16	15.06	Hotel	In the rubble-filled lobby where the Brotherhood Paladin is holed up.
#17	16.05	Mama Dolce's Processed Foods	Loading yard, on the open-air sniping point accessed from inside.
#18	17.03	Mirelurk Nesting Hole	Well-hidden alcove in the upper northwest corner, by skeleton.
#19	17.06	Museum Station	Archives area, upper floor, adjacent to display case with Lincoln's Repeater in it.
#20	17.14	Capitol Building West Entrance	Hall of Columns, behind a locked door [Hard] at the end of the side passage.
#21	19.06	L.O.B. Enterprises	Archives, in empty archives room on a desk with an employee terminal.
#22	U08	Georgetown / The Mall Metro	Inside the ticket booth.
#23	U18.A	Taft Tunnels	On the desk by the dead Chinese Commando, in the room with the Enclave reinforcements.
#24	U20	Irradiated Metro	Glowing One courtyard, on the northwest console.
#25	U22.B	Museum Station	Concourse restrooms, by skeleton next to a small crate.

LYING, CONGRESSIONAL STYLE [SPEECH] (25)

#	ZONE	LOCATION	NOTES
#01	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Ground floor, in the rubble-filled debriefing room with the desks.
#02	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Metro Station, under a crate on top of a subway carriage; drop down from the mezzanine area.
#03	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Mole Rat laboratory, on top of Ryan Brigg's bedside safe.
#04	6.02	Canterbury Commons [LAT 18 / LONG 11]	Mechanist's Forge, on his office desk.
#05	6.03	Scrapyard [LAT 05 / LONG 09]	Inside Littlehorn and Associates' scrapyard office, in the wastebasket next to the desk.
#06	6.05	Corvega Factory [LAT 16 / LONG 05]	Entrance, on the foyer desk.
#07	6.06	Vault 108 [LAT 18 / LONG 06]	Cloning labs, in the middle chamber, near the Bobblehead—Charisma.
#08	7.10	RobCo Facility [LAT -14 / LONG -15]	Factory floor, on the large desk at the back of the foyer.
#09	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Penthouse suites, Burke's room (northeast corner of Tenpenny's suite), on his desk. †

Appendix 9: Skill Book [Speech] (continued)

#	ZONE	LOCATION	NOTES
#10	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Penthouse suites, Burke's room (northeast corner of Tenpenny's suite), on his desk. †
#11	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Penthouse suites, your suite, when you purchase the "Romance" theme.
#12	7.E	Ruined Chapel [LAT -14 / LONG -06]	Behind the pulpit.
#13	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply, awarded by Moira Brown. Miscellaneous Quest: The *Wasteland Survival Guide*.
#14	8.03	Megaton [LAT -01 / LONG -06]	Your house when you purchase the "Romance" theme.
#15	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Second floor, in the eastern office, on top of the unlocked safe.
#16	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, coffee machine nook.
#17	9.S	Super Mutant Bonfire [LAT 16 / LONG -16]	Back of the camp near two mattresses.
#18	13.04	Takoma Industrial Factory	Slight raised area in the second shop floor, on the storage shelves among the Abraxo.
#19	14.06	Townhome (McClellan Household)	Front room, on the table.
#20	17.11	The National Archives (Front Entrance)	Secure Wing East, through the hatch door to the west [Average], near the Archival safe containing the Bill of Rights.
#21	17.14	Capitol Building West Entrance	Conference hall, on the podium.
#22	18.A	Pulowski Preservation Shelter	Inside the shelter.
#23	U01.B	Henleytown / Friendship Station	Connecting corridor, on the shelves with food and junk.
#24	U03	Vernon East / Takoma Park	On the counter inside the ticket master's office at the south end hallway, near the exit gate.
#25	U06.A	Dupont Circle Station	In a postal crate on the desk, in the room with the filing cabinets, off the northeast hallway, near the exit gate.

† There is a Skill Book at this location prior to a Ghoul invasion, and after the lights go out. To obtain both, claim the first book and then cause the Ghouls to break into the Tower, as part of Miscellaneous Quest: Tenpenny Tower.

PUGILISM ILLUSTRATED [UNARMED] (25)

#	ZONE	LOCATION	NOTES
#01	1.15	Faded Pomp Estates [LAT -17 / LONG 15]	In one ruined house, by a bed, at the foot of a fireplace.
#02	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Academy ground floor, in the men's restrooms.
#03	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Maintenance and evacuation tunnel, third generator room, on shelves in the northwest corner.
#04	1.C	Jackknifed Truck (on Freeway) [LAT -27 / LONG 20]	Inside the truck container.
#05	2.02	SatCom Array NN-03d [LAT -13 / LONG 25]	Tower A, in the restroom with the rude greeting.
#06	2.04	Clifftop Shacks [LAT 00 / LONG 26]	Inside the larger of the two shacks, on a bookcase.
#07	3.04	Chaste Acres Dairy Farm [LAT 15 / LONG 24]	Inside the grain silo.
#08	3.09	Minefield [LAT 04 / LONG 14]	Zane house, upstairs in the kid's room, next to teddy.
#09	4.06	Vault 87 [LAT -28 / LONG 06]	Living quarters, upper atrium, locked storage room on the south wall [Average].
#10	5.07	Arefu [LAT -11 / LONG 06]	Inside the abandoned house / Alan's residence, on the corner table.
#11	5.09	Moonbeam Outdoor Cinema [LAT -06 / LONG 05]	On one of the picnic tables.
#12	6.06	Vault 108 [LAT 18 / LONG 06]	Living quarters, in the cafeteria, on the counter.
#13	6.08	Chryslus Building [LAT 08 / LONG -01]	Lower offices, in one of the postal crates in the large central room (upper level).
#14	7.13	Warrington Station [LAT -18 / LONG -19]	Roy Phillips's Ghoul hidey-hole, on a shelf by Michael Masters' bed.
#15	7.A	Broadcast Tower PN [LAT -24 / LONG -04]	Drainage Chamber, by the exit ladder.
#16	7.E	Ruined Chapel [LAT -14 / LONG -06]	In the rear restroom area.
#17	7.R	Lucky's Grocer [LAT -18 / LONG -20]	Inside the store; you can take this without annoying the Scavenger.
#18	8.02	Springvale [LAT -02 / LONG -04]	Inside the mailbox of the destroyed house across from Red Rocket Gas.
#19	9.08	Dukov's Place [LAT 11 / LONG -08]	In Dukov's bedroom.
#20	9.G	Military Tent and Truck Defenses [LAT 10 / LONG -06]	Inside the yellow truck container.

Appendix 9: Skill Book [Unarmed] (continued)

#	ZONE	LOCATION	NOTES
#21	9.I	Flooded Metro Raider Camp [LAT 04 / LONG -19]	On the counter with the cash register, near the Nuka-Cola Quantum.
#22	15.02	White House Utility Tunnel	Inside the tunnel, in the room with the Work Bench and scattered items.
#23	19.06	L.O.B. Enterprises	On a shelf in the northeast storage room filled with shelves.
#24	U05.B	Metro Central	Locked storage closet [Average] near a pack of Vicious Dogs.
#25	U22.A	Anacostia Crossing Station	On one of the mezzanine table with scattered Chems.

APPENDIX 10: KELLER AND REPLICATED MAN HOLOTAPES (24)

#	HOLOTAPE # & TYPE	ZONE	LOCATION	NOTES
#01	01. Replicated Man	2.08	Paradise Falls [LAT -09 / LONG 16]	Cutter's Clinic.
#02	02. Replicated Man	2.08	Paradise Falls [LAT -09 / LONG 16]	On the floor, by Grouse's sandbags.
#03	03. Replicated Man	2.08	Paradise Falls [LAT -09 / LONG 16]	Inside Eulogy's Pad.
#04	01. Keller	3.07	Grisly Diner [LAT 13 / LONG 20]	On a desk in the back yard, by the ruined concrete wall.
#05	04. Replicated Man	4.08	Little Lamplight [LAT -26 / LONG 02]	Lucy's Clinic.
#06	05. Replicated Man	4.08	Little Lamplight [LAT -26 / LONG 02]	Knick Knack's Store.
#07	02. Keller	4.E	Abandoned Shack [LAT -23 / LONG 08]	Inside the abandoned shack, with other debris.
#08	03. Keller	4.K	Wastelander Pylon [LAT -14 / LONG 05]	On a low bookcase with other assorted junk.
#09	04. Keller	5.04	Hallowed Moors Cemetery [LAT -04 / LONG 09]	On the pulpit, along with Skill Book.
#10	06. Replicated Man	5.10	Big Town [LAT -04 / LONG 03]	In Red's Clinic.
#11	07. Replicated Man	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Doctor Banfield's Clinic.
#12	08. Replicated Man	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Herbert Dashwood's room.
#13	09. Replicated Man	8.03	Megaton [LAT -01 / LONG -06]	Moira Brown's Craterside Supply Store.
#14	10. Replicated Man	8.03	Megaton [LAT -01 / LONG -06]	Doc Church's Clinic.
#15	11. Replicated Man	8.03	Megaton [LAT -01 / LONG -06]	Manya's residence.
#16	12. Replicated Man	9.11	The Citadel [LAT 08 / LONG -14]	Scribe Bowditch's area.
#17	13. Replicated Man	9.15	Rivet City [LAT 18 / LONG -17]	Doctor Preston's Clinic.
#18	14. Replicated Man	9.15	Rivet City [LAT 18 / LONG -17]	Sister's room.
#19	15. Replicated Man	9.15	Rivet City [LAT 18 / LONG -17]	Father Clifford's Church.
#20	16. Replicated Man	9.15	Rivet City [LAT 18 / LONG -17]	Seagrave Holmes's room.
#21	05. Keller	9.G	Military Tent and Truck Defenses [LAT 10 / LONG -06]	Inside the tent with the Super Mutant captive.
#22	17. Replicated Man	17.07	Museum of History (Underworld)	Winthrop's room.
#23	18. Replicated Man	17.07	Museum of History (Underworld)	Doctor Barrows's Chop Shop.
#24	19. Replicated Man	17.07	Museum of History (Underworld)	Tulip's Underworld Outfitters.

Note

- Replicated Man Holotapes (or characters who've listened to them) provide clues in Miscellaneous Quest: The Replicated Man. Note that some Holotapes may be on the character in question, if not in the location.
- Keller Holotapes open the National Guard Depot [6.11] inner Armory door. Note the order presented here may not reflect the order you listen to the tapes in.

APPENDIX 11: ALIEN CAPTIVE RECORDED LOGS (25)

Locate all 25 of the Alien Captive Recorded Logs during your trek through Mothership Zeta to earn the Alien Archivist Achievement. There's no returning to many of these locations once the quest is over, so grab them all the first time through. Here's the order to tackle them in:

LOCATION	QUEST	LOG #
01. MZ1.01 Holding Cells (eastern control area)	1. Not of This World	14
02. MZ1.01 Holding Cells (eastern control area)	1. Not of This World	15
03. MZ1.01 Holding Cells (eastern control area)	1. Not of This World	22
04. MZ1.01 Holding Cells (main control hub)	1. Not of This World	01
05. MZ1.01 Holding Cells (main control hub)	1. Not of This World	03
06. MZ1.01 Holding Cells (main control hub)	1. Not of This World	12
07. MZ1.03 Engineering Core (stasis pod chamber)	2. Among the Stars	05
08. MZ1.03 Engineering Core (stasis pod chamber)	2. Among the Stars	06
09. MZ1.03 Engineering Core (stasis pod chamber)	2. Among the Stars	07
10. MZ1.03 Engineering Core (stasis pod chamber)	2. Among the Stars	08
11. MZ2.04 Cryo Laboratory (lower chamber near entrance)	2. Among the Stars	04
12. MZ2.04 Cryo Laboratory (stasis chamber with Ghoul)	2. Among the Stars	02
13. MZ2.04 Cryo Laboratory (Elliott's squad chamber)	2. Among the Stars	11
14. MZ2.04 Cryo Laboratory (Elliott's squad chamber)	2. Among the Stars	17
15. MZ2.05 Cryo Storage (left of entrance)	2. Among the Stars	25
16. MZ2.05 Cryo Storage (lower chamber to southwest)	2. Among the Stars	16
17. MZ2.09 Waste Disposal (southwest area)	2. Among the Stars	19
18. MZ2.12 Research Lab (inside the lab)	2. Among the Stars	13
19. MZ2.12 Research Lab (inside the lab)	2. Among the Stars	21
20. MZ3.16 Weapons Lab (lab control chamber)	3. This Galaxy Ain't Big Enough...	24
21. MZ3.17 Experimentation Lab (chamber with autopsy chairs)	3. This Galaxy Ain't Big Enough...	20
22. MZ3.17 Experimentation Lab (observation chamber)	3. This Galaxy Ain't Big Enough...	10
23. MZ3.17 Experimentation Lab (by the dead Abominations)	3. This Galaxy Ain't Big Enough...	09
24. MZ3.18 Biological Research (upper floor, northwest)	3. This Galaxy Ain't Big Enough...	18
25. MZ3.21 Living Quarters (antechamber near stairs and corridor)	3. This Galaxy Ain't Big Enough...	23

Index

A
Abandoned Car Fort (1.14), 315
Abominations, 54–55
Abraham Washington, 59, 284
Achievements (Xbox 360/PC), 731–32
Action Boy/Girl, 18
Action Points, 7–8
Adamantium Skeleton, 18
Adan, 59
Addiction, 36
Advanced Radiation Suit, 133
Agatha, 59
Agatha's House (5.06), 289, 349–350
Agatha's Song. see Miscellaneous Quests: Agatha's Song
Agility, 6
Ahzrukhal, 59
Alan, 59
Alejandra Torres, 59
Alexandria Arms (9.13), 406
Alex Dargon, 60
Alien Atomizer, 107
Alien Atomizer: Atomic Pulverizer, 107
Alien Blaster, 107
Alien Blaster: Captain's Sidearm, 107
Alien Blaster: Firelance, 107
Alien Captive Recorded Logs, 745
Alien Disintegrator, 108
Alien Disintegrator: Destabilizer, 108
Aliens, 55
Allen Mack, 60
Allistair Tenpenny, 60
All-Nighter Nightwear, 134
Almost Perfect, 22
Amata Almodovar, 60
The American Dream. see Main Quest: The American Dream
American Grease Monkey, 60
American Inferno Units, 52
American Powered Armor Soldier Units, 53
American Sniper Units, 53
American Soldiers, 53
American Strike Team (Simulated), 45–46
Anacostia Crossing (9.16), 411
Anacostia Crossing Station (Seward Sq. Southeast) (18.05), 168, 445–446
Anchorage Memorial (9.06), 402–403
Andale (8.07), 393–394
Andy, 60
Andy Stahl, 60
Angela "Princess," 60
Angela Staley, 60
Animal Friend, 16
Animals, 55
Anna Holt, 60
The AntAgonizer (Tanya Christoff), 100
The AntAgonizer's Costume, 140, 147
AntAgonizer's Lair (6.01), 209, 360
Anthony Ling, 60–61
Ant Might, 23
Ant Sight, 23
Apparel
  Combat Armor, 128–29
  General Wasteland Outfits, 134–41
  Powered Armor, 129–31
  Sealed Body Suits, 133–34
  Unique Outfits, 735–37
  Vault Outfits, 127–28
  Wasteland Armor, 131–33
Arefu (5.07), 250, 350
Argyle (deceased), 61
Arkansas, 61
Arlington/Falls Church Metro (Cemetery South) (16.04), 434
Arlington/Falls Church Metro (North) (19.05), 448
Arlington House (16.03), 433–434
Arlington Library (9.18), 411–412
Arlington Utility (Cemetery North) (16.02), 433
Arlington/Wasteland Metro (Cemetery North) (16.01), 433
Armitage, 61
Armor, 36
  Combat Armor, 128–29
  Enclosed Headgear, 141–44
  Powered Armor, 129–31
  Sealed Body Suits, 133–34
  Vault Outfits, 127–28
  Wasteland Armor, 131–33
Armored Vault 101 Jumpsuit, 127
Armory Master, 61
Artifacts, 244
Ashur, 61
Ashur's Power Armor, 129
Assault Rifle, 121
Atom's Champion, 61
Auto Axe, 112
Auto Axe: Man Opener, 113
Auto Axe: The Mauler, 113
Auto Axpert, 24
Auto Shop (Takoma Motors) (13.03), 426
Available Skills, 11–13
Axe, 113
Axe: The Dismemberer, 113

B
Baby Carriages, 34
Badger (deceased), 61
Bandana, 144
Bandits, 44
Bannon, 61
Barkskin, 23
Barrett, 61
Barter Skills, 11
Baseball Bat, 113
Baseball Pitchers, 34
BB Gun, 121
Bear Traps, 33
Beatrice Armstrong, 61
Belle Bonny, 62
Ben Canning, 62
Bethesda Ruins (6.07), 364–366
Bessie Lynn, 62
Bestiary, The, 45–58
Better Criticals, 18
Betty "Bumble," 62
Big Book Of Science, 743
Big Guns, 11, 32, 104–7
Big Town (5.10), 205, 271, 305, 351–352
Big Trouble In Big Town. see Miscellaneous Quests: Big Trouble in Big Town
Biker Goggles, 147
Bill Foster, 62
Bill Seward, 62
Bill "Willie" Wilson, 62
Billy, aka "Biwwy," 62
Billy Creel, 62
Bingo, 62
Bio-Gas Canister, 111
Bittercup, 62–63
Black Widow / Lady Killer, 13
Bleak, 63
Bloody Mess, 15
Blood Packs, 38
Blood Ties. see Miscellaneous Quests: Blood Ties
Bloomseer Poplar, 63
Bob, Son of Dave, 63
Bobblehead: Medicine, 152
Bobbleheads, 39, 733
Bombshell Armor, 131
Bone, 63
Boogeyman's Hood, 142
Booster Shot, 24
Bottlecap Mine, 111
Brahmin-Skin Outfit, 134
Brailee Ewers, 63
Branchtender Cypress, 63
Branchtender Linden, 63
Branchtender Maple, 63
Brand, 63
Brass Knuckles, 125
Breadbox, 63
Brianna, 64
Brick, 64
Broadcast Tower KB5 (1.06), 313
Broadcast Tower KT8 (4.04), 337
Broadcast Tower LP8 (2.06), 322
Broken Steel, 535–608
  Factions, 44
Broken Steel: Capital Wasteland: Water Caravan Routes, 581
Broken Steel: Capital Wasteland Zone 2, 581
Broken Steel: Capital Wasteland Zone 3: Northeast Territories, 582–87
  Primary Locations, 582–86
  Old Olney Sewers (BS U3.02.1), 583
  Old Olney S. Wilson Building (BS 3.02.3), 585
  Olney Powerworks (BS 3.02.4), 586
  Olney Underground (BS U3.02.2), 583
  Secondary Locations, 587
Broken Steel: Capital Wasteland Zone 4: Irradiated Western Plains, 587
Broken Steel: Capital Wasteland Zone 5: Central Plains, 588–89
Broken Steel: Capital Wasteland Zone 7: Southwest Territories, 589–91
  Primary Locations, 589
  Rockland Car Tunnel (BS7.01), 589–590
  Satellite Relay Tower Exit (BS7.02), 591
  Secondary Locations, 591
Broken Steel: Capital Wasteland Zone 8: Southern Plains & D.C. Outskirts, 591–93
  Primary Locations, 592–93
  Holy Light Monastery (BS 8.01), 592
  Secondary Locations, 593
Broken Steel: Capital Wasteland Zone 9: Exterior D.C. Metro Ruins, 593–97
  Primary Locations, 594–97
  The Citadel (Ruins) (BS 9.11.1), 596
  Secondary Locations, 597
Broken Steel: Capital Wasteland Zone 10: Chevy Chase, 598
Broken Steel: Capital Wasteland Zone 14: Georgetown, 598–99
Broken Steel: Capital Wasteland Zone 15: Pennsylvania Avenue, 599–606
  Adams Air Force Base (BS 15.02.3), 601
  Control Tower (AAFB 02), 603
  Exterior: Continued (Landing Strip And Mobile Crawler), 604
  Exterior Hangars (AAFB 01), 601–3
  Mobile Base Crawler (AAFB 04), 604–6
  Presidential Metro (BS U15.02.2), 600–601
  Presidential Sub Level (BS U15.02.1), 600
  Storage Facility (AAFB 03), 603
  White House Plaza (BS15.02), 599–600
Broken Steel: Capital Wasteland Zone 17: The Mall, 606–7
  Museum Authority Building (BS 17.01), 607
Broken Steel: Capital Wasteland Zone 18: Seward Square, 608
Broken Steel: Death From Above, 535–38
Broken Steel: Freeform Quest: Blood Brotherhood, 580
Broken Steel: Freeform Quest: Forcing Evolution Virally, 580
Broken Steel: Freeform Quest: Getting Ready for Prime Time, 579–80
Broken Steel: Freeform Quest: The Sorrowful Suitor, 579
Broken Steel: Miscellaneous Quest: Holy Water, 573–76
Broken Steel: Miscellaneous Quest: Protecting the Water Way, 569–72
Broken Steel: Miscellaneous Quest: The Amazing Aqua Cura!, 576–78
Broken Steel: Miscellaneous Quests Preamble: Locating Scribe Bigsley
Broken Steel: Shock Value, 539–46
Broken Steel: Tour Of Broken Steel, 581–608
Broken Steel: Who Dares Wins, 547–67
Bronson, 64
Brother Gerard, 64
Brotherhood of Steel, 41, 46
Brotherhood Outcasts, 41, 47
Brotherhood Power Armor, 129
Brotherhood Scribe Robe, 134
Bryan Wilks, 64

Bunker (17.08), 440
Butch, 37
Butch Deloria, 64
Butcher, 64
Button Gwinnett, 64
Button's Wig, 144

C

C. J. Young, 64
Caleb Smith, 64
Cannibal, 17
Canterbury Commons (6.02), 209, 360–362
Capitol Building West Entrance (17.14), 443–444
Capitol Building East Entrance (18.01), 445, 608
Carl (deceased), 64–65
Carlos, 65
Carol, 65
Carolina Red, 65
Carry Weight, 8
Carter, 65
Catherine, 65
Centre Dubois, 65
Cerberus, 65
Chain Traps, 33
Character Development, 25
Charisma, 6
Charnel House (7.02), 374
Charon, 37, 65
Chaste Acres Dairy Farm (3.04), 331
Chemist, 18
Chem Resistant, 19
Chems, 36, 40
Cherry, 65
Child at Heart, 14, 210
Chine Launcher Units, 47
Chinese Army (Simulated), 43, 47–48
Chinese Army: Spec. Ops. Training Manual, 744
Chinese Assault Rifle, 122
Chinese Assault Rifle: Xuanlong, 122
Chinese Commando Hat, 144
Chinese Inferno (Simulated), 47
Chinese Officer's Sword, 113
Chinese Officer's Sword: Jingwei's Shocksword, 114
Chinese Officer's Sword: Vampire's Edge, 114
Chinese Pistol, 122
Chinese Pistol: Zhu-Rong V418, 122
Chinese Remnant Army, 43
Chinese Remnant Soldier, 48
Chinese Sniper (Simulated), 47
Chinese Soldiers, 48
Chinese Stealth Armor, 133
Chinese Vehicle Chimera Tank, 48
Chip Taylor (deceased), 65
Christie Young, 65
Christine Kendall, 66
Chryslus Building (6.08), 366–367
Cindy Cantelli, 66
Citadel, The (9.11), 177, 182, 196, 201, 404–406, 535, 539, 547, 594–595
Cliffside Cavern (8.06), 393
Clifftop Shacks (2.04), 321
Clothing, 36
Clover, 37, 66
Colin Moriarty, 66, 158
Collapsed Car Tunnel (North) (11.03), 418
Collapsed Car Tunnel (South) (11.04), 418
Collectibles, 38–40
    Tour of the Capital Wasteland, 309, 318, 326, 335, 344, 359, 373, 385, 400
Colonel Augustus Autumn, 66
Colonel Autumn's Uniform, 134
Colonel Hartigan, 66
Combat Armor, 128–29
Combat Helmet, 144
Combat Knife, 114
Combat Knife: Occam's Razor, 114
Combat Knife: Stabhappy, 114
Combat Shotgun, 122
Combat Shotgun: The Terrible Shotgun, 122
Combat Slaves, 50
Comestibles, 40
Commander Jabsco, 66
Commander Lana Danvers, 66
Commando, 15
Composite Recon Helmet, 144
Comprehension, 14
Computer Whiz, 19
Concentrated Fire, 19
Confederate Hat, 144
Confessor Cromwell, 66
Connelly (deceased), 67
Contract Killer, 18
Corporal Rheems, 67
Corporal Spurlock, 67
Corvega Factory (6.05), 363
Covert Ops, 23
Crazy Wolfgang, 67
Crimson, 67
Crimson Dragon Special Units, 48
Critical Chance, 8
Croatoa, 67
Crow, 67
Crow's Eyebot Helmet, 144
Cryo Grenade, 111
Cryo Mine, 111
Cryptochromatic Spectacles, 147
Cutter, 67
Cyborg, 18

D

Dad (James), 67
Daddy's Boy / Daddy's Girl, 13
Damage Resistance, 8
Daniel Agincourt, 67
Daniel Littlehorn, 68
Dart Gun, 123
Dave, 68
Davis West (deceased), 68
D.C. Journal of Internal Medicine, 742
D.C. Ruins, 31
DCTA Tunnel 014-B Potomac (14.02), 428
Dean's Electronics, 743
Deathclaw Gauntlet, 125
Deathclaw Sanctuary (1.07), 313–314
Deep Sleep, 20
Defender Anne Marie Morgan, 68
Defender Morrill, 68
Defender Rococo Rockfowl, 68
Defender Sibley, 68
Demolition Expert, 15
Deputy Steel, 68
Deputy Weld, 68
Derek Pacion, 68
Derived Statistics, 7–10
    Action Points, 6–7
    Carry Weight, 8
    Damage Resistance, 8
    Health, 9
    Melee And Unarmed Damage, 9
    Poison And Radiation Resistance, 9–10
Desmond's Eyeglasses, 147
Desmond the Ghoul, 69
Devil's Highway, 20
Dickerson Tabernacle Chapel (1.08), 314
Diego, 69
Dirty Chinese Jumpsuit, 134
Dirty Pre-War Businesswear, 135
Dirty Pre-War Casualwear, 135
Dirty Pre-War Parkstroller Outfit, 135
Dirty Pre-War Relaxedwear, 135
Dirty Pre-War Spring Outfit, 135
Doc Church, 69
Doc Hoff, 69
Doctor Adrienn Adami, 69
Doctor Barrows, 69
Doctor Julius Banfield, 69
Doctor Lesko, 69
Doctor Madison Li, 69–70
Doctor Preston, 70
Doctor Stanislaus Braun/Betty, 70
Doctor Zimmer, 70
Dogmeat, 38, 70
Dogmeat's Puppy, 70
Dominic D'Ellsadro, 70
Donovan, 70
Double-Barrel Shotgun, 123
Dream Crusher, 22
Dress for Success, 27
Drifter, 70
Drone Cannon, 104
Drone Cannon EX-B, 104
Drowned Devil's Crossing (1.13), 315
Dry Sewer (Entrance) (11.07), 296, 419
Duke, 70
Dukov, 70
Dukov's Place (9.08), 275, 403
Dunbar (deceased), 70–71
Dunwich Building (7.11), 378–379, 635, 658
Dupont Circle Station (11.05), 163, 418–419
Dusty, 71

E

Eclair, 71
Edgar Wellington II, 71
Educated, 14
Edwin Brotch, 71
Elder Owyn Lyons, 71
Ellen Deloria, 71
Elliott Tercorien, 71
Emaline, 71
Enclave, 41, 48–49
Enclave Hellfire Armor, 129
Enclave Hellfire Trooper, 49
Enclave Helmets, 141
Enclave Officer Hat, 144
Enclave Officer Uniform, 135
Enclave Power Armor, 130
Enclave Scientist Outfit, 133
Enclave Sigma, 44
Enclave Soldier (Sigma), 49
Endurance, 5
Energy Weapons, 11, 32, 107–10
    Nikola Tesla And You [Energy Weapons] (25), 741
Entomologist, 14
Environment Suit, 133
Ernest "Uncle" Roe, 71–72
Escalator to Heaven, 20
Escape the Vault, 155
Ethyl, 72
Eulogy Jones, 72
Eulogy Jones Hat, 144
Eulogy Jones's Suit, 135
Evan King, 72
Everett, 72
Everglow National Campground (4.07), 339
Evergreen Mills (7.04), 375–376
Experience Points, 29–30
Explorer, 19
Explosives Skills, 11
Eyebot Helmet, 145
Eyeglasses, 147–48

F

Factions, 41–45
    Broken Steel, 44
    Mothership Zeta, 45
    Operation: Anchorage, 43
    Pitt, 43–44
    Point Lookout, 44–45
    Wasteland, 41–43
Faded Pomp Estates (1.15), 315
Fairfax Ruins (8.05), 392–393
Falls Church/Mason District Metro (Falls Church Metro) (19.02), 447
Falls Church/Mason District Metro (Franklin Station) (20.02), 451
Family, The, 43
Fantasia, 72
Farragut West Metro Station (9.02), 156, 401
Fast-Hack Attack, 158
Fast Metabolism, 17
Fast-Talk Challenge, 158
Father Clifford, 72
Fat Man, 39, 104, 733
Fat Man: Experimental MIRV, 104
Fat Man: Mini-Nukes, 733–34
Fawkes, 37, 72
Faydra, 72
Feral Ghouls, 55–56
Filtration Helmet, 142
Find Galaxy News Radio, 159
Finding the Garden of Eden. see Main Quest: Finding the Garden of Eden
Finesse, 16
Fire Ant Nectar, 39
Five Axles Rest Stop (4.02), 336
Flak, 72
Flamer, 105
Flamer: Burnmaster, 105
Flamer: Rapid-Torch Flamer, 105
Flamer: Slo-Burn Flamer, 105
Flash, 72–73
Flashlight, 31
Flooded Metro (9.05), 402

Flooded Metro (9.17), 411
Flooded Metro (Mason District South) (20.03), 451
Flower, Daughter of Dave, 73
Floyd Lewis (deceased), 73
Foggy Bottom Station (Dupont West) (11.10), 419–420
Foggy Bottom Station (Exterior) (14.05), 428
Followers, 37–38
Following in His Footsteps. see Main Quest: Following in His Footsteps
Fordham Flash Memorial Field (5.08), 350
Fort Bannister (4.11), 341–342
Fort Constantine (1.04), 275, 311–312
Fort Independence (8.04), 391
Fortune Finder, 15
Forty, 73
Four Score, 73
Frag Grenade, 111
Frag Mine, 111
Frank, 73
Freddie Gomez, 73
Fred Wilks (deceased), 73
Freedom Street Station (Vernon Square Station) (12.06), 422
Freedom Street Station (Penn. Ave. North) (15.01), 430
Freeform Quests
  see under Broken Steel; Miscellaneous Quests; Point Lookout
Freki, 73
Friday, 73
Friendship Heights Metro Station (6.10), 368
F. Scott Key Trail & Campground (7.09), 377

G

Galaxy News Radio. see Main Quest: Galaxy News Radio
Galaxy News Radio (10.03), 156, 163, 168, 416–417
Gallo, 73
Game Difficulty, 28
Gamma Shield Armor, 131
Gary (clone), 73
Gary 23 (deceased), 73–74
Gary Staley, 74
Garza, 74
Gas Leaks, 33
Gatling Laser, 105
Gatling Laser: Precision Gatling Laser, 105
Gatling Laser: Vengeance, 106
Gauss Rifle, 108
General Chase's Overcoat, 135
General Constantine Chase, 74
Generalized Occupational Aptitude Test. see G.O.A.T.
General Jingwei, 74
General Wasteland Outfits, 134
George Neusbaum, 74
Georgetown/The Mall Metro (Georgetown South) (14.07), 429
Georgetown/The Mall Metro (Northwest) (17.04), 437
Geri, 74
Germantown Police Headquarters (5.01), 205, 271, 345–346
Ghoul (Non-Feral), 53
Ghoul Ecology, 24
Ghoul Guard, 44
Ghoul Mask, 148
Girdershade (7.05), 236, 376
Gloria Mack, 74
G.N.R. Building (Rear Exit) (11.01), 418
Goalie Ledoux, 74
G.O.A.T., 152–53
Gob, 74
Godfrey, 75
Grandma Agnes Taylor (deceased), 75
Grandma Sparkles, 75
Grayditch (9.09), 229, 306, 403–404
Greener Pastures Disposal Site (3.06), 331
Grenade Bouquets, 33
Grenades, 32
Greta, 75
Griffon, 75
Grifter's Fit, 136
Grim Reaper's Sprint, 19–20
Grimy Pre-War Businesswear, 136
Grisly Diner (3.07), 331
Grocer (14.03), 428
Grognak The Barbarian, 742
Grouse, 75
Gruber, 75
Grudd Bear, 75
Gunnery Sergeant Benjamin Montgomery, 75
Gun Nut, 13–14
Guns And Bullets [Small Guns], 743
Gunslinger, 15

H

Haley, 75
Hallowed Moors Cemetery (5.04), 348
Hamilton's Hideaway (5.03), 163, 250, 347
Hammer, 75–76
Handyman Jumpsuit, 136
Hannibal Hamlin, 76
Harden Simms, 76
Harkness, 76
Harold, 76
Harris, 76
Hat of the People, 145
Hazmat Disposal Site L5 (17.02), 436
Hazmat Disposal Site I5 (L'Enfant Plaza) (21.01), 452
Headgear
  Glasses & Facial Coverings, 147–48
  Masks and Helmets, 142–47
  Powered Helmets, 141–42
Head Of State. see Miscellaneous Quests: Head Of State
Head Wrap, 145
Healing, 35
Health, 9, 36
Heavy Incinerator, 106
Hematophagy, 23
Henry Young, 76
Herbert "Daring" Dashwood, 76
Here and Now, 16
Hockey Mask, 142
Holly, 76
Holotags: The Brotherhood of Steel, 39
Holotapes: The Replicated Man, 39
Hoover, 76–77
Horace Pinkerton, 76
Hostile Settlements, 34
Hotel (15.06), 431
Hovels, 36
Hubris Comics Publishing (20.01), 450–451
Hunting Rifle, 123
Hunting Rifle: Ol' Painless, 123

I

Ian West, 77
Impartial Mediation, 15
Infiltrator, 19, 123
Infiltrator: Perforator, 123
Initiate Jennings, 77
Initiate Pek, 77
Initiate Reddin, 77
Intelligence, 6
Intense Training Perks, 13
Iron Fist, 14
Irradiated Metro (9.12), 406
Irradiated Metro (L'Enfant South) (21.04), 453
Irving Cheng, 77

J

Jack Smith, 77
Jackson [Point Lookout], 77
Jackson [The Pitt], 77
Jacob Humboldt, 77
Jalbert Brothers Waste Disposal (4.09), 341
Jaime Palabras, 77–78
James Hargrave, 78
Janet Rockwell, 78
Janice Kaplinski, 78
Janice Wilkins (deceased), 78
Jefferson Memorial (9.14), 149, 168, 177, 201, 406–407, 535, 569, 596–597
Jenny Stahl, 78
Jenny Wilson, 78
Jericho, 37, 78
Jessica, Wife of Dave, 78
Jiggs (deceased), 78
Jiggs's Loot, 166, 167
Jimson, 78
Jim Wilkins (deceased), 78
Jocko's Pop & Gas Stop (7.07), 377
Joe Porter, 79
John, 79
John Bear, 79
Jonas Palmer, 79
Joseph, 79
Jotun, 79
Junders Plunkett, 79
Junior Smith, 79
Junior Survivor, 22
Jury Street Metro Station (5.13), 354
Justin, 79

K

Kaelyn's Bed & Breakfast (5.11), 352
Kai, 79
Karen Schenzy, 79
Karl, 80
Karma, 28–29
Karmic Rebalance, 20–21
Keller And Replicated Man Holotapes, 745
Ken Ewers, 80
Kenny, 80
Kidd, 80
Kimba, 80
Knife, 114
Knife: Ant's Sting, 115
Knife: Ritual Knife, 115
Knife: Toy Knife, 115
Knight Artemis, 80
Knight Captain Colvin, 80
Knight Captain Durga, 80
Knight Captain Dusk, 80
Knight Captain Irving Gallows, 80
Knight Dillon, 80–81
Knight Finley, 81
Knight Sergeant Wilks, 81
Krenshaw, 81

L

Lab Coat, 136
Laborer Outfit, 136
Lab Technician Outfit, 136
Lady Frumperton's Fashions (11.06), 419
Lag-Bolt, 81
Lag-Bolt's Combat Armor, 128
Lag-Bolt's Shades, 148
La Maison Beauregard Lobby (14.08), 429, 599
Laser Pistol, 108
Laser Pistol: Colonel Autumn's, 108
Laser Pistol: Protectron's Gaze, 108
Laser Pistol: Smuggler's End, 109
Laser Rifle, 109
Laser Rifle: Tri-Beam Laser Rifle, 109
Laser Rifle: Wazer Wifle, 109
Laser Rifle Metal Blaster, 109
Lawbringer, 18
Lazlo Radford, 81
Lead Belly, 15
Lead Pipe, 115
Leaf Mother Laurel, 81
Leather Armor, 131
Leather Rebel Armor, 131
Ledoux's Hockey Mask, 142
Leo Stahl, 81
Leroy Walker, 81
Lesko's Lab Coat, 136
Lever-Action Rifle, 124
Lever-Action Rifle: Backwater Rifle, 124
Liberty Prime, 81
Lieutenant Thomas Morgan, 81
Life Giver, 17
Light Step, 18
Lincoln Memorial Maintenance Room (Lincoln Memorial) (17.01), 240, 436
Lincoln's Hat, 145
Lincoln's Repeater, 124
Linda Smith, 82
Linden's Outcast Power Armor, 130
Littlehorn and Associates, 43
Littlehorn Secretary, 82
Little Lamplight (4.08), 182, 187, 192, 205, 339–341
Little Leaguer, 14
L.O.B Enterprises (19.06), 448–449
Lockpick Skills, 11, 27
  Tumblers Today [Lockpick] (25), 741–42
Lone Wanderer, 82
Lucas Simms, 82
Lucia "Lucy," 82
Luck, 7
Lucky Harith, 82

Lucky Shades, 148
Lucy West, 82
Lug-Nut, 82
Lulu, 82
Lydia Montenegro, 82
Lying, Congressional Style, 744
Lyons' Pride Power Armor, 130

M

Mabel Henderson, 83
Machete, 83
Madame, 83
Mad Johnny Wes, 83
Maggie, 83
Main Quest:, 149–204
Main Quest: Escape!, 149–55, 287
Main Quest: Finding the Garden of Eden, 192–96
Main Quest: Following in His Footsteps, 156–62
Main Quest: Galaxy News Radio, 158–59, 163–68
Main Quest: Picking up the Trail, 182–86, 279
Main Quest: Rescue from Paradise, 187–91, 274
Main Quest: Scientific Pursuits, 168–72
Main Quest: Take It Back!, 201–3
Main Quest: The American Dream, 196–200
Main Quest: The Waters of Life, 177–81
Main Quest: Tranquility Lane, 173–76
Mama Dolce's Processed Foods (16.05), 434–435
Maneuvers, 34–35
Manny Koch (deceased), 83
Manya, 83
Maple's Garb, 136
Mapping the Capital Wasteland, 30–31
Marcella, 83
Marco, 83
Margaret, 83
Margaret Primrose, 83
M.A.R.GO.T., 82–83
Marguerite, 84
Marie, 84
Marigold Station (9.10), 229, 404
Marigold Station (Falls Church Metro) (19.01), 447
Martha Simpson, 84
Martha Wilson, 84
Mary, Daughter of Dave, 84
Mary Holden, 84
Mason Dixon Salvage (1.09), 314
Master Trader, 18
Matilda West (deceased), 84
Mayor Robert Joseph MacCready, 84
MDPL-05 Power Station (1.02), 310
MDPL-13 Power Station (2.09), 324
MDPL-16 Power Station (3.05), 331
MDPL-21 Power Station (2.03), 321
MDPL Mass Relay Station (4.03), 336–337
Meat, 84
The Mechanist (Scott "Bean" Wollinski), 100
The Mechanist's Costume, 140
The Mechanist's Helmet, 147
Medicine Skills, 12, 26
Megaton (8.03), 156, 215, 260, 388–390, 573, 592–593
Mei Wong, 84
Mel, 85
Melee and Unarmed Damage, 9
Melee Weapons, 33, 112–19
  Grognak The Barbarian, 742
  skills, 12
Menu Information, 28–30
Merc Outfits, 137
Meresti Trainyard (5.05), 250, 348–349
Mesmetron, 109
Mesmetron: Microwave Emitter, 110
Metal Armor, 131
Metal Helmet, 143
Metal Master Armor, 132
Metro Central (Exterior) (15.04), 431
Metro Junction (Chevy Chase East) (10.02), 416
Metro Junction (11.02), 418
Metro Junction (Northeast) (11.08), 419
Metro Junction (Vernon Square North) (12.01), 421
Metro Junction (Vernon Square Station) (12.05), 422
Mex, 85
Michael Hawthorne, 85
Michael Masters, 85
Micky, 85
Midea, 85
Millicent Wellington, 85
Milly, 85
Milo, Shipping Foreman, 85
Minefield (3.09), 215, 271, 306, 332
Mines, 32, 33, 111–12
Minigun, 106
Minigun: Eugene, 106
Mini-Nukes, 39, 733–4
Mirelurk Nesting Hole (17.03), 437
Miscellaneous Quests
  see also under Broken Steel; Point Lookout
Miscellaneous Quests: Agatha's Song, 289–96
Miscellaneous Quests: Big Trouble in Big Town, 184, 205–9, 274
Miscellaneous Quests: Blood Ties, 158, 250–57
Miscellaneous Quests: Head Of State, 240–44
Miscellaneous Quests: Oasis, 257–60
  Freeform Quest: Bloomseer Poplar's Visions, 260
  Freeform Quest: Yew Got A New Friend, 260
Miscellaneous Quests: Reilly's Rangers, 42, 296–302
Miscellaneous Quests: Stealing Independence, 244, 279–84
Miscellaneous Quests: Strictly Business, 271–74
Miscellaneous Quests: Tenpenny Tower, 264–70, 273, 277
Miscellaneous Quests: The Nuka-Coke Challenge, 189, 219, 236–40, 291, 294
  see also Nuka-Cola Quantums
Miscellaneous Quests: The Power of the Atom, 158, 260–64, 273
Miscellaneous Quests: The Replicated Man, 178, 189, 245–49
Miscellaneous Quests: The Superhuman Gambit, 209–14
Miscellaneous Quests: The Wasteland Survival Guide, 159, 215–28
Miscellaneous Quests: Those!, 229–35
Miscellaneous Quests: Trouble On the Homefront, 285–89
Miscellaneous Quests: You Gotta Shoot 'Em in the Head, 275–79
Missile Launcher, 106
Missile Launcher: Miss Launcher, 106
Miss Jeanette, 85
Mister Break, 85
Mister Buckingham, 86
Mister Burke, 86
Mister Crowley, 86
Mister Lopez, 74
Mister Sandman, 16
10MM Pistols, 119–20
10MM Submachine Gun: Sydney's 10MM "Ultra" SMG, 120
Modified Utility Jumpsuit, 127
Moira Brown, 86
Mom (Catherine; deceased), 86
Mona, 86
Montgomery County Reservoir (2.05), 321–322
Moonbeam Outdoor Cinema (5.09), 351
Mother Curie III, 86
Mother Maya, 86
Mother Punga, 86
Mothership Zeta, 690–717
  Factions, 45
Mothership Zeta: Among the Stars, 695–710
Mothership Zeta: Capital Wasteland Zone 2: Northern Mountains, 718
  Alien Homing Beacon (MZ1), 718
  Crashed Anomaly (MZ1), 718
Mothership Zeta: Interior Locations, 719–30
  Biological Research (MZ3.18), 728
  Bridge (MZ3.22), 730
  Cargo Hold (MZ2.11), 725
  Cryo Lab (MZ2.04), 721
  Cryo Storage (MZ2.05), 722
  Death Ray Control (MZ3.20), 729–730
  Death Ray Hub (MZ3.19), 729
  Decompression Chamber (MZ2.13), 726
  Engineering Core (MZ 1.03), 720–721
  Engine Room (MZ2.10), 724
  Experimentation Lab (MZ3.17), 728
  Hangar (MZ2.06), 722
  Holding Cells (MZ1.01), 719
  Living Quarters (MZ 3.21), 730
  Maintenance Level (MZ2.08), 724
  Observation Deck (MZ3.15), 726
  Research Lab (MZ2.12), 725–726
  Robot Assembly (MZ2.07), 723
  Space Walk (MZ2.14), 726
  Steamworks (MZ1.02), 720
  Waste Disposal (MZ2.09), 724
  Weapons Lab (MZ3.16), 727
Mothership Zeta: Not of This World, 690–94
Mothership Zeta: This Galaxy Ain't Big Enough..., 711–17
Motorcycle Helmet, 143
Mount Mabel Campground (1.10), 314
Movement Speed, 10
Murphy, 86
Murphy's Bombing Run, 253
Museum of History Entrance (17.07A), 240, 437–438, 576, 607
Museum of History (Underworld) (17.07B), 275, 296, 307, 439
Museum of Technology (17.10), 163, 440–441
Museum Station (17.09), 163, 440
Museum Station (The Mall) (17.06), 437
Mutated Animals, 56
Mutated Insects, 56–57
Mysterious Stranger, 16–17, 86–87

N

Nadine, 87
Nail Board, 115
Nail Board: Board of Education, 115
Nathaniel Vargas, 87
The National Archives (Front Entrance) (17.11), 279, 441
The National Archives (Rear Entrance) (17.12), 279, 441–442
National Guard Depot (6.11), 368–370
Naughty Nightwear, 137
Nerd Rage!, 17
Nerves of Steel, 21
Neural Interface Suit, 137
Nicholas "Knick Knack," 87
Nifty Thrifty's (13.02), 426
Night Person, 17
Nikola Tesla And You [Energy Weapons] (25), 741
Ninja, 19
Nola, 87
Northwest Seneca Station (5.02), 250, 346–347
Nova, 87
Novice, 87
No Weaknesses, 21
Nuclear Anomaly, 22
The Nuka-Cola Challenge, 186. see Miscellaneous Quests: The Nuka-Coke Challenge
Nuka-Cola Quantums, 39, 737–38
Nuka Grenade, 112
Nuka-Cola Plant (8.10), 396–397
Nurse Graves, 87

O

Oasis. see Miscellaneous Quests: Oasis
Oasis (2.01), 257, 305, 307, 319–320
Oasis Druid Hood, 145
Oasis Robes, 138
Obadiah Blackhall, 87
O-Dog, 87
Office Building (#1) (19.03), 448
Office Building (#2) (19.04), 448
Office Building (Talon Artillery Strike Point) (18.03), 445
Officer Davis, 87
Officer Herman Gomez, 88
Officer John Kendall, 88
Officer Lepelletier, 88
Officer Lorin, 88
Officer O'Brian, 88
Officer Park, 88
Officer Richards, 88
Officer Steve "Stevie" Mack, 88
Officer Taylor, 88
Officer Wilkins, 88
Officer Wolfe, 88
Offices of the Capital Post (21.03), 452–453
Old Lady Dithers, 89
"Old Lady" Lucy Palmer, 89
Old Man Harris, 89
Old Olney (3.02), 328–329, 539, 582–583

Operation: Anchorage, 465–94
  Aiding the Outcasts, 465–67
  Factions, 43
  The Guns of Anchorage, 468–73
  Operation: Anchorage!, 480–83
  Paving the Way, 474–79
Operation: Anchorage: Alaskan Locations
  1: Anchorage Cliffs, 487–88
  2: Artillery Overlook Entrance, 488–89
  3: Artillery Overlook, 489
  4: U.S. Army Field Headquarters, 490–91
  5: Chinese Forward Camp Delta, 491
  6: Chimera Armor Depot, 491
  7: Abandoned Mining Town, 491–92
  8: Listening Post, 492
  9. Battlefield Trenches, 492
  10: Chinese Pulse Field, 492
  11: Chinese Occupied Refinery, 492
  A: Cave Outpost, 493
  B: Field Storage, 493
  C. Field Storage, 493
  D: Cave Passage, 493
  E: Chinese Artillery Outpost, 494
  F: Command Tent, 494
  G: Listening Post, 494
  Topographical Overview, 487
Operation: Anchorage: D.C. Locations, 484–86
  OA1: Outcast Outpost [Entrance], 484
  OA2 Bailey's Crossroads Metro, 485
  OA.U.1: Bailey's Crossroads [Station], 484
  OA.U.2: Outcast Outpost, 486
Our Lady of Hope Hospital (12.07), 296, 422–423
Outcast Power Armor, 130
Outcast Power Helmet, 142
Outcast Scribe Robe, 138
Outfits. see Apparel
Overlook Drive-In, The (8.09), 396
Overseer Alphonse Almodovar, 89

P

Paladin Bael, 89
Paladin Glade, 89
Paladin Gunny, 89
Paladin Hoss, 89
Paladin Jensen, 89
Paladin Kodiak, 89
Paladin Tristan, 89
Paladin Vargas, 90
Panada, 90
Pappy, 90
Paradise Falls (2.08), 187, 271, 308, 322–324
Paralyzing Palm, 19
Party Boy/ Party Girl, 21
Patchwork, 90
Pat Neusbaum, 90
Paul Hannon (II), 90
Paulie Cantelli, 90
Paulson, 90
Paulson's Outfit, 138
Penn. Ave./Georgetown Metro (Georgetown East) (14.09), 429
Penn. Ave./The Mall Metro (Penn. Ave. Northwest) (15.05), 431
Penn. Ave./The Mall Metro (Penn. Ave. South) (15.07), 431
Penn. Ave./The Mall Metro (The Mall Northeast) (17.13), 442
Penn. Ave./Seward Sq. Metro (Penn. Ave. East) (15.08), 431–432
Penn. Ave./Seward Sq. Metro (Seward Square North (18.02), 445
Penny, 90
Pepper Gomez, 90
Perception, 5
Perks
  by Level, 13–22
  Overview, 13–22
  Quest-Related Perks, 22–24
Peter "Squirrel," 90–91
Phantom, 91
Picking up the Trail. see Main Quest: Picking up the Trail
Pickpocketing, 34
Pint-Sized Slasher, 91
Pint-Sized Slasher Mask, 143
Pip-Boy, 157
  Functionality, 31
.32 Pistols, 120
Pitt
  Factions, 43–44
  Fighter, 24
  Raiders, 43–44, 49
  Slaves, 43–44, 49
The Pitt, 495–534
The Pitt: D.C. Locations, 522
  TP1: Radio Tower, 522
  TP2: Train Tunnel, 522
The Pitt: Free Labor, 510–21
The Pitt: Into The Pitt, 495–98
The Pitt: Pitt Locations, 523–34
  1: Pitt Trainyard, 524
  2: Pitt Bridge, 524–25
  3: Pitt Downtown, 525–26
  4: Pitt Steelyard, 527–28
  5: Pitt Uptown, 528–29
  6: Haven, 529
  A: Midea's Quarters, 530
  B: The Mill, 530–31
  C: Abandoned Area, 531
  D: The Arena, 531
  E: Supply Plant, 531–32
  F: Abandoned Apartments, 532–33
  G: Haven, 533
  H: Wernher's Hideout, 533
  TP1: Radio Tower, 522
  T.P.U.1: Pitt Underground (Power Plant), 533–34
The Pitt: Unsafe Working Conditions, 498–510
Plasma Grenade, 112
Plasma Mine, 112
Plasma Pistol, 110
Plasma Pistol: MPLX Novasurge, 110
Plasma Rifle, 110
Plasma Rifle: A3-21's Plasma Rifle, 110
Plik, 91
Point Lookout, 609–89
Point Lookout: A Meeting of the Minds, 626–34
Point Lookout: Freeform Quest: Latchkey Kenny, 654–55
Point Lookout: Freeform Quest: Tailing the Tomboy, 656–57
Point Lookout: Freeform Quest: The Seafarer's Friend, 655–56
Point Lookout: Hearing Voices, 620–23
Point Lookout: Miscellaneous Quest: An Antique Land, 632–34
Point Lookout: Miscellaneous Quest: A Spoonful of Whiskey, 642–44
Point Lookout: Miscellaneous Quest: Plik's Safari, 651–53
Point Lookout: Miscellaneous Quest: The Dark Heart of Blackhall, 635–41
Point Lookout: Miscellaneous Quest: The Velvet Curtain, 645–51
Point Lookout: The Local Flavor, 609–16
Point Lookout: Thought Control, 624–25
Point Lookout: Walking with Sprits, 616–20
Point Lookout Factions, 44–45
Point Lookout Location: Capital Wasteland: Riverboat Landing (PL1), 659
Point Lookout Locations: Zone 1: Northwestern Swamps, 659
  Map, 660
  Primary Locations, 661
  Blackhall Manor (1.02), 661–662
  Flooded Sinkhole (1.06), 663
  Grower's Shack (1.03), 662
  Jet Crash Site (1.04), 662
  Lil' Tyke Playhouse (1.07), 664
  Sacred Bog Entrance (1.01), 661
  Trapper's Shack (1.05), 663
  Secondary Locations, 664–66
Point Lookout Locations: Zone 2: Northern Marshes, 666–72
  Primary Locations, 667–69
  Haley's Hardware (2.11), 668
  Marguerite's Shack (2.09), 667
  Trash Heap (2.08), 667
  Truck Wreckage (2.12), 669
  Turtledove Detention Camp (2.10), 667–668
Point Lookout Locations: Zone 3: The Shrouded Promontory, 672–77
  Primary Locations, 672–75
  The Ark & Dove Cathedral (3.13), 672–673
  Ark & Dove Resting Grounds (3.14), 673
  Coastal Grotto (3.17), 675
  Herzog Mine (3.15), 673–674
  Wrecked Seatub (3.16), 674–675
  Secondary Locations, 676–77
Point Lookout Locations: Zone 4: Western Sand Dunes, 677–79
  Map, 677
  Primary Locations, 677–78
  Disaster Relief Outpost (4.19), 678
  Dove Delta (4.18), 677
  Ofie Clan Plot (4.20), 678
  Secondary Locations, 678–79
Point Lookout Locations: Zone 5: Point Lookout Township, 679–85
  Map, 680
  Primary Locations, 680–82
  Beachview Campsite (5.26), 682
  The Homestead Motel (5.24), 681
  House of Wares (Panada) (5.23), 681
  Pilgrim's Landing (5.22), 680–681
  Point Lookout Pier (5.21), 680
  Ritual Site (5.25), 682
  Secondary Locations, 683–85
Point Lookout Locations: Zone 6: The Blasted Heath, 686–89
  Primary Locations, 686–89
  Calvert Mansion (6.28), 686–687
  Point Lookout Lighthouse (6.29), 687–688
  USS Ozymandias (6.27), 686
  Secondary Locations, 686–89
Point Lookout Locations; Zone 7: Southwest Territories, 658
Point Lookout Locations: Zone 9: Exterior DC Metropolitan Ruins, 659
Poison and Radiation Resistance, 9–10
Police Baton, 116
Police Hat, 145
Pool Cue, 116
Pool Cue: The Break, 116
Poplar's Hood, 145
Power Armor, 130
Power Armor Training, 22, 23
Powered Armor, 129–31
Power Fist, 125
Power Fist: Fisto!, 126
Power Fist: The Shocker, 126
Power Helmets, 142
The Power of the Atom. see Miscellaneous Quests: The Power of the Atom
President John Henry Eden, 91
Pre-War Hats, 145
Pre-War Outfits, 138
Primary Statistics, 5–7
Prime (deceased), 91
Private Beckett, 91
Private Jones, 91
Private Laurence Mears, 91
Professor Calvert, 91
Pronto, 91
Prosper, 92
Protector Henry Casdin, 92
Protector McGraw, 92
Prototype Medic Power Armor, 130
PS3 Trophies, 731–32
Pugilism Illustrated, 744
Pulse Grenade, 112
Pulse Mine, 112
Punga Power!, 24
Puppies!, 20
Pyromaniac, 17

Q

Quantum Chemist, 20
Quartermaster, 92
Quest-Related Perks, 22–24
Quest Rewards
  Big Trouble in Big Town, 214
  Blood Ties, 256
  Broken Steel: Who Dares Wins, 566–67
  Mothership Zeta: This Galaxy Ain't Big Enough..., 717
  Oasis, 259
  Operation: Anchorage!, 483
  The Pitt, 520
  Point Lookout: A Meeting of the Minds, 631
  The Power of the Atom, 264
  Reilly's Rangers, 302
  The Replicated Man, 249
  Stealing Independence, 284
  The Superhuman Gambit, 214
  Tenpenny Tower, 270
  Those!, 235

    Trouble On the Homefront, 288–89
    The Wasteland Survival Guide, 228
    You Gotta Shoot 'Em in the Head, 279
Quinn, 92

R

Rachael, Daughter of Dave, 92
Rad Absorption, 21
Radiation, 33
Radiation King (14.04), 428
Radiation Suit, 134
Radio Waves, 31
Rad Limb Healing, 22
Rad Resistance, 16
Rad Tolerance, 21
Raider Badlands Armor, 132
Raider Blastmaster Armor, 132
Raider Commando Armor, 132
Raider Helmets, 143
Raider Iconoclast Armor, 132
Raider Ordinance Armor, 132
Raider Paingiver Armor, 132
Raiders, 42, 50
Raider Sadist Armor, 133
Raider Throwdown Armor, 133
Railway Rifle, 124
Ralph, Son of Dave, 92
Ramsey, 92
Ranger Battle Armor, 128
Ranger Battle Helmet, 146
Raven Rock (1.01), 196, 309–310, 522
Reading Glasses, 148
Reclining Groves Resort Homes (2.07), 322
Recon Armor, 133
Recon Armor Helmet, 146
Red, 92
Reddup, 92
Red Racer Factory (8.08), 395–396
Red Racer Jumpsuit, 139
Red's Bandana, 146
Red's Jumpsuit, 139
Regulator Duster, 139
Regulators, The, 43
Reilly, 93
Reilly's Rangers. see Miscellaneous Quests: Reilly's Rangers
Reilly's Rangers Compound (18.06), 446
Relay Tower KX-B8-11 (3.08), 331–332
Repairing, 35
Repair Skills, 12
Repellent Stick, 116
The Replicated Man. see Miscellaneous Quests: The Replicated Man
Republic of Dave, The (3.03), 275, 330–331
Rescue from Paradise. see Main Quest: Rescue from Paradise
Ricky "Zip," 93
Rigged Shotguns, 33
Rigged Terminals, 33
Ripper, 116
Ripper: Jack, 116
Rip Smithy, 93
Rivet City (9.15), 168, 177, 215, 245, 271, 275, 279, 407–411, 597
Rivet City Security Uniform, 129, 146
Roach King, 93
RobCo Facility (7.10), 377–378
RobCo Jumpsuit, 139
Robert, 93
Robotics Expert, 17
Robots, 57–58
Rockbreaker's Last Gas (4.05), 337
Rock Creek Caverns (6.09), 305, 367–368
Rock-It Launcher, 107
Rocksalt, 93
Roger Rockwell, 93
Rolling Pin, 117
Ronald Laren, 93
Roosevelt Academy (1.16), 289, 315–316
Rory MacLaren, 93
Rosa Meitner, 93
Rosie, Wife of Dave, 93–94
Roving Trader Outfit, 139, 146
Roy Phillips, 94
Ruzka the Wonder Bear, 94
Ryan Brigg (and Pumpkin), 94

S

Sally, 94
Sammy, 94
Samurai Armor, 129, 146
Samurai's Sword, 117
Sam Warrick, 94
Sanders (deceased), 94
Sandra Kundanika, 94
Sapling Yew, 94
SatCom Array NN-03d (2.02), 320–321
SatCom Array NW-05A (1.03), 311
SatCom Array NW-07c (1.05), 312
Sawbones, 95
Sawed-Off Shotguns, 124
Scavenging, 35
Schematics: Custom Weapons, 39, 738–39
Science Skills, 12, 27
Scientific Pursuits. see Main Quest: Scientific Pursuits
Scientist Outfit, 139
Scoped .44 Magnum: Callahan's Magnum, 121
Scoped .44 Magnum: Paulson's Revolver, 121
Scoped .44 Magnums, 121
Scoundrel, 14–15
Scrapyard (6.03), 362
Scribe Bigsley, 95
Scribe Bowditch, 95
Scribe Elizabeth Jameson, 95
Scribe Peabody, 95
Scribe Pre-War Books, 39, 739–40
Scribe Reginald Rothchild, 95
Scribe Vallincourt, 95
Scribe Yearling, 95
Scrounger, 16
Seagrave Holmes, 95
Sealed Body Suits, 133–34
Security Chief Gustavo, 95–96
Security Chief Paul Hannon (I), 96
Sentinel Sarah Lyons, 96
Sergeant Daniels, 96
Sergeant RL-3, 37, 96
Sewer (12.09), 424–425
Sewer Entrance (12.04), 422
Sewer (Penn Ave.) (15.03), 431
Sewer (Seward Square) (18.04), 445
Sewer Waystation (9.03), 401
Sexy Sleepwear, 139
Shady Hat, 146
Shakes, 96
Shalebridge (4.01), 336
Shawna, Daughter of Dave, 96
Sheet Music Books, 39
Sheriff's Duster, 139
Sheriff's Hats, 146
Shishkebab, 117
Shock Baton, 117
Shock Baton: Electro-Suppressor, 117
Shop (Madame Jealle's) (21.02), 452
Shorty, 96
Shovel, 117
Shovel: Fertilizer Shovel, 118
Shrapnel, 96
Sid, 96
Sierra Petrovita, 97
Silas, 97
Silent Running, 17
Silver, 97, 157
Silver Lining Drive-In, The (1.12), 314
Simone Cameron, 97
Sister, 97
Size Matters, 16
Skill Books, 39, 740–45
    Big Book Of Science, 743
    Chinese Army: Spec. Ops. Training Manual, 744
    D.C. Journal of Internal Medicine, 742
    Dean's Electronics, 743
    Duck and Cover!, 741
    Grognak The Barbarian, 742
    Guns And Bullets, 743
    Lying, Congressional Style, 744
    Nikola Tesla And You, 741
    Pugilism Illustrated, 744
    Tales Of A Junktown Jerky Vendor, 740
    Tumblers Today [Lockpick] (25), 741–42
    U.S. Army: 30 Handy Flamethrower Recipes [Big Guns] (25), 740–41
Skill Points, 10, 27
Skills
    Advice On, 26–28
    Available Skills, 10–13
    Combat Combinations, 26
    Cross-referencing statistics, 25
    Overview, 10–13
    Primary Combat, 25–26
    Tag Skills, 10
Slave Outfits, 140, 141
Slavers, 42, 50
Slaves (Abolitionists), 43
Sledgehammer, 118
Sledgehammer: The Tenderizer, 118
Sleeping, 35
Small Guns, 33, 119–25
    skills, 12, 743
Smiling Jack, 97
Smith Casey's Garage (7.03), 168, 177, 374–375
Smugglers, 44, 50–51
Sneaking, 34
Sneak Skills, 12, 27
Sniper, 17
Sniper Rifle, 125
Sniper Rifle: Reservist's Rifle, 125
Sniper Rifle: Victory Rifle, 125
Snowflake, 97
Solar Powered, 20
Somah, 97
Son of Atom, 97
Sonora Cruz, 97
Spacesuit, 134
Sparky, 97
S.P.E.C.I.A.L. Effects Table, 4, 151
Specialist Olin, 98
Speech Skills, 12, 27
Spiked Knuckles, 126
Spiked Knuckles: Plunkett's Valid Points, 126
Split Jack, 98
Spook, 98
Springvale (8.02), 387, 573
Springvale School (5.14), 289, 355–356
Squill, 98
Squire Arthur Maxson, 98
Stacking, 36
Stanley Armstrong, 98
Star Paladin Cross, 37, 98
Statesman Hotel, The (12.08), 296, 423–424
Statistics, 25
Stealing, 34
Stealing Independence. see Miscellaneous Quests: Stealing Independence
Stealth Boy, 34
Steel Knuckles, 126
Steel Saw, 118
Stefan, 98
Steve Armstrong (deceased), 98
Sticky Hands, 98–99
Stiggs, 99
Stockholm, 99
Stormchaser Hat, 146
Strength, 5
Strictly Business. see Miscellaneous Quests: Strictly Business
Strike Team Grenadier, 46
Strike Team Infantrymen, 45
Strike Team Missile Unit, 46
Strike Team Sniper Unit, 46
Strike Team Unit, 99
Strong Back, 16
Sue "Knock Knock," 99
Sugar Bombs, 39
Sunglasses, 148
Sunken Sewer (11.09), 419
Super-Duper Mart (9.01), 215, 401
The Superhuman Gambit. see Miscellaneous Quests: The Superhuman Gambit
Superior Defender, 24
Super Mutant Overlord, 55
Super Mutants, 42
Super Sledge, 118
Super Sledge: Fawkes' Super Sledge, 118
Supervisor Helmet, 143
The Surgeon, 100
The Surgeon's Lab Coat, 140
Survivor Expert, 23
Survivor Guru, 23
Susan Lancaster, 99
Susie Mack, 99
Swampfolk, 44–45, 58
Swift Learner, 14
Switchblade, 119
Switchblade: Butch's Toothpick, 119
Sydney, 99

T

- Tag!, 19
- Tag Skills, 10
- Take It Back!. see Main Quest: Take It Back!
- Takoma Industrial Factory (13.04), 426
- Takoma Park Little Leaguer Cap, 147
- Tales Of A Junktown Jerky Vendor, 740
- Talon Combat Armor, 129, 147
- Talon Company Mercenaries, 41, 51
- Tammy Hargrave, 99
- Tara Fields (deceased), 99
- Tattered Slave Outfit, 140
- T-51B Power Armor, 130
- T-51B Power Armor (Winterized), 130
- T-51B Power Helmet, 142
- Ted (deceased), 99–100
- Ted Strayer, 100
- Temple of the Union (3.10), 240, 308, 310
- Tenleytown/Friendship Station (Chevy Chase North) (10.01), 416
- Tenpenny Security Uniform, 129
- Tenpenny's Suit, 140
- Tenpenny Tower. see Miscellaneous Quests: Tenpenny Tower
- Tenpenny Tower (7.14), 260, 264, 271, 275, 381–383, 573,
- Tepid Sewers (9.07), 403
- Tepid Sewer (Georgetown West) (14.01), 428
- Tesla Armor, 131
- Tesla Cannon, 110
- Tesla Helmet, 142
- Theo (deceased), 100
- Thief, 14
- Third Tag Skill, 26
- Thomas Jefferson, 100
- Those!. see Miscellaneous Quests: Those!
- Three Dog, 100
- Three Dog's Glasses, 148
- Three Dog's Wrap, 147
- Tiffany Cheng, 100
- Timebomb, 100
- Timmy Neusbaum, 100–101
- Tinker Joe, 101
- Tire Iron, 119
- Tire Iron: Highwayman's Friend, 119
- Tobar the Ferryman, 101
- Tom Holden, 101
- Torcher's Mask, 143
- Toshiro Kago, 101
  - Japanese-to-English Translation Chart, 698–99
- Toughness, 15
- Tour Of The Capital Wasteland, 303–455
  - Map Overview And Legend, 303
- Tour Of The Capital Wasteland: Around the Wasteland in 80 Mini-Encounters
  - Repeating Encounters, 306–8
  - Unique Encounters, 305–6
- Tour Of The Capital Wasteland: General Encounters, 304
- Tour Of The Capital Wasteland: Welcome to the Capital Wasteland
  - Measuring Your Vital Statistics, 303–4
- Tour Of The Capital Wasteland: Zone 1: Northwest Territories, 309–18
  - Collectibles, 309
  - Primary Locations, 309–16
  - Secondary Locations, 316–18
  - Topographical Overview, 309
- Tour Of The Capital Wasteland: Zone 2: Northern Mountains, 318–26
  - Collectibles, 318
  - Primary Locations, 319–24
  - Secondary Locations, 324–26
  - Topographical Overview, 318
- Tour Of The Capital Wasteland: Zone 3: Northeast Territories, 326–34
  - Collectibles, 326
  - Primary Locations, 327–33
  - Secondary Locations, 333–34
- Tour Of The Capital Wasteland: Zone 4: Irradiated Western Planes, 335–44
  - Collectibles, 335
  - Primary Locations, 336–42
  - Secondary Locations, 342–44
  - Topographical Overview, 335
- Tour Of The Capital Wasteland: Zone 5: Central Plains and Potomac, 344–58
  - Collectibles, 344
  - Primary Locations, 345–56
  - Secondary Locations, 356–58
  - Topographical Overview, 344
- Tour Of The Capital Wasteland: Zone 6: Eastern Hills and D.C. Outskirts, 359–72
  - Collectibles, 359
  - Primary Locations, 359–70
  - Secondary Locations, 370–72
  - Topographical Overview, 359
- Tour Of The Capital Wasteland: Zone 7: Southwest Territories, 373–85
  - Collectibles, 373
  - Primary Locations, 374–83
  - Secondary Locations, 383–85
  - Topographical Overview, 373
- Tour Of The Capital Wasteland: Zone 8: Southern Plains and D. C. Outskirts, 385–99
  - Collectibles, 385
  - Primary Locations, 385–97
  - Secondary Locations, 397–99
  - Topographical Overview, 385
- Tour Of The Capital Wasteland: Zone 9: Exterior D. C. Metropolitan Ruins, 400–415
  - Collectibles, 400
  - Primary Locations, 401–12
  - Secondary Locations, 413–15
  - Topographical Overview, 400
- Tour Of The Capital Wasteland: Zones 10-21: Interior D. C. Metropolitan Ruins, 416–53
  - Zone 10: Chevy Chase Overview, 416–17
  - Zone 11: Dupont Circle, 417–20
  - Zone 12: Vernon Circle, 420–25
  - Zone 13: Takoma Park, 425–27
  - Zone 14: Georgetown, 427–30
  - Zone 15: Pennsylvania Avenue, 430–32
  - Zone 16: Arlington National Cemetery, 433–35
  - Zone 17: The Mall, 436–44
  - Zone 18: Seward Square, 444–47
  - Zone 19: Falls Church, 447–50
  - Zone 20: Mason District, 450–52
  - Zone 21: L'Enfant Plaza, 452–53
- Tour Of The Capital Wasteland: Zone U: Linking Underground Locations (D.C. Ruins), 454–64
- Townhome (Mclellan Household) (14.06), 428–429
- Trading, 35
- Training, 28–30
- Tranquility Lane. see Main Quest: Tranquility Lane
- Translation Chart, Toshiro Kago Japanese-to-English, 698–99
- Traps, 33–34
- Tree Father Birch, 101
- Trench Knife, 119
- Tribal Garb, 140
- Tribal Power Armor, 131
- Tribals, 45, 51–52
- Trinnie, 101
- Trogs, 43–44, 52
- Trophies (PS3), 731–32
- Troubleman, 101
- Trouble On the Homefront. see Miscellaneous Quests: Trouble On the Homefront
- Tulip, 101
- Tumblers Today [Lockpick] (25), 741–42
- Tunnel Snake Outfit, 127
- Tweaks, setting, 28

U

- Ug-Qualtoth, 102
- Unarmed Weapons, 33, 125–26
  - skills, 13
- Uncle Leo, 102
- Underworld Ghouls (Non Feral), 43
- Unique Weapons and Outfits, 735–7
- U.S. Army (Simulated), 43, 52–53
- U.S. Army: 30 Handy Flamethrower Recipes [Big Guns] (25), 740–41

V

- Vance, 102
- Vance's Longcoat Outfit, 140
- VAPL-58 Power Station (4.10), 341
- VAPL-66 Power Station (7.06), 376
- VAPL-84 Power Station (7.08), 377
- V.A.T.S., 32
- Vault Dwellers, 35–40, 42
- Vault 77 Jumpsuit, 128
- Vault 87 (4.06), 192, 337–338
- Vault 92 (3.01), 289, 327–328
- Vault 101 (8.01), 149, 285, 386–387
- Vault 101 Jumpsuit, 127
- Vault 101 Security Armor, 127
- Vault 101 Security Helmet, 143
- Vault 101 Utility Jumpsuit, 127
- Vault 106 (5.12), 352–353
- Vault 106 Jumpsuit, 127
- Vault 108 (6.06), 363–364
- Vault 108 Jumpsuit, 128
- Vault 112 Jumpsuit, 128
- Vault Lab Uniform, 128
- Vault-Tec Headquarters (12.02), 421
- Vehicular Manslaughter, 33
- Vera Weatherly, 102
- Vernon East/Takoma Park (Vernon Square East) (12.03), 421–422
- Vernon East/Takoma Park (Takoma Park Exterior) (13.01), 426
- Veteran Mercenary, 51
- Victoria Watts, 102
- Vikia, 102
- Vital Statistics
  - Measuring, 303–4

W

- Wadsworth, 102
- Wally Mack, 102
- Walter, 102
- Wanderer's Leather Armor, 133
- War Correspondent, 102
- Warmonger, 21
- Warrington Station (7.13), 380
- Warrington Trainyard (7.12), 264, 379–380
- The Washington Monument (17.05), 163, 437
- Wasteland
  - Apparel, 127–48
  - Census, 59–103
  - Factions, 41–43
  - Supremacy, 32–33
  - Weaponry, 104–27
- Wastelanders, 42, 53
- The Wasteland Survival Guide. see Miscellaneous Quests: The Wasteland Survival Guide
- The Waters of Life. see Main Quest: The Waters of Life
- Weapons
  - Big Guns, 104–7
  - Custom, 38
  - Mines, 111–12
  - Schematics, 39, 738–39
  - Types, 32–33
  - Unarmed Weapons, 13, 33, 125–26
  - Unique Weapons, 735–37
  - see also Energy Weapons; Melee Weapons; Small Guns
- Welder's Mask, 144
- Wernher, 102–3
- Wheaton Armory (6.04), 362–363
- White House Utility Tunnel (15.02), 430–431
- Wig, 148
- Wild Bill (deceased), 103
- Wildmen, 43–44, 49
- Wilhelm's Wharf (9.04), 401–402, 569, 594
- William Brandice (deceased), 103
- Willow, 103
- Willy, 103
- Winger Gervais, 103
- Winger Mercier (deceased), 103
- Wint, 103
- Winterized Helmets, 142
- Winterized Medic Armor, 131
- Winthrop, 103
- Wired Reflexes, 23
- WKML Broadcast Station (1.11), 314
- Woodrose, 103
- Work Benches, 35
- Workman's Coveralls, 141

X

- Xbox 360/PC Achievements, 731–32
- Xenotech Expert, 24

Y

- Yao Guai Tunnels (7.01), 374
- Ymir, 103
- You Gotta Shoot 'Em in the Head. see Miscellaneous Quests: You Gotta Shoot 'Em in the Head